

# Ape

CR 2

ALWAYS N LARGE ANIMAL

**Init:** +2; **Senses:** low-light vision, scent; Perception +6

**Languages:** —

---

**AC:** 14 (+2 Dex, +3 natural, -1 size), touch 11, flat-footed 12

**Hit Points:** 32 (4d8+8+6)

**Fort:** +6, **Ref:** +6, **Will:** +2

---

**Speed:** 30 ft., climb 30 ft.

**Space:** 10 ft.; **Reach:** 10 ft

**BAB:** +3; **CMB:** +12; **CMD:** 23

**Melee:** 2 claws +7 (+3 BAB, +5 Str, -1 size) and bite +2

**Damage:** claw 1d6+5, bite 1d6+2

**Combat Reactions:** 1; **Dodge:** +1; **Block:** DR 1

---

## ABILITIES & SKILLS:

	Str	Dex	Con	Int	Wis	Cha
<b>Score:</b>	21	15	14	2	12	7
<b>Modifier:</b>	+5	+2	+2	-4	+1	-2
<b>Average Skills:</b>	+7	+4	+4	-2	+3	+0
<b>Good Skills:</b>	+12	+9	+9	+3	+8	+5

**Typical Skills:** Climb +15, Perception +6

**Racial Skill Modifiers:** +8 Climb

An ape can always choose to Take 10 on Climb checks even if rushed or threatened. It retains its Dexterity bonus to Armor Class, can take 5-foot steps, and can run and charge while climbing.

**Feats:** Skill Focus (Perception), Toughness

**Advancement:** 5–8 HD (Large)

---

## ECOLOGY

**Environment:** warm forests

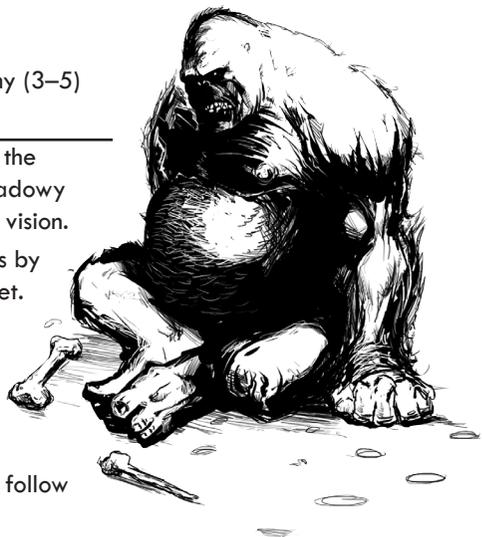
**Organization:** solitary, pair, or company (3–5)

**Treasure:** none

---

**Low-Light Vision (Ex):** An ape ignores the effects of concealment in areas of shadowy illumination within its normal range of vision.

**Scent (Ex):** An ape can detect creatures by sense of smell, generally within 30 feet. It can take a move action to note the direction of the scent, and if it comes within 5 feet of the source, the ape pinpoints the source's location. An ape can track by smell, making a Wisdom (or Survival) check to find or follow a scent (DC 10+).



# Ape, Dire

CR 3

ALWAYS N LARGE ANIMAL

**Init:** +2; **Senses:** low-light vision, scent; Perception +6

**Languages:** —

---

**AC:** 15 (+2 Dex, +4 natural, -1 size), touch 11, flat-footed 13

**Hit Points:** 39 (5d8+10+7)

**Fort:** +6, **Ref:** +6, **Will:** +5

---

**Speed:** 30 ft., climb 15 ft.

**Space:** 10 ft.; **Reach:** 10 ft.

**BAB:** +3; **CMB:** +13; **CMD:** 24

**Melee:** 2 claws +8 (+3 BAB, +6 Str, -1 size) and bite +3

**Damage:** claw 1d6+6, bite 1d8+3

**Combat Reactions:** 1; **Dodge:** +1; **Block:** DR 1

**Special Attacks:** rend (2d6+9)

---

## ABILITIES & SKILLS:

	<b>Str</b>	<b>Dex</b>	<b>Con</b>	<b>Int</b>	<b>Wis</b>	<b>Cha</b>
<b>Score:</b>	22	15	14	2	12	7
<b>Modifier:</b>	+6	+2	+2	-4	+1	-2
<b>Average Skills:</b>	+8	+4	+4	-2	+3	+0
<b>Good Skills:</b>	+14	+10	+10	+4	+9	+6

**Typical Skills:** Climb +16, Perception +6, Stealth +0

**Racial Skill Modifiers:** +8 Climb

A dire ape can always choose to Take 10 on Climb checks even if rushed or threatened. It retains its Dexterity bonus to Armor Class, can take 5-foot steps, and can run and charge while climbing.

**Feats:** Skill Focus (Perception), Toughness

**Advancement:** 6–15 HD (Large)

---

## ECOLOGY

**Environment:** warm forests

**Organization:** solitary company (5–8)

**Treasure:** none

---

**Low-Light Vision (Ex):** A dire ape ignores the effects of concealment in areas of shadowy illumination within its normal range of vision.

**Rend (Ex):** Melee (both claws), damage 2d6+9, no save.

A dire ape that hits with both claw attacks latches onto the opponent's body and tears the flesh, dealing additional damage.

**Scent (Ex):** A dire ape can detect creatures by sense of smell, generally within 30 feet. It can take a move action to note the direction of the scent, and if it comes within 5 feet of the source, the dire ape pinpoints the source's location. A dire ape can track by smell, making a Wisdom (or Survival) check to find or follow a scent (DC 10+).

# BEAR, BLACK

CR 2

ALWAYS N MEDIUM ANIMAL

**Init:** +1; **Senses:** low-light vision, scent; Perception +2

**Languages:** —

---

**AC:** 13 (+1 Dex, +2 natural), touch 11, flat-footed 12

**Hit Points:** 19 (3d8+6)

**Fort:** +5, **Ref:** +4, **Will:** +2

---

**Speed:** 40 ft.

**Space:** 5 ft.; **Reach:** 5 ft.

**BAB:** +2; **CMB:** +6; **CMD:** 17 (21 vs. trip)

**Melee:** 2 claws +6 (+2 BAB, +4 Str) and bite +1

**Damage:** claw 1d4+4, bite 1d6+2

**Combat Reactions:** 1; **Dodge:** +1; **Block:** DR 1

---

## ABILITIES & SKILLS:

	Str	Dex	Con	Int	Wis	Cha
Score:	19	13	15	2	12	6
Modifier:	+4	+1	+2	-4	+1	-3
Average Skills:	+5	+2	+3	-3	+2	-2
Good Skills:	+10	+7	+8	+2	+7	+3

**Typical Skills:** Climb +5, Perception +2, Swim +9

**Racial Skill Modifiers:** +4 Swim.

**Feats:** Endurance, Run

**Advancement:** 4–5 HD (Medium)

---

## ECOLOGY

**Environment:** temperate forests

**Organization:** solitary or pair

**Treasure:** none

---

**Low-Light Vision (Ex):** A black bear ignores the effects of concealment in areas of shadowy illumination within its normal range of vision.

**Scent (Ex):** A black bear can detect creatures by sense of smell, generally within 30 feet. It can take a move action to note the direction of the scent, and if it comes within 5 feet of the source, the black bear pinpoints the source's location. A black bear can track by smell, making a Wisdom (or Survival) check to find or follow a scent (DC 10+).



# BEAR, BROWN

CR 4

ALWAYS N LARGE ANIMAL

**Init:** +1; **Senses:** low-light vision, scent; Perception +4

**Languages:** —

---

**AC:** 15 (+1 Dex, +5 natural, -1 size), touch 10, flat-footed 14

**Hit Points:** 51 (6d8+24)

**Fort:** +9, **Ref:** +6, **Will:** +3

---

**Speed:** 40 ft.

**Space:** 10 ft.; **Reach:** 5 ft.

**BAB:** +4; **CMB:** +16; **CMD:** 26 (30 vs. trip)

**Melee:** 2 claws +11 (+4 BAB, +8 Str, -1 size) and bite +6

**Damage:** claw 1d8+8, bite 2d6+4

**Combat Reactions:** 1; **Dodge:** +2; **Block:** DR 2

**Special Attacks:** improved grab (claw)

---

## ABILITIES & SKILLS:

	Str	Dex	Con	Int	Wis	Cha
<b>Score:</b>	27	13	19	2	12	6
<b>Modifier:</b>	+8	+1	+4	-4	+1	-3
<b>Average Skills:</b>	+11	+4	+7	-1	+4	+0
<b>Good Skills:</b>	+17	+10	+13	+5	+10	+6

**Typical Skills:** Perception +4, Survival +7, Swim +15

**Racial Skill Modifiers:** +4 Swim

**Feats:** Endurance, Run, Skill Focus (Survival)

**Advancement:** 7–10 HD (Large)

---

## ECOLOGY

**Environment:** cold forests

**Organization:** solitary or pair

**Treasure:** none

---

**Improved Grab (Ex):** Melee (claw), may attempt to start a grapple (creatures up to one size smaller only).

If a brown bear hits with its claw attack, it may attempt to start a grapple as a free action without provoking an attack of opportunity.

**Low-Light Vision (Ex):** A brown bear ignores the effects of concealment in areas of shadowy illumination within its normal range of vision.

**Scent (Ex):** A brown bear can detect creatures by sense of smell, generally within 30 feet. It can take a move action to note the direction of the scent, and if it comes within 5 feet of the source, the brown bear pinpoints the source's location. A brown bear can track by smell, making a Wisdom (or Survival) check to find or follow a scent (DC 10+).