

SEAWOLF

Medium Animal

Hit Dice:	2d8+4 (13 hp)
Initiative:	+1
Speed:	20 ft. (4 squares), swim 40 ft.
Armor Class:	14 (+1 Dex, +3 natural), touch 11, flat-footed 13
Base Attack/Grapple:	+1/+4
Attack:	Bite +5 melee (1d6+4)
Full Attack:	Bite +5 melee (1d6+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Trip
Special Qualities:	Hold breath, low-light vision, scent
Saves:	Fort +5, Ref +5, Will +1
Abilities:	Str 16, Dex 12, Con 15, Int 2, Wis 12, Cha 6
Skills:	Hide +2, Listen +4, Move Silently +1, Spot +4, Survival +2*, Swim +12
Feats:	Alertness ^B , Weapon Focus (Bite)
Environment:	Cold Aquatic
Organization:	Solitary, pair, or pack (4-16)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4 HD (Medium), 5-6 HD (Large)
Level Adjustment:	---

Scholars debate whether or not the seawolf is a natural creature or something conjured up from the warped mind of a wizard. They do however breed true, so such discussion is moot.

The seawolf has the 6 to 7 foot long body of a seal. It's head and shoulders are those of a wolf. They are thickly muscled and have tiny ears and long hair that covers their head and shoulders like a mane.

Combat: Seawolves hunt at sea and also on the shoreline. There they use their teeth to trip and kill their opponents.

Trip (Ex): A seawolf that hits with a bite attack can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the seawolf.

Hold Breath (Ex): A seawolf can hold its breath for a number of rounds equal to 8 x its Constitution score before it risks drowning.

Skills: A seawolf has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim

check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.*A seawolf gains a +4 racial bonus on Survival checks when tracking by scent.