

SHARK!



Written by Keith Nielsen

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Written by Keith Neilsen

Edited by Julie Hedge

Few things can cause a full-blown panic faster than yelling “SHARK” on a crowded beach. And few things will strike fear into the heart of your otherwise fearless warrior faster than noticing the first fin break the water as he struggles to stay afloat in his plate mail (hey, you told him not to wear it on the ship!). While mankind has pretty much dominated the land, it has yet to master the sea. For many, the shark is the ultimate reminder that when humans enter the water they are no longer the apex predator.

This product clarifies and adjusts some of the information from the SRD to better replicate the true nature of sharks. The Challenge Ratings have been adjusted up due to these changes. This product also provides detailed information on specific species of sharks, with modifiers that should be added to the base shark statistics.

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Shark Basic Statistics

	Shark, Medium Medium Animal (Aquatic)	Shark, Large Large Animal (Aquatic)	Shark, Huge Huge Animal (Aquatic)
Hit Dice:	3d8+3 (16 hp)	7d8+7 (38 hp)	10d8+20 (65 hp)
Initiative:	+2	+6	+6
Speed:	Swim 60 ft. (12 squares)	Swim 60 ft. (12 squares)	Swim 60 ft. (12 squares)
Armor Class:	15 (+2 Dex, +3 natural), touch 12, flat-footed 13	15 (−1 size, +2 Dex, +4 natural), touch 11, flat-footed 13	15 (−2 size, +2 Dex, +5 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+2/+3	+5/+12	+7/+20
Attack:	Bite +4 melee (1d6+1)	Bite +7 melee (1d8+4)	Bite +10 melee (2d6+7)
Full Attack:	Bite +4 melee (1d6+1)	Bite +7 melee (1d8+4)	Bite +10 melee (2d6+7)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.	15 ft./10 ft.
Special Attacks:	—	—	—
Special Qualities:	Blindsense, electroreception, keen scent, Lateral Line	Blindsense, electroreception, keen scent, Lateral Line	Blindsense, electroreception, keen scent, Lateral Line
Saves:	Fort +4, Ref +5, Will +2	Fort +8, Ref +7, Will +3	Fort +11, Ref +9, Will +4
Abilities:	Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2	Str 17, Dex 15, Con 13, Int 1, Wis 12, Cha 2	Str 21, Dex 15, Con 15, Int 1, Wis 12, Cha 2
Skills:	Listen +14, Search +8, Spot +14, Swim +9	Listen +16, Search +8, Spot +15, Swim +11	Listen +18, Search +8, Spot +18, Swim +13
Feats:	Alertness, Enhanced Swimming, Weapon Finesse	Alertness, Enhanced Swimming, Great Fortitude, Improved Initiative	Alertness, Enhanced Swimming, Great Fortitude, Improved Initiative, Iron Will
Environment:	Cold aquatic	Cold aquatic	Cold aquatic
Organization:	Solitary, school (2–5), or pack (6–11)	Solitary, school (2–5), or pack (6–11)	Solitary, school (2–5), or pack (6–11)
Challenge Rating:	2	3	5
Advancement:	4–6 HD (Medium)	8–9 HD (Large)	11–17 HD (Huge)
Level Adjustment:	—	—	—

Shark Abilities Explained



Photo courtesy Richard Ling

Sharks are the result of 10 million years of evolution. They are often considered the perfect predators, as they seem to have specifically designed by nature to hunt. As the apex predator of the seas, sharks have little to fear except larger sharks and the destructive nature of humanity.

Electroreception (ex): The good news is, if your hapless, bloodied adventurer falls overboard a mile away from a school of sharks, the blood won't attract them to munch on you. The bad news is, the actual fall into the water probably will. All living creatures produce electrical signals. Sharks have the most advance electroreception system of all creatures, and are capable of detecting a change in voltage as small as 10 millionths of a volt at a range of up to a mile. Sharks can actually differentiate between "normal" electrical impulses and those of creatures in distress. Sharks follow these impulses in search for food, and also out of curiosity.

Keen Scent (ex): While the ability of sharks to sense blood in large volumes of water is astounding, it has been seriously exaggerated. Most research indicates that a shark can smell blood up to a quarter of a mile (1320 feet) away. This sense of smell, however, extends to any odor. The Keen Scent feat has been adjusted to more accurately reflect this.

The Lateral Line (ex): All sharks are equipped with something called the Lateral Line. This is actually a series of tubes that runs along both sides of the shark. These tubes pick up subtle changes in the shark's environment. Sounds, vibrations, pressure changes, and other environmental factors are picked up through the Lateral Line. Because of this, sharks cannot be surprised or flanked.

Speed: While most sharks, when not feeding, gracefully glide through the water at a leisurely 1-2 miles per hour; they are capable of astounding feats of speed that can be maintained for extended periods. Sharks are built for both speed and power, and therefore all sharks have the Enhanced Swimming Feat.

Spell Immunity (ex): Because the shark's enhanced senses are so advanced, these creatures are not fooled by illusions. A *Blur* or *Mirror Image* spell might trick a shark's eyesight, but not its electroreception or Lateral Line.

ENHANCED SWIMMING [GENERAL]

Prerequisites: Str 12, swim 8 ranks

Benefit: When swimming, you move five times your normal swim speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). You retain your Dexterity bonus to AC.

Normal: A creature moves at half its base speed if swimming as a full round action, or one quarter of its base speed if swimming as a move action

The Sharks

The sharks presented here have unique abilities or behavior that set them apart from most of their kind. They use the standard shark statistics for their listed size, but add the bonuses and abilities included with their listing. In some cases, an adjustment to the size challenge rating is shown. Only the Whale Shark is presented with a separate set of statistics.



Bull Shark Photo Courtesy Terry Goss

Bull Shark (Large Shark)

One of the few sharks to routinely travel into freshwater, the Bull Shark is a nasty-tempered creature that patrols shallow warm coastal areas, bays, and rivers looking for prey. Bull sharks prefer shallow waters, where they hunt turtles, rays, other sharks, and even land dwelling mammals that get too close to the water. Bull sharks reach a length of between 7 to 11 feet and can weigh between 200 to 700 lbs, with females usually bigger than the males. Extremely territorial, bull sharks will attack anything they deem a threat, including canoes, rafts, and small boats.

Feign: Bull Sharks generally strike without warning. They have been known to casually swim up to and around a potential victim, as if they are going to swim by. Bull Shark's get a +8 racial bonus to feign attempts, but the attempt can only be used at the beginning of combat.

CR Modifier: none



Great White Shark (Huge Shark)

Reaching lengths of almost 21 ft and weighing in at over 2,500 pounds, the Great White is perhaps the most well-known of all sharks. Prowling coastal waters in both warm and cool climates, the Great White can strike without warning with terrifying speed. A single bite can tear away up to 30 lbs of flesh from its prey. Great White sharks primarily hunt seals, sea lions, and similar aquatic mammal. Because humanoid behavior in the water often mimics these creatures, it is easy to understand how the shark could mistake a human for its normal prey.

Apex Predator: The Great White is perhaps the strongest and hardest of all sharks. The Great White receives a +2 bonus to both Strength and Constitution.

Breaching (Ex): Great Whites are capable of launching devastating attacks on surface prey by breaching from below. To initiate an attack using this ability, the Great White must be below the target. A Great White can initiate a breach from up to 300 feet below. When breaching, the Great White receives a +2 bonus to attack, but suffers a -2 penalty to its armor class. If successful, the shark attacks with such force that it does 3d6+7 damage to the target. Breaching has a number of secondary effects as well.

A target struck by a breaching attack must make a Fortitude Save (DC the amount of damage taken on the attack) or be stunned for 1d4 rounds. Stunned creatures are automatically grappled in the shark's jaws and suffer 2d6+7 damage from the bite. If the target successfully saves, normal grapple rules apply.

If the grapple was successful, the shark jumps out of the water, prey in jaws. A breaching great white can leap up to ten feet above the water's surface. On its turn the following round, the shark reenters the water with such force that anyone within ten feet of the splash must make a Fortitude Save (DC 12) or be stunned for one round. If the shark still has its prey, it will attempt to swim off with it.

Great Whites have been known to breach into small boats, damaging hulls with attacks from below, or literally jumping onto a small boat and sinking it. Such attacks, however, would normally be accidental and are most likely to occur if natural prey such as seals or sea lions are near the boat.

Damage Reduction 3/cold effects (Ex): The Great White is capable of regulating its own body temperature. The shark primarily uses this ability to conserve energy, allowing it to go weeks at a time without eating. It also uses this ability to raise its internal body temperature in cooler waters. This ability to quickly change its body temperature gives the Great White some resistance to cold effects.

Skill Bonuses: Great White sharks are ambush predators. Despite their massive size, they are extremely stealthy creatures. The sharks employ countershading to blend in to their environment. The white underbelly, when viewed from below, creates a minimal silhouette. The dark dorsal side, when viewed from above, blends into the water and makes the shark difficult to see. Even at a lateral view, the shark's outline is distorted by the contrasting shading. This coloration gives the Great White a +8 racial bonus to hide checks in the water.

Spyhopping: Great Whites are known to raise their heads out of the water to survey their surface surroundings. This is generally done in order to spot prey or out of curiosity. It also gives them an opportunity to pick up scents in the air that may be of interest to them.

CR modifier: +3



Great White Surfacing. Photo courtesy Mila



Hammerhead Shark Photo courtesy Suneko

Hammerhead Shark (Medium/Large/or Huge Shark)

There are actually nine different species of Hammerhead, ranging in size from a mere 3 feet long to almost 20 ft. All, however, share certain characteristics. Most notable is the distinctive head area, with the eyes and nostrils at the tips of the extensions. This unique shape distributes the electroreception pores over a wider area, allowing the Hammerheads to pick up electrical changes in their surroundings as small as half a billionth of a volt! Hammerheads tend to stay in shallow warmer coastal waters, feeding off of crustaceans, rays, and fish.

Hammerheads are the least aggressive of the so-called “man-eaters,” and generally ignore humanoids as they do not identify them as food. The Hammerhead’s disproportional small mouth prevents it from considering most medium or large size creatures as prey, though they will bite if surprised or threatened.

Hammerheads normally travel in huge schools during the day, sometimes forming schools of over a 100 sharks. At night, however, the sharks tend to go their separate ways and are generally found hunting alone along the sea bottom.

Skills: Hammerheads receive an additional +4 racial bonus to Listen, Spot, and Search checks due to the peculiar design of their heads.

Poison Resistance (ex): Hammerheads feed of a variety of rays and other bottom dwelling crustaceans that have defensive venoms. Their bodies have developed natural defenses against most poisons and venoms, granting them a +6 bonus to saving throws versus poison.

CR Modifier: +1

Oceanic Whitetip Shark (Large Shark)

The Oceanic Whitetip is a deep seas shark, and the shark most likely to fall upon survivors of shipwrecks or plane crashes. Attracted to the panicked electronic impulses of survivors, these sharks can arrive at a site in the hundreds to pick off survivors one by one.

Oceanic whitetips grow around ten feet long and weight under 400 lbs. Dorsal areas tend toward bronze, brown, and shades of blue, with distinctive white markings on the fins. Research indicates the sharks are not just aggressive, but highly competitive and stubborn. Even if chased off by a superior foe, the shark will merely stalk and wait for an opportunity to attack again.

Once called “Sea Dogs” by sailors, whitetips will follow ships to feed off of the refuse thrown overboard. And indeed, one could say that their behavior while following a ship often resembles a dog when it becomes interested in something.

Fearless (ex): While the shark will make tactical retreats, it is not afraid of larger, stronger, or faster competition. Oceanic Whitetips are immune to any fear effects.

Frenzy (ex): When excited or threatened, the Oceanic Whitetip’s competitive nature takes over and the creature goes into a frenzy. This ability works like the Barbarian’s Rage ability, except the shark is not fatigued at the end. The Oceanic whitetip can frenzy once per day.

Challenge rating modifier: +1



Oceanic Whitetip Shark photo courtesy Peter Koelb

Shortfin Mako (Large Shark)

Considered the fastest shark, the Shortfin Mako has been clocked with a regular swim speed of nearly 31 mph, with a potential burst of speed of up to an incredible 46 mph. Shortfin Makos are generally found in temperate to tropical coastal waters. Shortkin Makos generally feed on tuna, sea turtles, and other boney fish, using their rows of long, pointy teeth to tear flesh from the bones. The teeth of the Shortfin Mako are visible even when the mouth is closed.

Nimble: Shortfin Makos are incredibly agile. They receive a +2 bonus to Dexterity and Reflex Saves.

Skill Bonuses: Like the Great White sharks, Shortfin Makos employ countershading to blend in to their environment. This coloration gives the Shortfin Mako a +8 racial bonus to hide checks in the water.

Speed: The Shortfin Mako has a swim speed of 80 ft.

Wounding Bite (Ex): The teeth of the Shortfin Mako are thin, curved, and pointed. When the Mako bites, these teeth bear down into the flesh of the victim, they tend to rip and tear and the flesh. This causes the victim to bleed from the wounds. Victims that take damage from the shark's bite attack suffer an additional 2 points of bleeding damage each round for 2d4 rounds. Magical healing or a Heal Check (DC 12) can stop the bleeding).

CR Modifier: +1

Thresher Shark (Large Shark)

Although occasionally found in shallow waters, thresher sharks prefer the open sea, where they hunt bluefish, tuna, and other game fish. They have long, streamlined bodies

and are readily identified by their distinctive tails. They have an average length of about 15 ft but rarely weigh over 700 lbs. Thresher sharks are not considered a threat to humans, though humans may find themselves in harms way if they are too close to potential prey.

Dexterous (ex): The Thresher shark is flexible, nimble, and quick. Threshers receive a +2 racial bonus to Dexterity.

Tail Slap: The Thresher Shark will initiate combat not with a bite, but with a slap of its tail in an attempt to stun its prey. The tail does 2d6+4 damage. The victim must make a Fortitude save (DC 10+half the damage done by the tail) or be stunned for three rounds. Thresher sharks have been known to breach when chasing after game fish, and there have been reports of humans on fishing boats being accidentally smacked by the tail. The tail slap is a full attack action make at the shark's full attack bonus.

Challenge Rating Modifier: +1



Thresher shark photo courtesy Scotty11222

Tiger Shark (Huge Shark)

Often called "the garbage can of the sea" the Tiger Shark will eat pretty much anything regardless of whether or not it is actually edible. The beast seems more interested in amusing itself by devouring whatever it comes across than worrying about nutrition. Tiger sharks have been found with license plates, car tires, and on one occasion a suit of armor (what did we tell them about wearing plate on the ship again?).

Tiger sharks can grow up to 20 feet long and can weigh up to 1400 lbs. They are readily identified by their distinctive stripped markings along the dorsal area. Despite its massive size, they are generally found in shallow waters along the coast.

Tear Armor (ex): The teeth of a Tiger sharp are serrated and curved back, almost like a can opener. This allows the Tiger shark to break the shells of sea turtles, and probably



Tiger Shark photo courtesy Stephan

explains how they are able to devour auto parts and such. Because of this unique design, armor is less effective against a tiger shark. Armor bonuses are reduced by one versus a tiger shark. In situations where armor grants a damage reduction bonus instead of an armor bonus, the amount of damage reduction is reduced by 1. This ability has no effect on magical armor bonuses, such as *Mage Armor*, or armor bonuses granted by rings, necklaces, or wondrous items.

Challenge rating modifier: +1



Wobbegong photo courtesy Richard Ling

Wobbegong (Medium Shark)

One of the most unusual of the shark species, the wobbegong is a type of carpet shark that spends its days hiding along the sandy bottom of coastal waters waiting for prey. Wobbegongs rarely grow larger than 6 ft, and have flat, camouflaged bodies with an assortment of fleshy tassels, mostly around the mouth area, that resemble shrimp or larva. These tassels serve as bait for smaller sea creatures. When

the prey approaches, the wobbegong strikes with a quick, forceful bite to subdue and then consume its prey.

Wobbegongs rarely bother with creatures they do not consider prey, however if provoked or stepped on, they will defend themselves.

Hide in Plain Sight: Because of the combination of coloration, tassels, and flattened bodies, Wobbegongs are virtually undetectable. Wobbegongs have a +10 racial bonus to hide checks.

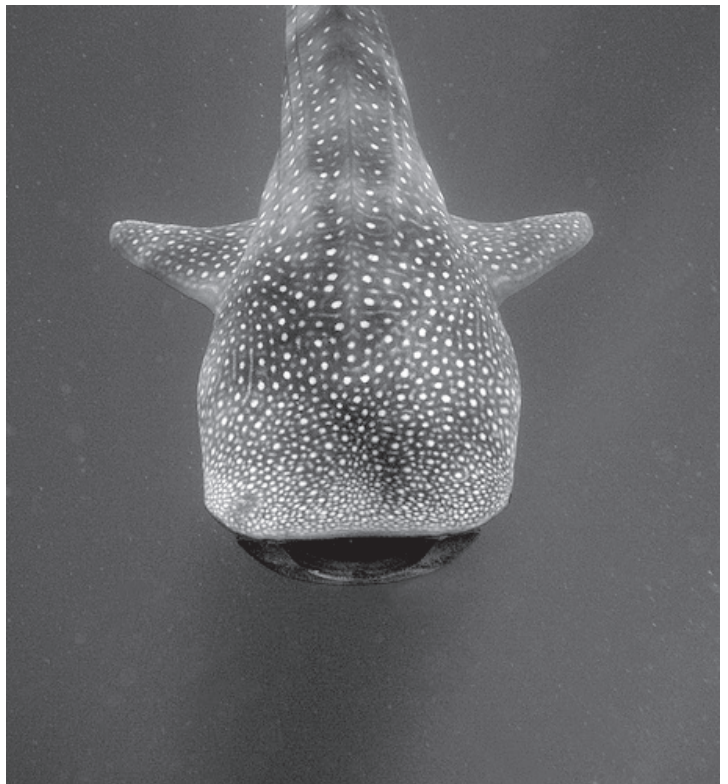
Challenge Rating modifier: none

Whale Shark (Gargantuan Shark)

A shark that spans over 40 ft long and weighs over 40,000 lbs may be a nightmare to any seafaring person, but the gentle Whale Shark is not only a non-threat to people, but also rather friendly. The species has been known to allow divers to ride along its back and is otherwise playful.

The whale shark feeds on plankton and krill, gulping massive amounts of water and pumping it through its enormous mouth and through the grills in its throat. Though it has rows and rows of teeth, these teeth are generally flattened and non-functional.

Slam: The shark does not have a bite attack. Instead, if it feels threatened it can use its massive tail fin to slam an opponent. This attack does 3d6+10 damage.



Whale Shark photo courtesy Jon Hanson

Shark Products

	Shark, Gargantuan
	Gargantuan Animal (Aquatic)
Hit Dice:	20d8+60 (150 hp)
Initiative:	+0
Speed:	Swim 30 ft.
Armor Class:	14 (−4 size, +8 natural), touch 10, flat-footed 10
Base	+10
Attack/Grapple:	
Attack:	Tail Slap melee (3d6+10)
Full Attack:	Tail Slap melee (3d6+10)
Space/Reach:	40 ft./20 ft.
Special Attacks:	—
Special Qualities:	Blindsense, electroreception, keen scent, Lateral Line
Saves:	Fort +11, Ref +2, Will +4
Abilities:	Str 27, Dex 10, Con 16, Int 1, Wis 12, Cha 2
Skills:	Listen +18, Search +8, Spot +18, Swim +13
Feats:	Alertness, Enhanced Swimming, Great Fortitude, Improved Initiative, Iron Will
Environment:	Cold aquatic
Organization:	Solitary
Challenge Rating:	6
Advancement:	NA
Level	—
Adjustment:	

Shark Carcass: Shark fishing is a profitable industry, as almost every part of the shark has a use. Shark hides can be used to produce leather. The flesh of the shark is highly nutritious. And even the cartilage has rumored (though never proven) medicinal qualities. A shark's carcass can be sold to a fishery for 4 cp/lb. That may not sound like much, until you remember that a Great White can weigh 2500 lbs. And imagine the payday hauling in a whale shark!

Shark Oil: Shark oil is a common folk remedy to cure a variety of ailments, from burns to upset stomachs to muscle aches. Shark oil can help the body purge toxins. It also has some nutritional value, as it is high in vitamins. Shark oil is extracted from the liver of the shark. One shark liver can produce three pints of oil. Shark oil is sold in pint containers. One pint holds four doses. Shark oil is commonly found in healing kits.

Persons who consume a dose of shark oil daily for at least a week gain a +1 bonus to saving throws versus disease and poison. If the person stops the daily regimen, however, the benefit is lost. Craft (Alchemy) DC 12, market value 1 sp/pint. Shark oil may sell for a higher price inland where it would be more difficult to procure.

Shark Teeth: Shark teeth are highly prized by collectors, and are also popular in jewelry. Shark tooth jewelry is commonly sold in coastal towns, ranging from a simple single tooth on a chain to elaborate chokers adorned with teeth, coral and pearls.

Selling shark teeth: only unbroken teeth have any value. Jewelers are primarily interested in quantity, and are the main market for selling shark teeth from fresh kills. Jewelers buy shark teeth by the pound. A medium size shark produces 4 lbs of sellable teeth. A large shark will produce 6 lbs of sellable teeth. A huge shark produces 8 lbs of sellable teeth. Because shark teeth are not firmly attached to the jaw, it is generally just a matter of pulling the teeth from the gum line. No special roll is required. The general market price is 2 sp/lb.

Collectors are interested in quality, uniqueness and age. Fossilized teeth, or the teeth from rare species, are highly prized. Pricing will vary based on the collector and the quality of the teeth, and can range from a few silver to 100 gp per tooth.

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