ADVANCED FIENDISH DIRE RAT

XP 200

NE Small animal

Init +5; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +6

DEFENSE

AC 18, touch 16, flat-footed 13 (+5 Dex, +2 natural armor, +1 size)

hp 7 (1d8+3)

Fort +5, Ref +7, Will +3

Resist cold 5, fire 5; SR 5

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +3 (1d4+3 plus disease)

Special Attacks disease, smite good 1/day

STATISTICS

Str 14, Dex 21, Con 17, Int 6, Wis 17, Cha 8

Base Atk +0; CMB +1; CMD 16 (20 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +13, Perception +6, Stealth +13, Swim +13; Racial

Modifiers uses Dex to modify Climb and Swim

SPECIAL ABILITIES