CR 2

XP 600

N Tiny animal

Init +1; Senses low-light vision, scent;

Perception +12

DEFENSE

AC 17, touch 13, flat-footed 16 (+1 Dex, +4

natural, +2 size)

hp 71 (13 HD)

Defensive Abilities improved evasion

Fort +6, Ref +5, Will +8

OFFENSE

Speed 10 ft.; swim 20 ft.

Melee bite +8 (1 plus poison)

Space 2-1/2 ft.; Reach o ft.

STATISTICS

Str 2, **Dex 12**, **Con 11**, **Int 9**, **Wis 9**, **Cha** 10

Base Atk +7; **CMB** -1; **CMD** 7 (11 vs trip)

Feats Weapon Finesse

Skills Acrobatics +5 (+9 jumping), Craft

(alchemy) +6, Intimidate +13, Knowledge

(arcana) +13, Knowledge (nature) +13, Perception

+12, Spellcraft +6, Stealth +13, Swim +9; **Racial**

Modifiers +4 Acrobatics (+8 jumping), +4

Stealth,; uses Dex to swim

SQ deliver touch spells, empathic link, share

spells, speak with animals of its kind, speak with

master

SPECIAL ABILITIES