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MEDIUM

ANIMAL

COMPANION

Perception +15; low-light vision, scent (imprecise, 30 feet)

Skills Acrobatics +14, Athletics +13, Intimidation +10, Stealth +16, Survival +13

Str +3, **Dex** +4, **Con** +2, **Int** -4, **Wis** +3, **Cha** +0

AC 24; **Fort** +14, **Ref** +16, **Will** +15

HP 68

Speed 35 feet

Melee ♦ jaws +14 (finesse), **Damage** 2d6+3 piercing +1d4 precision

Melee ♦ claw +14 (agile, finesse), **Damage** 2d4+3 slashing + 1d4 precision

Precision Kibb does 1d4 precision damage against flat-footed enemies

Support ♦ Kibb throws your enemies off-balance when you create an opening. Until the start of your next turn, your Strikes that deal damage to a creature that your cat threatens make the target flat-footed until the end of your next turn. If the animal uses the Support action, the only other actions it can use on this turn are basic move actions to get into position to take advantage of the Support benefits; if it has already used any other action this turn, it can't Support you.