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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 +13 (finesse), **Damage** 2d6 piercing +1d4 precision

Melee ♦ claw +13 (agile, finesse), **Damage** 2d4 slashing + 1d4 precision

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

Support Benefit 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.