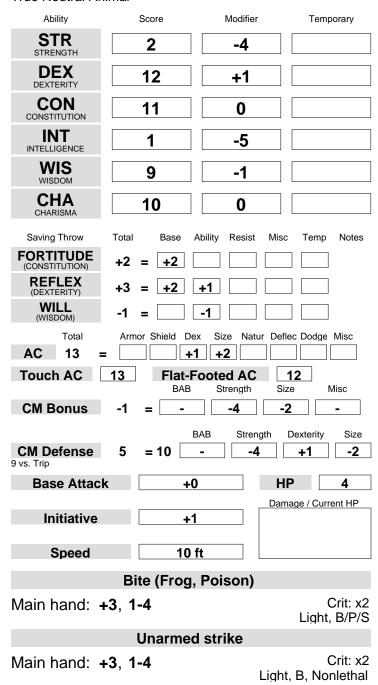
Erylium's Poisonous Frog (Summon I)

Male Frog, Poison - CL1 - CR 1

True Neutral Animal









Skill Name	Total	Ability	Ranks	Temp
¹⁰ Acrobatics	+5	DEX (1)	-	
Speed less than 30': -8 jump				
Appraise	-5	INT (-5)	-	
Bluff	+0	CHA (0)	-	
¹⁰ Climb	+1	DEX (1)	-	
Diplomacy	+0	CHA (0)	-	
^{╿↑} Disable Device	-	DEX (1)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+1	DEX (1)	-	
⁰ Fly	+5	DEX (1)	-	
Handle Animal	-	CHA (0)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+0	CHA (0)	-	
Linguistics	-	INT (-5)	-	
Perception	-1	WIS (-1)	-	
⁰ Ride	+1	DEX (1)	-	
Sense Motive	-1	WIS (-1)	-	
^U Sleight of Hand	-	DEX (1)	-	
Spellcraft	-	INT (-5)	-	
^U Stealth	+13	DEX (1)	-	
Survival	-1	WIS (-1)	-	
¹⁷ Swim	+13	DEX (1)	1	
Use Magic Device	-	CHA (0)	-	

Feats

Weapon Finesse

Special Abilities

Acrobatics (Jump) +4 (Ex)

Special Abilities

Low-Light Vision Poison (DC 10) (Ex) Swimming (20 feet)

Experience & Wealth

Current Cash: You have no money!

Erylium's Poisonous Frog (Summon I) - Abilities & Gear

Weapon Finesse Feat

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Acrobatics (Jump) +4 (Ex) Racial Ability

You gain the specified bonus to acrobatics checks made to jump.

Low-Light Vision Racial Ability, Senses

See twice as far as a human in low light, distinguishing color and detail.

Poison (DC 10) (Ex) Racial Ability (Frog, Poison)

Poison—Injury; save Fort DC 10; frequency 1/round for 6 rounds; effect 1d2 Con; cure 1 save.

Swimming (20 feet) Unknown

You have a swim speed.

You gain a +8 racial bonus to swim checks to perform a special action or avoid a hazard. You may take 10 on swim checks, even when distracted or endangered.