

## Erylium's Poisonous Frog (Summon I)

Male Frog, Poison - CL1 - CR 1

True Neutral Animal

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	2	-4	
<b>DEX</b> DEXTERITY	12	+1	
<b>CON</b> CONSTITUTION	11	0	
<b>INT</b> INTELLIGENCE	1	-5	
<b>WIS</b> WISDOM	9	-1	
<b>CHA</b> CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+2	=	+2				
<b>REFLEX</b> (DEXTERITY)	+3	=	+2	+1			
<b>WILL</b> (WISDOM)	-1	=		-1			

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	13	=		+1	+2				

<b>Touch AC</b>	13		<b>Flat-Footed AC</b>	12	
		BAB	Strength	Size	Misc

<b>CM Bonus</b>	-1	=	-	-4	-2	-
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	Total	BAB	Strength	Dexterity	Size	
<b>CM Defense</b>	5	= 10	-	-4	+1	-2

9 vs. Trip

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<b>Base Attack</b>	+0	<b>HP</b>	4
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<b>Initiative</b>	+1	Damage / Current HP
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<b>Speed</b>	10 ft
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### Bite (Frog, Poison)

Main hand: +3, 1-4

Crit: x2  
Light, B/P/S

### Unarmed strike

Main hand: +3, 1-4

Crit: x2  
Light, B, Nonlethal



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

### Feats

Weapon Finesse

### Special Abilities

Acrobatics (Jump) +4 (Ex)

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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.