Yoshi

Awakened Axe Beak Fighter 3 10,000 XP (next level: 15,000)

Neutral Good

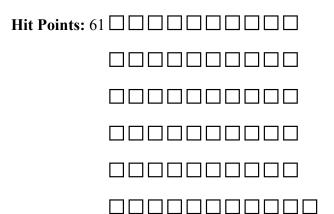
Strength: 16 (+3)
• Swim +9 **Dexterity:** 19 (+4)

• Acrobatics +10 Constitution: 18 (+4)

Intelligence: 11 Wisdom: 15 (+2)

• Perception +9, Survival +8

Charisma: 14 (+2)



Armor Class: 17, touch 14, flat-footed 13

Base Attack Bonus: +5, melee +7, ranged +8

Combat Maneuver Bonus: +9 (+11 to grapple)

Combat Maneuver Defense: 26 (28 versus grapple)

Initiative: +8 Speed: 50 ft.

Saving Throws: Fortitude +14, Reflex +12, Will +5

• +1 versus fear

Action Points:

Attacks:

• Bite +7 melee, 1d8+3 piercing (plus trip with sudden charge)



4d6 fire, DC 13 Reflex for half □□□

Special Abilities:

- Low-Light Vision
- Scent
- Sudden Charge



Feats: Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Run, Skill Focus (Perception)

Languages: Common

Equipment:

