

# 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)

**Hit Points:** 61

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**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:** □□□□□□□ (1d6)

## 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:**



- 2d8+3 healing ☐☐☐



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- Fly 60 ft. ☐