

Athyra (4)

Female human barbarian (savage barbarian) 3/druid 1 -
CL4 - CR 3
Chaotic Neutral Humanoid (Human); Atheist; Age: 18;
Height: 6'; Weight: 140 lb.; Eyes: braun; Hair: schwarz;
Skin: bronze

Ability	Score	Modifier	Temporary
STR STRENGTH	16/20	+3/+5	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	12/16	+1/+3	
INT INTELLIGENCE	8	-1	
WIS WISDOM	13	+1	
CHA CHARISMA	12	+1	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8	=	+5	+3			
Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, Naked Courage: +1 morale bonus vs. fear							
REFLEX (DEXTERITY)	+3	=	+1	+2			
Naked Courage: +1 morale bonus vs. fear							
WILL (WISDOM)	+6	=	+3	+1		+2	
Naked Courage: +1 morale bonus vs. fear							

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	12	=			+2		+1		+1	-2

Touch AC **11** **Flat-Footed AC** **9**

Rolling Dodge: +1 dodge vs. ranged attacks

			BAB	Strength	Size	Misc
CM Bonus	+8	=	+3	+5	-	-

			BAB	Strength	Dexterity	Size
CM Defense	19	= 10	+3	+5	+2	-

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+3	HP	41
Initiative	+6	Damage / Current HP	
Speed	40 ft		

Dagger

Main hand: **+8, 1d4+5** Crit: 19-20/x2
Rng: 10'
Ranged: **+5, 1d4+5** Light, P/S

Dagger

Main hand: **+8, 1d4+5** Crit: 19-20/x2
Rng: 10'
Ranged: **+5, 1d4+5** Light, P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	-1	INT (-1)	-	
Bluff	+1	CHA (1)	-	
Climb	+9	STR (5)	1	
Craft (weapons)	+3	INT (-1)	3	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Handle Animal	+10	CHA (1)	4	
Heal	+5	WIS (1)	1	
Intimidate	+5	CHA (1)	1	
Knowledge (nature)	+5	INT (-1)	1	
Perception	+7	WIS (1)	3	
Ride	+4	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+3	DEX (2)	1	
Survival	+10	WIS (1)	4	
Swim	+5	STR (5)	-	

Endurance: +4 to resist nonlethal damage from exhaustion

Activated Abilities & Adjustments

Rage (9 rounds/day) (Ex): Raging

Feats

Animal Affinity
Armor Proficiency (Light)
Armor Proficiency (Medium)
Druid Weapon Proficiencies
Endurance
Improved Initiative

Feats

Martial Weapon Proficiency - All
Shield Proficiency
Simple Weapon Proficiency - All

Dagger

Main hand: **+8, 1d4+5** Crit: 19-20/x2
Rng: 10'
Ranged: **+5, 1d4+5** Light, P/S

Dagger

Main hand: **+8, 1d4+5** Crit: 19-20/x2
Rng: 10'
Ranged: **+5, 1d4+5** Light, P/S

Glaive

Both hands: **+8, 1d10+7** Crit: x3
2-hand, S, Reach

Gear

Total Weight Carried: 14/400 lbs, Light Load
(Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)

Amulet of natural armor +1	-
Dagger	1 lb
Dagger	1 lb
Dagger	1 lb
Dagger	1 lb
Glaive	10 lbs
Money	-
Potion of cure light wounds	-
Potion of cure moderate wounds	-

Special Abilities

Druid Domain (Animal)
Fast Movement +10 (Ex)
Naked Courage +1 (Ex)
Rage (9 rounds/day) (Ex)
Rolling Dodge +1 (3 rounds) (Ex)
Spontaneous Casting
Uncanny Dodge (Ex)
Wild Empathy +2 (Ex)

Spell-Like Abilities

Speak with Animals (4 rounds/day) (Sp) ☐☐☐☐

Tracked Resources

Dagger	☐
Dagger	☐
Dagger	☐
Dagger	☐
Potion of cure light wounds	☐
Potion of cure moderate wounds	☐
Rage (9 rounds/day) (Ex)	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Languages

Common

Druidic

Experience & Wealth

Current Cash: **You have no money!**

Spells & Powers

Druid spells memorized (CL 1st; concentration +2)
Melee Touch +8 Ranged Touch +5
1st—*calm animals*^D (DC 12), *charm animal* (DC 12),
longstrider
0th (at will)—*know direction*, *purify food and drink* (DC 11), *resistance*
[D] Domain spell; **Domain** Animal

Sourcebooks Used

- **Advanced Player's Guide** - Savage Barbarian (archetype)
- **Advanced Player's Guide Hero Points** - Hero Points (equipment)

Jaji (Deinonychus)

Male deinonychus - CL4 - CR 3

True Neutral Animal

Ability	Score	Modifier	Temporary
STR STRENGTH	15	+2	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	19	+4	
INT INTELLIGENCE	2	-4	
WIS WISDOM	12	+1	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8 =	+4	+4				
REFLEX (DEXTERITY)	+6 =	+4	+2				
WILL (WISDOM)	+2 =	+1	+1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15 =			+2		+3			

Touch AC	12	Flat-Footed AC	13
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CM Bonus	+5 =	BAB	Strength	Size	Misc
		+3	+2	-	-

CM Defense	17 = 10	BAB	Strength	Dexterity	Size
		+3	+2	+2	-

Base Attack	+3	HP	34
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Initiative	+6	Damage / Current HP
Speed	60 ft	

Bite (Deinonychus)

Main hand: +5, 1d6+2 Crit: x2
Light, B/P/S

Foreclaws x2 (Deinonychus)

Main hand: +0/+0, 1d4+1 Crit: x2
Light, B/S

Talon x2 (Deinonychus)

Main hand: +5/+5, 1d8+2 Crit: x2
Light, S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+10	DEX (2)	-	
Run: +4 to jump with a running start, +24 to jump Speed greater/less than 30 ft. :				
Appraise	-4	INT (-4)	-	
Bluff	+2	CHA (2)	-	
Climb	+2	STR (2)	-	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+2	CHA (2)	-	
Perception	+14	WIS (1)	2	
Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+15	DEX (2)	2	
Survival	+1	WIS (1)	-	
Swim	+2	STR (2)	-	

Feats

Improved Initiative
Run

Special Abilities

Low-Light Vision
Pounce (Ex)
Scent (Ex)
Situational Acrobatics (Jump) Bonus +12 (Ex)

Gear

Total Weight Carried: 0/200 lbs, Light Load
(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)
Money -

Experience & Wealth

Current Cash: **You have no money!**

Sourcebooks Used

- **Bestiary** - Dinosaur, Deinonychus (race)