

Savra

Male compsoognathus dinosaur - CL1 - CR 1
True Neutral Magical Beast ((Animal)); Deity: Charon

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	6	-2	
WIS WISDOM	12	+1	
CHA CHARISMA	5	-3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4 =	+2	+2				
REFLEX (DEXTERITY)	+4 =	+2	+2				
WILL (WISDOM)	+4 =	+3	+1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16 =			+2	+2	+2			

Touch AC	Flat-Footed AC	BAB	Dexterity	Size	Misc
14	14				

CM Bonus				
+1 =	+1	+2	-2	-

CM Defense		BAB	Strength	Dexterity	Size
10 = 10	+1	-1	+2	-2	

Base Attack	HP
+1	7

Initiative	Speed	Damage / Current HP
+6	40 / 50 ft	

Bite (Dinosaur, Compsognathus)

Main hand: +2, 1d3-1 Crit: x2
Main w/ offhand: -4, 1d3-1 Light, B/P/S
Main w/ light off.: -2, 1d3-1
Offhand: -6, 1d3-1

Unarmed strike

Main hand: +2, 1 nonlethal Crit: x2
Main w/ offhand: -4, 1 nonlethal Light, B, Nonlethal
Main w/ light off.: -2, 1 nonlethal
Offhand: -6, 1 nonlethal

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics Speed greater/less than 30 ft. : +8 to jump	+2	DEX (2)	-	
Appraise	-2	INT (-2)	-	
Bluff	-3	CHA (-3)	-	
Climb	+2	DEX (2)	-	
Diplomacy	-3	CHA (-3)	-	
Disguise	-3	CHA (-3)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+10	DEX (2)	(1)	
Heal	+1	WIS (1)	-	
Intimidate	-3	CHA (-3)	-	
Linguistics	-1	INT (-2)	(1)	
Perception	+6	WIS (1)	(2)	
Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+0	INT (-2)	(2)	
Stealth	+10	DEX (2)	-	
Survival	+1	WIS (1)	-	
Swim	+10	DEX (2)	-	
Use Magic Device	-1	CHA (-3)	(2)	

Feats

Improved Initiative
You get a +4 bonus on initiative checks.

Special Abilities

Improved Evasion (Ex)
When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Low-Light Vision
See twice as far as a human in low light, distinguishing color and detail.

Poison: Bite - injury (DC 12) (Ex)
Poison—Injury; save Fort DC 12; freq 1/rd for 4 rds; effect 1d2 Str; cure 1 save.

Scent (Ex)
This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Swimming (20 feet)
You have a swim speed.

You gain a +8 racial bonus to swim checks to perform a special action or

Gear

Total Weight Carried: 1/40 lbs, Encumbrance Ignored

(Light: 13 lbs, Medium: 26.5 lbs, Heavy: 40 lbs)

Meat 0.5 lbs

Experience & Wealth

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

Situational Modifiers

Acrobatics

Speed greater/less than 30 ft. : +8 to jump

Improved Initiative

Feat

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Improved Evasion (Ex)

Racial Ability (Master)

When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Low-Light Vision

Racial Ability, Senses

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

Poison: Bite - injury (DC 12) (Ex) Racial Ability (Dinosaur, Comp)

Poison—Injury; save Fort DC 12; *freq* 1/rd for 4 rds; *effect* 1d2 Str; *cure* 1 save.

Scent (Ex)

Racial Ability

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed - only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

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.