

"Serpent" Ref Jorenson Level 4: Human Druid 2 / Ranger 2

Max HP: 38

Init +2 (+2 Dex)

AC: 19 (+2 Dex, +4 Armor, +1 Dodge, +2 Deflection)

Base Attack: +3 CMB: +7 CMD: 19

Align: CN

Fort +7 (+6 class, +1 Con)

Ref +4 (+3 class, +1 Dex)

Will +5 (+3 class, +2 Wis)

STR 18 (+4)
DEX 14 (+2)
CON 13 (+1)
INT 11 (+0)
WIS 14 (+2)
CHA 8 (-1)

Skills:	Attr	AttrBon	Ranks	Other	Total
Acrobatics	Dex	2	4	armor-1,trait1,class3,boots5	14
Climb	Str	4	1	armor-1,class3	7
Handle Animal	Cha	-1	1	class3	3
Heal	Wis	2	1	class3	6
Knowledge(Geography)	Int	0	1	class3	4
Knowledge(Nature)	Int	0	1	class3,naturesense2	6
Perception	Wis	2	4	class3	9
Profession(Sailor)	Wis	2	1	class3	6
Spellcraft	Int	0	1	class3	4
Stealth	Dex	2	4	class3,armor-1	8
Survival	Wis	2	4	class3,naturesense2	11 (12 tracking)
Swim	Str	4	1	class3,armor-1	7

Action Points Remaining: 7

Infamy Points: 3

Attack: mwk staff +9 or +7/+7 (1d6+6 or 1d6+4/1d6+2) (+2 attack and damage vs humans)
(shillelagh vs humans: +9/+9 (2d6+7/2d6+5))
shortbow +5 (1d6/x3) (+2 att/dam vs humes)

Feats: Dodge, Toughness, Two-Weapon Fighting, Weapon Focus (staff)

Traits: Freestyle runner (+1 acrobatics), Armor expert (-1 armor penalty)

Class Abilities: Wild Empathy on animals and magical beasts, woodland stride through natural impediments

Spells (Caster Level 3):

0 (unlimited) – Create Water, Detect Magic, Know Direction, Read Magic

1st – Shillelagh x 3

2nd – Barkskin, Bull's Strength

Possessions:

mwk hide armor (+4/+4/-2), mwk staff, silver scimitar, healing kit (10), manticores spike, jack's eye (25 gp), boots of elvenkind, ring of protection +2, antitoxin, 4 acid, 5 alchemists fire, 1 potion cure light, 2 scrolls cure light, wand cure light (20), 2 holy water gp:

Saluthra, Constrictor Snake

tricks: improved attack, down, grapple

Large Animal

Init: +4

AC: 17 (+3 Dex, +5 Natural, -1 size)

HD: 4d8+16 (36 hp)

Saves: Fort +8, Ref +7, Will +2

SD: Evasion

Spd: 20 ft., climb 20 ft., swim 20 ft.

Attack: Bite +9 (1d4+10 + grab), Power Attack +8 (1d4+13 + grab)

Special Attacks: Grab, Constrict 1d4+10

SQ: Scent

Str 24, Dex 16, Con 18, Int 1, Wis 12, Cha 2

Base Attack: +3, CMB +11 (+17 grabbing), CMD: 24

Skills: Acrobatics +8, Stealth +3, Perception +5; Feats: Power Attack, Improved Grapple