

"Serpent" Ref Jorenson Level 4: Human Druid 2 / Ranger 2 / Barbarian 1

Max HP: 51

Init +2 (+2 Dex)

AC: 20 (+2 Dex, +5 Armor, +1 Dodge, +2 Deflection)

Base Attack: +4 CMB: +8 CMD: 20

Align: CN

Fort +9 (+8 class, +1 Con)

Ref +5 (+3 class, +2 Dex)

Resist Acid 1 (helmet)

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

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 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	5	armor-1,trait1,class3,boots5	15
Climb	Str	4	1	armor-1,class3	7
Handle Animal	Cha	-1	1	class3	3
Heal	Wis	2	1	class3	6
Intimidate	Cha	-1	1	class3,helmet4	7
Knowledge(Geography)	Int	0	1	class3	4
Knowledge(Nature)	Int	0	1	class3,naturesense2	6
Perception	Wis	2	5	class3	10
Profession(Sailor)	Wis	2	1	class3	6
Spellcraft	Int	0	1	class3	4
Stealth	Dex	2	5	class3,armor-1	9
Survival	Wis	2	5	class3,naturesense2	12 (13 tracking)
Swim	Str	4	1	class3,armor-1	7

Action Points Remaining: 7

Infamy Points: 2

Attack: +2 staff +11 or +9/+9 (1d6+8 or 1d6+6/1d6+4) (+2 attack and damage vs humans) (pow +9 or +7/+7, 1d6+11 or +8/+5)  
 silver scimitar (2 handed) +8 (1d6+5)  
 mwk comp. Longbow (+4STR) +7 (1d8+4/x3, 110 ft range) (+2 att/dam vs humes)

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

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

Class Abilities: Wild Empathy on animals and magical beasts, woodland stride through natural impediments,  
 Wild Empathy with reptiles gets +4 and is a full-round action.

Snake Totem Transformation: for 2 min/day, climb & swim 20', +2 AC, low-light & scent, bite 1d4+poison (6 rnds, 1 con, DC 14), while transformed, can cast speak with reptiles at will.

Rage 5 rnds/day: +4 Str, +4 Con, +2 Will, -2 AC

Spells (Caster Level 3):

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

1<sup>st</sup> – Shillelagh, Cure Light Wounds x 2

2<sup>nd</sup> – Barkskin, Bull's Strength

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

Important Items:

+1 hide armor (+5/+4/-2), +2 staff, boots of elvenkind, ring of protection +2, green dragon-skull helmet (+1 deflection, +4 intimidate, resist acid 1), silver scimitar with quick-draw scabbard, cold iron butterfly knife

Trophies:

manticore spike, jack's eye (25 gp), single boot of striding and springing (2750), girallon hide mantle

Random Items:

50 ft silk rope, snake incense, heat rock

Consumables:

healing kit	10	
antitoxin	2	
acid	3	
alchemists fire	4	
holy water	2	
flame blade wand	11	
scroll of speak with animals	1	

gp: