

"Serpent" Ref Jorenson Level 6: Human Druid 3 / Ranger 2 / Barbarian 1

Max HP: 57

Init +2 (+2 Dex)

AC: 21 (+2 Dex, +5 Armor, +1 Dodge, +2 Deflection, +1 natural)

Base Attack: +5 CMB: +9 CMD: 23

Align: CN

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

Ref +6 (+4 class, +2 Dex)

Resist Acid 1 (helmet)

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	6	armor-1,trait1,class3,boots5	16
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	2	class3	5
Knowledge(Nature)	Int	0	1	class3,naturesense2	6
Perception	Wis	2	6	class3	11
Profession(Sailor)	Wis	2	1	class3	6
Spellcraft	Int	0	1	class3	4
Stealth	Dex	2	6	class3,armor-1	10
Survival	Wis	2	6	class3,naturesense2	13 (14 tracking)
Swim	Str	4	1	class3,armor-1	7

Action Points Remaining: 8

Infamy Points: 1

Attack: +2 staff +12 or +10/+10 (1d6+8 or 1d6+6/1d6+4) (+2 attack and damage vs humans)

silver scimitar (2 handed) +9 (1d6+5)

mwk comp. Longbow (+4STR) +8 (1d8+4/x3, 110 ft range) (+2 att/dam vs humes)

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

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, trackless step, leave no trail.

Snake Totem Transformation: for 3 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 4):

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

1st – Cure Light Wounds x 4

2nd – Lesser Restoration x 3

Saluthra, Constrictor Snake

tricks: improved attack, down, grapple, come

Large Animal

Init: +4

AC: 20 (+3 Dex, +8 Natural, -1 size)

HD: 6d8+24 (56 hp)

Saves: Fort +9, Ref +8, Will +3 (+7 vs enchantment/charm)

SD: Evasion

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

Attack: Bite +10 (1d4+10 + grab), Power Attack +8 (1d4+16 + grab)

Special Attacks: Grab, Constrict 1d4+10

SQ: Scent

Str 25, Dex 17, Con 18, Int 1, Wis 12, Cha 2

Base Attack: +4, CMB +12 (+18 grabbing), CMD: 25

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

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: