

"Serpent" Ref Jorenson Level 1: Human Druid 1

Max HP: 13

XP:

Init +1 (+1 Dex)

AC: 16 (+1 Dex, +4 Armor, +1 Dodge)

Base Attack: +0 CMB: +4 CMD: 15

Align: CN

Fort +3 (+2 class, +1 Con)

Ref +1 (+0 class, +1 Dex)

Will +4 (+2 class, +2 Wis)

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

Skills:	Attr	AttrBon	Ranks	Other	Total
Acrobatics	Dex	1	1	armor-2,trait1,class3	4
Climb	Str	4		armor-2	
Craft	Int	0			
Fly	Dex	1			
Handle Animal	Cha	-1			
Heal	Wis	2			
Knowledge(Geography)	Int	0			
Knowledge(Nature)	Int	0	1	class3,naturesense2	6
Perception	Wis	2	1	class3	6
Profession	Wis	2			
Ride	Dex	1		armor-2	
Spellcraft	Int	0			
Survival	Wis	2	1	class3,naturesense2	8
Swim	Str	4	1	class3,armor-2	6

Action Points Remaining: 6

Attack: 2-handed Scimitar +4 (1d6+6 / 18-20)

Feats: Dodge, Toughness

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

Class Abilities: Wild Empathy on animals and magical beasts

Spells:

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

1st – Cure Light Wounds, Obscuring Mist

Possessions:

hide armor (+4/+4/-3), scimitar

gp: 40 gp

Saluthra, Constrictor Snake

Medium Animal

Init: +3

AC: 15 (+3 Dex, +2 Natural)

HD: 2d8+2 (12 hp)

Saves: Fort +4, Ref +6, Will +1

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

Attack: Bite +3 (1d3+3 + grab), Power Attack +2 (1d3+6 + grab)

Special Attacks: improved grab

SQ: Scent

Str 15, Dex 17, Con 13, Int 1, Wis 12, Cha 2

Base Attack: +1, CMB +3 (+7 grabbing), CMD: 16

Skills: Acrobatics +7, Stealth +7

Feats: Power Attack