

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

Max HP: 22

Init +1 (+1 Dex)

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

Base Attack: +1 CMB: +5 CMD: 16

Align: CN

Fort +5 (+4 class, +1 Con)

Ref +3 (+2 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	2	armor-2,trait1,class3	5
Climb	Str	4	1	armor-2, class3	6
Craft	Int	0			
Fly	Dex	1			
Handle Animal	Cha	-1			
Heal	Wis	2	1	class3	6
Intimidate	Cha	-1			
Knowledge (Dungeon)	Int	0			
Knowledge(Geography)	Int	0	1	class3	4
Knowledge(Nature)	Int	0	1	class3,naturesense2	6
Perception	Wis	2	2	class3	7
Profession	Wis	2			
Ride	Dex	1		armor-2	
Spellcraft	Int	0	1	class3	4
Survival	Wis	2	1	class3,naturesense2	8 (9 tracking)
Swim	Str	4	1	class3,armor-2	6

Action Points Remaining: 6

Infamy Points: 2

Attack: 2-handed Scimitar +5 (1d6+6 / 18-20) (+2 attack and damage vs humans)

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, Magic Fang

Possessions:

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

gp:

Saluthra, Constrictor Snake

Medium Animal

Init: +3

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

HD: 3d8+3 (17 hp)

Saves: Fort +4, Ref +6, Will +2

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

Attack: Bite +4 (1d3+3 + grab), Power Attack +3 (1d3+6 + grab)

Special Attacks: Grab

SQ: Scent

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

Base Attack: +2, CMB +4 (+10 grabbing), CMD: 17

Skills: Acrobatics +7, Stealth +7, Perception +5; Feats: Power Attack, Improved Grapple