

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

Max HP: 31

Init +1 (+1 Dex)

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

Base Attack: +2 CMB: +6 CMD: 17

Align: CN

Fort +6 (+5 class, +1 Con)

Ref +4 (+3 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	3	armor-1,trait1,class3,boots5	12
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	3	class3	8
Spellcraft	Int	0	1	class3	4
Stealth	Dex	1	3	class3,armor-1	6
Survival	Wis	2	3	class3,naturesense2	10 (11 tracking)
Swim	Str	4	1	class3,armor-1	7

Action Points Remaining: 6

Infamy Points: 1

Attack: mwk staff +8 or +6/+6 (1d6+6 or 1d6+4/1d6+2) (+2 attack and damage vs humans)  
shortbow +3 (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

Spells (Caster Level 2):

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

1<sup>st</sup> – Cure Light Wounds x 3

Possessions:

mwk hide armor (+4/+4/-2), mwk staff, scimitar, healing kit (10), potion of spider-climb, manticores spike, jack's eye (25 gp), boots of elvenkind gp:

Saluthra, Constrictor Snake

tricks: improved attack, down, grapple

Medium Animal

Init: +4

AC: 18 (+4 Dex, +4 Natural)

HD: 3d8+3 (17 hp)

Saves: Fort +4, Ref +7, Will +2

SD: Evasion

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

Attack: Bite +5 (1d3+4 + grab), Power Attack +4 (1d3+7 + grab)

Special Attacks: Grab

SQ: Scent

Str 16, Dex 18, Con 13, Int 1, Wis 12, Cha 2

Base Attack: +2, CMB +5 (+11 grabbing), CMD: 19

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