

Sidewinder

Male Half-Elf Druid (Serpent Shaman) 1, Osirion faction
 - CR 1/2
 True Neutral Humanoid (Elf, Human); Deity: **Ydersius**;
 Age: **24**; Height: **5' 9"**; Weight: **140lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	16	+3	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4 =	+2	+2				
	Elven Immunities: +2 vs. enchantments						
REFLEX (DEXTERITY)	+2 =		+2				
	Elven Immunities: +2 vs. enchantments						
WILL (WISDOM)	+5 =	+2	+3				
	Elven Immunities: +2 vs. enchantments						

Elven Immunities

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19 =	+5	+2	+2					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
12	17				

CM Bonus	BAB	Strength	Size	Misc
+1 =	-	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
13 = 10	-	+1	+2	-

Base Attack	HP
+0	11

Initiative	Damage / Current HP
+2	

Speed
30 / 20 ft

Heavy Shield Bash

Main hand: **-3, 1d4+1** Crit: x2
 Both hands: **-3, 1d4+1** 1-hand, B

Scorpion whip

Main hand: **+1, 1d4+1** Crit: x2
 Light, S, Disarm, Trip

Heavy wooden shield

+2 Max Dex: -, Armor Check: -2
 Spell Fail: 15%, Shield

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics Speed less than 30' : -4 jump	-4	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	+0	CHA (0)	-	
Climb	-5	STR (1)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	-4	DEX (2)	-	
Fly	-4	DEX (2)	-	
Heal	+7	WIS (3)	1	
Intimidate	+0	CHA (0)	-	
Perception	+10	WIS (3)	1	
Ride	-4	DEX (2)	-	
Sense Motive	+3	WIS (3)	-	
Spellcraft	+4	INT (0)	1	
Stealth	-4	DEX (2)	-	
Survival	+9	WIS (3)	1	
Swim	-5	STR (1)	-	

Feats

Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Druid Weapon Proficiencies
 Shared Insight (3 rds)
 Shield Proficiency

Traits

Serpentine Squeeze
 Tomb Raider (Perception)

Special Abilities

Druid (Serpent Shaman) Domain (Animal)
 Elf Blood
 Low-Light Vision
 Spontaneous Casting
 Wild Empathy +1 (Ex)

Spell-Like Abilities

Speak with Animals (4 rounds/day) (Sp)

Lamellar (horn) armor

+5

Max Dex: +3, Armor Check: -4
Spell Fail: 25%, Medium, Slows

Experience & Wealth

Experience Points: **0/3**
Current Cash: **26 GP**
Osirion: **Fame: 0, PP: 0**

Gear

Total Weight Carried: 66.52/150lbs, Medium Load
(Light: 50lbs, Medium: 100lbs, Heavy: 150lbs)

Heavy Shield Bash	-
Heavy wooden shield	10 lbs
Lamellar (horn) armor	30 lbs
Money	0.52 lbs
Pathfinder's kit	22 lbs
Scorpion whip	3 lbs
Traveller's outfit (Free)	-

Languages

Common
Druidic

Elven

Spells & Powers

Druid (Serpent Shaman) Spell DC: 13 + spell level

CL: 1 (vs. SR: +1, Concentration: +4)

Melee Touch +1 Ranged Touch +2

Maximum Druid (Serpent Shaman) spells per day: **3/*x0;**
2x1

Druid (Serpent Shaman) 0: Resistance, Stabilize, Guidance

Druid (Serpent Shaman) 1: Entangle (DC 14), Calm

Animals (DC 14), Tripvine (DC 14)