

Viper

Male Gnome Sorcerer (Wildblooded) 1, Grand Lodge faction - CR 1/2

Chaotic Neutral Humanoid (Gnome); Deity: Ydersius; Age: 54; Height: 3' 3"; Weight: 35lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	11	0	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	10	0	
CHA CHARISMA	18	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2 =		+2				

Knack with Poison : +2 vs. poison (+4 vs. accidentally poisoning yourself)

REFLEX (DEXTERITY)	+2 =		+2				
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WILL (WISDOM)	+2 =	+2					
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	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	13 =			+2	+1				

Touch AC	13	Flat-Footed AC	11
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Defensive Training +4 : +4 dodge bonus vs. Giants

	BAB	Strength	Size	Misc
CM Bonus	-1 =	-	0	-1

See the Base Attack (below) for modifiers that may also apply to CMB

	BAB	Strength	Dexterity	Size
CM Defense	11 = 10	-	0	+2

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+0	HP	8
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Hatred +1 : +1 vs. Goblinoids and Reptilian Humanoids

Initiative	+2	Damage / Current HP
Speed	20 ft	

Dagger

Main hand: +1, 1d3 Crit: 19-20/x2
Rng: 10'
Ranged: +3, 1d3 Light, P/S

Hatred +1 : +1 vs. Goblinoids and Reptilian Humanoids

Light crossbow

Ranged: +1, 1d6 Crit: 19-20/x2
Rng: 80'
Ranged, both hands: +3, 1d6 2-hand, P

Hatred +1 : +1 vs. Goblinoids and Reptilian Humanoids

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics Speed less than 30' : -4 jump	+2	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	+4	CHA (4)	-	
Climb	+0	STR (0)	-	
Craft (alchemy)	+4	INT (0)	1	
Diplomacy	+9	CHA (4)	1	
Disguise	+4	CHA (4)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+4	DEX (2)	-	
Handle Animal	+8	CHA (4)	1	
Heal	+0	WIS (0)	-	
Intimidate	+4	CHA (4)	-	
Perception	+2	WIS (0)	-	
Ride	+2	DEX (2)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	+6	DEX (2)	-	
Survival	+0	WIS (0)	-	
Swim	+0	STR (0)	-	

Feats

Eschew Materials
Simple Weapon Proficiency - All
Taunt

Traits

Animal Friend
Insider Knowledge (Diplomacy)

Special Abilities

Animal Companion Link (Ex)
Defensive Training +4
Hatred +1
Knack with Poison (Ex)
Low-Light Vision
Share Spells with Companion (Ex)
Sylvan

Spell-Like Abilities

Dancing Lights (1/day) (Sp)	<input type="checkbox"/>
Ghost Sound (1/day) (Sp)	<input type="checkbox"/>
Prestidigitation (1/day) (Sp)	<input type="checkbox"/>
Speak with Animals (1/day) (Sp)	<input type="checkbox"/>

Gear

Total Weight Carried: 25/86.25lbs, Light Load
(Light: 28.5lbs, Medium: 57lbs, Heavy: 86.25lbs)

Crossbow bolts x10	0.05 lbs
Dagger	0.5 lbs
Light crossbow	2 lbs
Money	-
Pathfinder's kit	22 lbs
Potion of cure light wounds	-
Potion of reduce person	-
Traveller's outfit (Free)	-

Tracked Resources

Crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Potion of reduce person	<input type="checkbox"/>

Languages

Common	Sylvan
Gnome	

Spells & Powers

Sorcerer (Wildblooded) Spell DC: 14 + spell level

CL: 1 (vs. SR: +1, Concentration: +5)

Melee Touch +1 Ranged Touch +3

Maximum Sorcerer (Wildblooded) spells known / per day:

4/*x0; 2/4x1

Sorcerer (Wildblooded) 0: Resistance, Ray of Frost, Mage Hand, Prestidigitation (DC 14)

Sorcerer (Wildblooded) 1: Shield, Mage Armor

Companions

Viper's Servant (Animal Companion), Snake, Constrictor (Totem Guide) - CL2 - CR 2

STR **15** (+2), DEX **17** (+3), CON **13** (+1), INT **1** (-5), WIS **12** (+1), CHA **2** (-4); Fortitude **+4**, Reflex **+6**, Will **+1**

HP: 11/11; Init: +3; Speed: 20 feet

Attack Bonus: +1; Armor Class: 15 / 13 Tch / 12 Fl

Acrobatics **+7**, Climb **+10**, Perception **+1**, Stealth **+7**, Swim **+10**

Bite (Snake, Constrictor (Totem Guide)) **Melee +2, 1d3+6 plus grab**, x2

Special: Climbing (20 feet), Fighting [Trick], Flank [Trick], Grab: Bite (Medium) (Ex), Low-Light Vision, Power Attack -1/+2, Scent (Ex), Swimming (20 feet)

Experience & Wealth

Experience Points: **0/3**

Current Cash: **You have no money!**

Grand Lodge: **Fame: 0, PP: 0**