

Spragor Greysnake

Male nagaji occultist (battle host) 1, Grand Lodge faction - CR 1/2

Lawful Neutral Humanoid (Reptilian); Deity: **Nalinivati**; Age: **25**; Height: **6' 6"**; Weight: **249lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	16/18	+3/+4	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	14	+2	
WIS WISDOM	10	0	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+2	+1			
			Resistant: +2 vs. mind-affecting effects and poison				
REFLEX (DEXTERITY)	+2	=		+2			
			Resistant: +2 vs. mind-affecting effects and poison				
WILL (WISDOM)	+2	=	+2				
			Resistant: +2 vs. mind-affecting effects and poison				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	23	=	+8	+2	+2		+1	

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
12	21				

CM Bonus	BAB	Strength	Dexterity	Size
+4	-	+4	-	-

CM Defense	BAB	Strength	Dexterity	Size
16	10	-	+4	+2

Base Attack	HP
+0	10

Initiative	Speed	Damage / Current HP
+2	30 / 20 ft	

Dagger

Main hand: **+4, 1d4+4** Crit: 19-20/x2
Ranged: **+2, 1d4+4** Rng: 10'
Light, P/S

Nine-ring broadsword

Main hand: **+4, 1d8+4** Crit: x3
Both hands: **+4, 1d8+6** 1-hand, S, Monk

Heavy steel shield

+2

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

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics Speed greater/less than 30 ft. : -4 to jump	-5	DEX (2)	-	
Appraise	+6	INT (2)	1	
Bluff	+0	CHA (0)	-	
Climb	-3	STR (4)	-	
Diplomacy	+2	INT (2)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	-5	DEX (2)	-	
Fly	-5	DEX (2)	-	
Heal	+0	WIS (0)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (arcana)	+6	INT (2)	1	
Perception	+6	WIS (0)	1	
Ride	-5	DEX (2)	-	
Sense Motive	+4	WIS (0)	1	
Spellcraft	+6	INT (2)	1	
Stealth	-5	DEX (2)	-	
Survival	+0	WIS (0)	-	
Swim	-3	STR (4)	-	
Use Magic Device	+6	INT (2)	1	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Martial Weapon Proficiency - All
Shield Proficiency
Simple Weapon Proficiency - All
Spit Venom (1/day, DC 11)
Tower Shield Proficiency

Traits

Clever Wordplay (Diplomacy)
Pragmatic Activator

Special Abilities

Legacy Weapon +1 (Su)
Low-Light Vision
Mental Focus (3/day) (Su)
Panoply Bond (Su)
Physical Enhancement +2 (Strength) (Su)
Resistant (Ex)
Serpent's Sense (Ex)
Sudden Speed (Sp)
Transmutation (O-yoroi)

Masterwork o-yoroi

+8

Max Dex: +2, Armor Check: -5
Spell Fail: 35%, Heavy, Slows

Experience & Wealth

Experience Points: 0/3
Current Cash: 13 gp
Grand Lodge: Fame: 0, PP: 0

Gear

Total Weight Carried: 66/300 lbs, Light Load
(Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)

Dagger	1 lb
Heavy shield bash	-
Heavy steel shield	15 lbs
Masterwork o-yoroi	45 lbs
Money	0.26 lbs
Nine-ring broadsword	4 lbs
Potion of cure light wounds	-
Potion of enlarge person	-
Traveller's outfit (Free)	-

Tracked Resources

Dagger	<input type="checkbox"/>
Mental Focus (3/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mental Focus: Transmutation Assigned (3 focus)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mental Focus: Transmutation Spent (3 focus)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Potion of enlarge person	<input type="checkbox"/>
Spit Venom (1/day, DC 11)	<input type="checkbox"/>

Languages

Common	Tien
Draconic	Vudrani

Spells & Powers

Occultist (Battle Host) spells known (CL 1st;
concentration +3)

Melee Touch +4 **Ranged Touch +2**

1st (2/day)—*lead blades*^{APG}

0th (at will)—*mage hand*