

Rafaj

Male human sorcerer 11

NE Medium humanoid

Init +4; **Senses** familiar's alertness; Perception +0

Languages Common, Infernal

DEFENSE

AC 23, touch 16, flat-footed 19 (+4 armor, +2 deflection, +4 Dexterity, +3 natural); *mage armor*

hp 73 plus *false life* (11 HD)

Fort +5, **Ref** +7, **Will** +7; +2 vs. poison

OFFENSE

Speed 30 ft. (6 squares)

Melee bite +4 (1d4–1 plus poison) or
cobra scepter +5 (1d6)

Ranged cobra scepter +10 (1d6)

Special Attacks poison (bite, DC 17), serpent's fang (11 rounds/day)

Sorcerer Spells Known (CL 11th; Concentration +22)

5th (5/day) – *dominate person*, *hold monster*^B, *vampiric shadow shield*^{ACG}

4th (8/day) – *acid pit*^{APG}, *bestow curse*, *charm monster*, *poison*^B

3rd (8/day) – *deep slumber*, *gaseous form*, *heroism*, *suggestion*, *summon monster III*^B (reptiles only)

2nd (8/day) – *delay poison*^B, *detect thoughts*, *false life*, *hideous laughter*, *mirror image*, *see invisibility*

1st (8/day) – *charm person*, *disguise self*, *hypnotism*^B, *mage armor*, *shield*, *vanish*^{APG}

0 (at will) – *arcane mark*, *bleed*, *dancing lights*, *daze*, *detect poison*, *ghost sound*, *mage hand*,
mending, *message*

Bloodline serpentine

STATISTICS

Abilities Str 8 (–1), Dex 18 (+4), Con 14 (+2), Int 12 (+1), Wis 10 (+0), Cha 26 (+11)

Base Atk +5; **CMB** +4; **CMD** 20

Feats Conceal Spell, Cunning Caster, Deceitful, Eschew Materials^B, Improved Conceal Spell, Silent Spell^B,
Spell Focus (enchantment), Still Spell^B, Subtle Enchantments

Skills Bluff +32, Diplomacy +25, Disguise +29, Escape Artist +9, Sense Motive +11, Sleight of Hand +19;
Circumstantial Bonuses +4 on Charisma-based checks to appear friendly, harmless, helpless, or
otherwise in need of assistance or deserving of proper respect for someone of his apparent age (+8 bonus
against children)

SQ arcane bond (viper), bloodline arcana (mind-affecting or language-dependent spells affect animals,
magical beasts, and monstrous humanoids), serpentfriend, traits (child of the streets, keeper of the veil)

Gear *amulet of natural armor* +2, *belt of incredible dexterity* +2, *circlet of persuasion*, *cloak of the elder* (as
shawl of the crone, but male), *cobra scepter* (functionally a +1 *shortspear*), *disguise kit*, *grand turban*
(as *jingasa of the fortunate soldier*, but provides a +2 deflection bonus), *headband of alluring charisma*
+6, pet parrot, tender (99gp), viper familiar (Ogai, see below)

Encumbrance light 26 lb., medium 53 lb., heavy 80 lb.; **Weight Carried** 13 lb. (excluding tender)

SPECIAL ABILITIES

Bloodline Arcana Whenever you cast a mind-affecting or language-dependent spell, it affects animals, magical
beasts, and monstrous humanoids as if they were humanoids who understood your language.

Child of the Streets You gain a +1 trait bonus on Sleight of Hand checks, and Sleight of Hand is always a class
skill for you.

Keeper of the Veil You gain a +1 competence bonus on Bluff and Disguise checks, and Disguise is always a
class skill for you.

Serpent's Fang (Ex) You can grow fangs as a free action. These fangs are treated as a natural weapon inflicting
1d4 points of damage plus your Strength modifier plus poison (Bite—*injury*; *save* Fort DC 10 + ½ your



sorcerer level + your Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1d4 Con damage; *cure* 2 saves). These fangs are considered magical for the purpose of overcoming DR. You can use your fangs for a number of rounds per day equal to 3 + your Charisma modifier.

Serpentfriend (Ex) You can use *Speak with Animals* at will with reptilian animals (including various forms of dinosaurs, lizards, and other cold-blooded creatures), and you gain a viper familiar using your sorcerer level –2 as your effective wizard level.

Snakeskin (Ex) You gain a +1 bonus to natural armor, a +2 racial bonus on saves against poison, and a +2 bonus on Escape Artist checks.

Ogai

Viper familiar

N Tiny magical beast (augmented animal)

Init +3; **Senses** low-light vision, scent; Perception +9

Languages empathic link, speak with master, speak with reptiles

DEFENSE

AC 25, touch 15, flat-footed 21 (+4 armor, +3 Dex, +6 natural, +2 size); *mage armor*

hp 36 (11 HD)

Fort +2, **Ref** +6, **Will** +8

Defensive Abilities improved evasion

OFFENSE

Speed 20 ft. (4 squares), climb 20 ft., swim 20 ft.

Melee bite +10 (1d2–2 plus poison) or
by spell +10 touch (as the spell)

Ranged by weapon +10

Space 2½ ft.; **Reach** 0 ft.

Special Attacks deliver touch spells, poison

STATISTICS

Abilities Str 4 (–3), Dex 17 (+3), Con 8 (–1), Int 10 (+0), Wis 13 (+1), Cha 2 (–4)

Base Atk +5; **CMB** +6; **CMD** 10 (can't be tripped)

Feats Weapon Finesse

Skills Bluff +7, Climb +11, Diplomacy +7, Disguise +7, Perception +9, Sense Motive +12, Sleight of Hand +14, Stealth +15, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth

SQ alertness, empathic link, familiar traits, share spells, speak with master, speak with reptiles

Encumbrance light 4 lb. 8 oz., medium 9 lb. 12 oz., heavy 15 lb.; **Weight Carried** 0 lb.

SPECIAL ABILITIES

Alertness (Ex) While your familiar is within arm's reach, you gain the Alertness feat.

Deliver Touch Spells (Su) If you and your familiar are in contact at the time you cast a touch spell, you can designate your familiar as the toucher. Your familiar can then deliver the touch spell personally. As usual, if you cast another spell before the touch is delivered, the touch spell dissipates.

Empathic Link (Su) Your familiar has an empathic link with you out to one mile. You cannot see through your familiar's eyes, but the two of you can communicate empathically. Only general emotional content can be communicated. You have the same connection to an item or place that your familiar does.

Improved Evasion (Ex) When subjected to an attack that normally allows a Reflex saving throw for half damage, your familiar takes no damage if he makes a successful saving throw and half damage even if the saving throw fails.

Poison (Ex) Bite—injury; *save* Fort DC 9; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

Share Spells You may cast a spell with a target of “You” on your familiar (as a touch spell) instead of on yourself. You may cast spells on your familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Speak With Master (Ex) You and your familiar may communicate verbally, using a private language no one else understands.

