

Snake "necklace" familiar

Power Level 5, 68 PP; Abilities 6 + Powers 51 + Advantages 1 + Skills 9 (18 ranks) + Defenses 1

Abilities

Strength	-2	Agility	3	Fighting	3	Awareness	1
Stamina	3/0	Dexterity	0	Intellect	0	Presence	-4

Offense

Initiative: +3

Attack Name	Attack Bonus & Resistance DC	Notes
Bite: Strength-based Damage 1	+7, DC 14 Crit 20
Throw	+0, DC 13 Bludgeon, Crit 20
Unarmed	+3, DC 13 Bludgeon, Crit 20

Powers

- ✓ **Banished for 24 hours: Immortality 5** (10) Magical, Return after 1 day
- Bite: Strength-based Damage 1** (1) DC 14
- ✓ **Jewelry form: Morph 1** (6) +20 Deception checks to disguise; Single form; Increased Duration: continuous
- ✓ **Movement: Movement 1** (2) Slithering
- ✓ **Preternatural: Enhanced Trait 7** (7) Traits: Fortitude +1 (+4), Stamina +3 (+3)
- ✓ **Preternatural: Speed 1** (1) Magical, Speed: 4 miles/hour, 60 feet/round
- ✓ **Senses: Senses 3** (3) Acute: Smell, Detect: Magic 1, Infravision
- ✓ **Shrinking: Shrinking 8** (17) -2 STR, -4 Intimidate, +8 Stealth, +4 active defenses, -2 size ranks, -1 speed ranks; Innate; Permanent
- Venom: Weaken 4** (4) Affects: Stamina, Resisted by: Fortitude, DC 14; Linked: Bite: Strength-based Damage 1

Advantages

Benefit, Athletics Based on Agility Gain a significant perquisite or fringe benefit.

Movement

- Base Movement Speed** - 2 miles/hour, 30 feet/round (run 4 miles/hour, 60 feet/round; swim 0.5 miles/hour, 6 feet/round)
- Movement: Movement 1** - Slithering
- Preternatural: Speed 1** - Speed: 4 miles/hour, 60 feet/round
- Routine Jump Distance** - Running jump: 17 ft.; standing: 8.5 ft.; vertical: 3.4 ft.; standing vert.: 1.7 ft.
- Throwing Distance** - Throw 50 lbs. 6 feet; throw 12 lbs. 30 feet; throw 3 lbs. 120 feet

Background Information

Languages: Native Language



Defenses

Dodge	7
Parry	7
Fortitude	4/3
Toughness	3
Will	2

Skills

Athletics +7, Close Combat: Bite: Strength-based Damage 1 +7, Deception -4, Insight +1, Intimidation -8, Perception +8, Persuasion -4, Stealth +14

Damage

- Bruises
- Dazed
- Staggered
- Incapacitated

Fatigue

- Fatigued
- Exhausted

Complications

Motivation: Responsibility Bound to a single magic-user.
Completely loyal to them and must obey.