

Dragomir

Dalayn

Low-Light Vision

Player Name

Character Name

VISION

Half-elf, Elf Raised

Medium

5 ft 10 in

140 lbs

Race

Region

Size

Height

Weight

Hair/Eyes

15th Summoner

Neutral Good

Desna

29 years

Female

Level/Class

Alignment

Deity

Age

Gender



Character Generator

STR 14 +2

HP 109

SPEED

30 ft 6 sq

x4

ft

ft

ft

ft

DEX 14 +2

WOUNDS

TEMP HP

INIT +4

= 2

+ 2

ft

ft

ft

CON 14 +2

NON-LETHAL

DEX MOD

MISC

BURROW

INT 16 +3

DAMAGE REDUCTION

WIS 10 0

ENERGY RESISTANCE

CHA 24 +7

AC 24 10+ 9 + 0 + 2 + 0 + 0 + 3 + 0

TOUCH 15 FLATFOOTED 22

CONDITIONAL MOD

FORT 10 = 5 + 2 + 0 + 3 + 0

REFLEX 10 = 5 + 2 + 0 + 3 + 0

WILL 12 = 9 + 0 + 0 + 3 + 0

BAB 11 SPELL RESISTANCE

CMD 28 = 11 + 2 + 2 + 0 + 3 + 10

CMB 13 = 11 + 2 + 0 + 0

+3 Alchemical Silver Flaming Ghost Touch Curve blade, elven		ATTACK BONUS	Critical
Two-handed		+16 / +11 / +6	15-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
S			1d10+5
SPECIAL PROPERTIES			
Flaming: Weapon does an additional 1d6 fire damage Ghost Touch: Weapon damages incorporeal creatures normally			

Masterwork Iron, Cold Dagger		ATTACK BONUS	Critical
Thrown		+14 / +9 / +4	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
P/S	10		1d4+2
SPECIAL PROPERTIES			

Weapon 3		ATTACK BONUS	Critical
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 4		ATTACK BONUS	Critical
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

BASE SPEED	30 ft 6 sq	RUN	x4	SWIM	ft	CLIMB	ft	FLY	ft
DEX MOD	+4	MISC	+2	BURROW	ft				

CLASS	SKILL NAME	ABIL SCORE	TOTAL	ABIL MOD	RANKS	MISC
X	Acrobatics	DEX	2	2	0	0
X	Appraise	INT	3	3	0	0
X	Bluff	CHA	7	7	0	0
X	Climb	STR	2	2	0	0
C	Diplomacy	CHA	20	7	9	4
X	Disguise	CHA	7	7	0	0
X	Escape Artist	DEX	2	2	0	0
C	Fly	DEX	10	2	5	3
C	Handle Animal	CHA	7	7	0	0
X	Heal	WIS	0	0	0	0
X	Intimidate	CHA	7	7	0	0
C	Knowledge (arcana)	INT	15	3	9	3
C	Knowledge (dungeoneering)	INT	3	3	0	0
C	Knowledge (engineering)	INT	3	3	0	0
C	Knowledge (geography)	INT	3	3	0	0
C	Knowledge (history)	INT	8	3	2	3
C	Knowledge (local)	INT	9	3	2	4
C	Knowledge (nature)	INT	9	3	3	3
C	Knowledge (nobility)	INT	3	3	0	0
C	Knowledge (planes)	INT	9	3	3	3
C	Knowledge (religion)	INT	8	3	2	3
C	Linguistics	INT	9	3	3	3
X	Perception	WIS	17	0	15	2
C	Ride	DEX	10	2	5	3
X	Sense Motive	WIS	0	0	0	0
C	Spellcraft	INT	21	3	15	3
X	Stealth	DEX	2	2	0	0
X	Survival	WIS	0	0	0	0
X	Swim	STR	2	2	0	0
C	Use Magic Device	CHA	11	7	1	3

CUSTOM TEXT

LANGUAGES Elven, Common, Draconic, Celestial, Abyssal, Giant, Infernal, Shadowntongue

PROTECTION										
ARMOR					TYPE		ARMOR BONUS		MAX DEX BONUS	
+5 Mithral Chain shirt					Light		+9		+6	
ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES						
+0	10%	4	12,5							
SHIELD					SHIELD BONUS		MAX DEX	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES										
OTHER POSSESSIONS										
QUAN	ITEM	LOCATION	WGT	QUAN	ITEM	LOCATION	WGT			
1	+3 Alchemical Silver Flaming Ghost Touch Curve blade, elven	Carried	7							
1	Masterwork Iron, Cold Dagger	Carried	1							
1	Kit, Summoner's (Medium creature)	Handy Haversack	19							
5	Alchemist fire (flask)	Handy Haversack	5							
1	Everburning torch	Handy Haversack	1							
4	Holy Water (flask)	Handy Haversack	4							
2	Acid (flask)	Handy Haversack	2							
4	Holy Weapon Balm	Handy Haversack	2							
3	Smokestick	Handy Haversack	1,5							
4	Potion of Serious Wounds (CL: 5)	Handy Haversack	0							
1	Chime of Opening	Handy Haversack	1							
1	Handy Haversack	Carried	5							
							Armor, Shield and Slotted Items		13	
							Total Weight Carried (including coins)		26,5	
* Weight is modified by its location										
SLOTS					EXPERIENCE / LEVEL					
BELT		HEADBAND	Headband of Mental Prowess +4 (INT/CHA)		Current XP					
BODY		NECK			16th Level	890 000				
CHEST		RING (LEFT)	Ring of Protection +3		ENCUMBRANCE					
EYES		RING (RIGHT)	Ring of Invisibility		58	116	175			
FEET		SHOULDERS	Cloak of Resistance +3		LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD			
HANDS	Gloves of Shaping	WRIST			175	350	875			
HEAD					OVER HEAD	LIFT OFF GROUND	PUSH/ DRAG			
WEALTH [1,4 lbs]										
PP	50,0	GP	18,0	SP	,0	CP	,0			
MISC	2 Rubis(1000 Gp)									

ABILITIES

Half-elf, Elf Raised Traits (ARG 42)

- Elf Blood: Half-elves count as both elves and humans for any effect related to race.
- Elven Immunities: Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.
- Keen Senses: Half-elves receive a +2 racial bonus on Perception skill checks.*
- Ancestral Arms (APG 17): You receive Exotic Weapon Proficiency or Martial Weapon Proficiency with one weapon as a bonus Feat at 1st level.
- Arcane Training (APG 17): You have only one Favored Class and it must be an arcane spellcasting class. They can use spell trigger and spell completion items for their Favored Class as if 1 level higher

Favorite Class Options

- Add +3 to the eidolon's evolution pool.

Traits

- Arcane Temper (UCa 56): You gain a +1 trait bonus on concentration* and initiative* checks.
- Friend in Every Town (Diplomacy) (UCa 60): You gain a +1 trait bonus on all Knowledge (local) checks* and Diplomacy checks*. Diplomacy is a class skill* for you.
- Family Ties [drawback] (UCa 65): Your family is extremely important to you, and you feel disheartened when you can't do what they ask. When a family member makes a request of you, you must fulfill that request or take a -2 penalty on all Wisdom- and Charisma-based ability checks and skill checks until you either do what was requested or succeed at a DC 20 Will saving throw, which you can attempt once per day
- Reactionary (APG 328): You gain a +2 trait bonus to Initiative checks*.

Class Features

- Archetype(s): Evolutionist
- Armor Proficiency: You are proficient in Light Armor. *
- Weapon Proficiency: You are proficient with all Simple weapons. Additionally you are proficient with the following weapons: Curve blade, elven
- Life Link (Su) (APG 56): Whenever the eidolon takes enough damage to send it back to its home plane, the summoner can, as a free action, sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to the eidolon. the eidolon and the summoner must remain within 100 feet of one another for the eidolon to remain at full strength. If the eidolon is between 100 and 1,000 feet its current and maximum hit point totals are reduced by 50%. If the eidolon is more than 1,000 feet away but closer than 10,000 feet, its current and maximum hit point totals are reduced by 75%. If the eidolon is more than 10,000 feet away, it is immediately returned to its home plane.
- Summon Monster (SP) (APG 56): You can, as a standard action, cast Summon Monster VIII as a spell-like ability 10 times per day. You can only use this ability when your eidolon is not summoned. The creatures remain for 15 minutes.
- Bond Senses (Su) (APG 57): As a standard action you can share the senses of your eidolon, hearing, seeing, smelling, tasting, and touching everything the eidolon does. You can use this up to 15 times a day.
- Aspect (Su) (APG 57): You can divert up to 2 points from his eidolon's evolution pool to add evolutions to yourself. You cannot select any evolution that your eidolon could not possess, and you must be able to meet the requirements as

* Denotes bonuses or penalties already included in the calculations

ABILITIES (Cont)

well.

- Life Bond (Su) (APG 57): Damage in excess of that which would kill you is instead transferred to your eidolon.
- Mutate Eidolon (Su) (UM 79): You can use a ritual to change an eidolons evolutions as if you leveled.
- Evolve Base Form (Su) (UM 79): Whenever you gain a new level, you can change the eidolons base form.
- Transmogrify (Sp) (UM 79): You can cast transmogrify as a spell-like ability once per day without the need for a material component (casting time of 1 minute).

Feats

- Eschew Materials (Core 123): You can cast many spells without needing to utilize minor material components.
- Combat Casting (Core 119): You get a +4 bonus on concentration checks* when casting on the defensive or while grappled
- Toughness (Core 135): You gain +3 hit points*. For every Hit Die you possess beyond 3, you gain an additional +1 hit point.*
- Spell Focus (Conjuration) (Core 134): Add +1 to the Difficulty Class for all saving throws against spells from the school of conjuration.*
- Augment Summoning (Core 118): Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.
- Improved Critical (Curve blade, elven) (Core 127): When using this weapon, your threat range is doubled.*
- Arcane Blast (APG 150): You can sacrifice a prepared spell or unused spell slot and transform it into a ray (Ranged touch attack within 30 feet). This attack deals 2d6 plus an additional 1d6 points of damage for every level of the spell sacrificed.
- Evolved Summon Monster (ACG 146): Each time you cast a summon monster spell, you can select a 1-point evolution and apply it to the summoned creature. The summoned creature must confirm to any limitations of the volution, and evolutions that enhance attacks or add more attacks can only be applied to Medium or larger creatures. If you summon more than one monster with a single spell, only one creature gains this evolution.
- Exotic Weapon Proficiency (Curve blade, elven) (Core 123): You understand how to use this weapon in combat and can utilize any special tricks or qualities it allows.
- Armor Proficiency, Light (Core 118): You are proficient wearing light armor.

Magic Items

- Gloves of Shaping (UE 237): Can shape objects with hardness of 8 or lower (stone, wood, etc.) as ifit were soft clay. Crude shapes take 1 cubic foot of material per round but fine detail or moving parts take longer. Material of more than 8 hardness are treated as 1/2 hardness when attempting to damage or eshape them.
- Headband of Mental Prowess +4 (INT/CHA) (Core 517): The headband grants the wearer an enhancement bonus to Intelligence and Charisma of +4.*
- Ring of Protection +3 (Core 481): This ring provides a +3 deflection bonus*
- Ring of Invisibility (Core 481): By activating this simple silver ring you can benefit from invisibility,
- Cloak of Resistance +3 (Core 507): Gives a +3 resistance bonus to all saves*.
- Chime of Opening (Core 506): When this chime is struck, it sends forth magical vibrations that cause locks, lids, doors,

* Denotes bonuses or penalties already included in the calculations

CLASS ABILITIES/MAGIC ITEMS

Summon Monster (SP)

/day

Bond Senses (Su)

/day

Transmogrify (Sp)

/day

Handwritten Notes

Dragomir
Player Name

Dalayn
Character Name

Portrait

Weapon 5

		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 6

		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 7

		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 8

		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 9

		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 10

		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 11

		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 12

		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Additional Notes

ABILITIES (Cont)

valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, and so on. A chime of opening also automatically dispels a hold portal spell or arcane lock.

- Handy Haversack (Core 516): Put whatever you want in this bag. Retrieving the item is a move action.

ABILITIES (Cont)

Spell Sheet

Character Name: Dalayn

Class: Summoner (15th)

Spells per day										
Level	0	1	2	3	4	5	6	7	8	9
Summoner (15th)	∞	7	7	7	5	4				

Spells Known							
Level	0	1	2	3	4	5	6
Summoner (15th)	6	6	6	5	4	4	

Concentration Check: 1d20 + 27

Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source		
	0	Detect Magic	17	divination	60 ft.	none	You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura.	Core 267		
				Area	Comp	Casting Time			Duration	SR
				cone	V, S	1 SA			concentration, up to 15 min.(s)	no
	0	Mending	17	transmutation	10 ft.	Will neg (h, object)	This spell repairs damaged objects, restoring 1d4 hit points to the object. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs).	Core 312		
				Area	Comp	Casting Time			Duration	SR
					V, S	10 mins			instantaneous	yes (harmless, object)
	0	Resistance	17	abjuration	touch	Will neg (h)	You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. Resistance can be made permanent with a permanency spell.	Core 334		
				Area	Comp	Casting Time			Duration	SR
					V, S, DF	1 SA			1 minute	yes (h)
	0	Read Magic	17	divination	personal		You can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll.	Core 330		
				Area	Comp	Casting Time			Duration	SR
					V, S, F	1 SA			150 min.	
	0	Mage Hand	17	transmutation	60 ft.	none	You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.	Core 306		
				Area	Comp	Casting Time			Duration	SR
					V, S	1 SA			concentration	no
	0	Light	17	evocation [light]	touch	none	This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light	Core 304		
				Area	Comp	Casting Time			Duration	SR
					V, DF	1 SA			150 min.	no
	1	Feather Fall	18	transmutation	60 ft.	Will neg (h) or Will neg (object)	The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect.	Core 281		
				Area	Comp	Casting Time			Duration	SR
					V	1 immed			until landing or 15 round(s)	yes (object)
	1	Grease	19	conjuration (creation)	60 ft.	see text	A grease spell covers a solid surface with a layer of slippery grease. Any creature in the area when the spell is cast must make a successful Reflex save or fall. A creature can walk within or through the area of grease at half normal speed with a DC 10 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall)	Core 291		
				Area	Comp	Casting Time			Duration	SR
					V, S	1 SA			15 min.(s)	no
	1	Rejuvenate Eidolon, Lesser	19	conjuration (healing)	touch	none	By laying your hand upon an eidolon, you cause its wounds to close and its form to solidify. This spell cures 1d10+5 points of damage.	APG 238		
				Area	Comp	Casting Time			Duration	SR
					V, S	1 SA			instantaneous	no
	1	Unfetter	18	transmutation	250 ft.	Will neg (h)	This spell breaks the life link between you and your eidolon. This spell allows your eidolon to venture more than 100 feet away from you without penalty. It can travel any distance while this spell is in effect without penalty, but if the spell expires while the eidolon is farther than 100 feet away, it immediately loses hit points as normal for distance and is possibly sent back to its home plane.	APG 253		
				Area	Comp	Casting Time			Duration	SR
					V, S	1 SA			150 minutes	no
	1	Snowball	19	conjuration (creation) [cold, water]	60 ft.	Fortitude partial; see text	You conjure a ball of snow that you can throw at a single target as a ranged touch attack dealing 5d6 points of cold damage and the target must make a successful Fortitude saving throw or be staggered for 1 round.	PoN 26		
				Area	Comp	Casting Time			Duration	SR
					V, S	1 SA			Inst	no
	1	Shield	18	abjuration [force]	personal		Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.	Core 342		
				Area	Comp	Casting Time			Duration	SR
					V, S	1 SA			15 min.(s)	
	2	Bull's Strength	19	transmutation	touch	Will neg (h)	You grant a +4 bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.	Core 251		
				Area	Comp	Casting Time			Duration	SR
					V, S, DF	1 SA			15 min.(s)	yes (h)

Spell Sheet

Character Name: Dalayn

Class: Summoner (15th)

Spells per day										
Level	0	1	2	3	4	5	6	7	8	9
Summoner (15th)	∞	7	7	7	5	4				

Spells Known							
Level	0	1	2	3	4	5	6
Summoner (15th)	6	6	6	5	4	4	

Concentration Check: 1d20 + 27

Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source	
	2	Haste	19	transmutation	60 ft.	Fort neg (h)	When making a full attack action, a hasted creature may make one extra attack, gains a +1 bonus on attack rolls and a +1 dodge bonus to AC and Reflex saves. All of the hasted creature's modes of movement (including land movement, burrow, climb, fly, and swim) increase by 30 feet, to a maximum of twice the subject's normal speed using that form of movement.	Core 294	
				Area	Comp Casting Time	Duration			SR
				V, S	1 SA	15 round(s)			yes (h)
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source	
	2	Wind Wall	19	evocation [air]	250 ft.	none; see text	An invisible vertical curtain of wind (2 ft thick) appears. It will blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Tiny and Small flying creatures cannot pass through the barrier. Arrows and bolts are deflected upward and miss. 30% miss with other ranged weapons.	Core 370	
				Area	Comp Casting Time	Duration			SR
				V, S, DF	1 SA	15 round(s)			yes
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source	
	2	Cat's Grace	19	transmutation	touch	Will neg (h)	The spell grants a +4 bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.	Core 252	
				Area	Comp Casting Time	Duration			SR
				V, S	1 SA	15 min.(s)			yes
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source	
	2	Protection from Evil, Communal	19	abjuration [good]	touch	Will neg (h)	This spell functions like protection from evil, except you divide the duration in 1-minute intervals among the creatures touched.	UC 240	
				Area	Comp Casting Time	Duration			SR
				V, S, DF	1 standard action	15 min.(s) (D)			no; see text
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source	
	2	Ablative Barrier	20	conjuration (creation) [force]	touch	Will neg (h)	Invisible layers of solid force surround the target, granting that target a +2 armor bonus to AC. Additionally, the first 5 points of lethal damage the target takes from each attack are converted into nonlethal damage (max 50 points of damage). Against attacks that already deal nonlethal damage, the target gains DR 5/-.	UC 221	
				Area	Comp Casting Time	Duration			SR
				V, S	1 standard action	15 hour(s) or until discharged			no
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source	
	3	Restore Eidolon	21	conjuration (healing)	touch	Will neg (h)	Restoration dispels any magical effects reducing one of the Eidolons ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the eidolon improves an exhausted condition to fatigued, restores temporary negative levels or one permanent negative level. It does not restore permanent ability drain.	UM 235	
				Area	Comp Casting Time	Duration			SR
				V, S	1 min	instantaneous			yes (h)
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source	
	3	Fly	20	transmutation	touch	Will neg (h)	The subject can fly at a speed of 60 feet (or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load). It can ascend at half speed and descend at double speed, and its maneuverability is good. The subject gains a +7 bonus to its Fly Skill	Core 284	
				Area	Comp Casting Time	Duration			SR
				V, S, F	1 SA	15 min.(s)			yes (h)
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source	
	3	Wall of Fire	20	evocation [fire]	250 ft.	none	A curtain of fire springs forth, dealing 2d4 points of fire damage to creatures within 10 feet and 1d4 points of fire damage to those 10-20 feet away. The wall deals this damage when it appears and on your turn each round. Any creature passing through takes in addition, the wall deals 2d6+15 points of fire damage (double to undead).	Core 365	
				Area	Comp Casting Time	Duration			SR
				V, S, DF	1 SA	concentration + 15 round(s)			yes
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source	
	3	Wall of Ice	20	evocation [cold]	250 ft.	Ref neg; see text	This spell creates an anchored plane or hemisphere of ice 15 inches thick covering up to 1500 square feet. A wall of ice cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created. Any creature adjacent to the wall when it is created may attempt a Reflex save to disrupt the wall as it is being formed.	Core 366	
				Area	Comp Casting Time	Duration			SR
				V, S	1 SA	15 min.(s)			yes
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source	
	3	Water Breathing	20	transmutation	touch	Will neg (h)	The transmuted creatures can breathe water freely. Divide the duration evenly among all the creatures you touch. The spell does not make creatures unable to breathe air.	Core 368	
				Area	Comp Casting Time	Duration			SR
				V, S, DF	1 SA	30 hours; see text			yes (h)
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source	
	4	Evolution Surge, Greater	21	transmutation	touch	Will neg (h)	You can grant the eidolon any two evolutions whose total cost does not exceed 6 evolution points.	APG 220	
				Area	Comp Casting Time	Duration			SR
				V, S	1 SA	15 minute(s)			no
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source	
	4	Protection from Energy, Communal	21	abjuration	touch	Fort neg (h)	This spell functions like protection from energy, except you divide the duration in 10-minute intervals among the creatures touched. Once the spell absorbs 12 points of energy damage per caster level (maximum 120 points) for a subject, the spell's effects end for that subject.	UC 240	
				Area	Comp Casting Time	Duration			SR
				V, S, DF	1 standard action	150 min. or until discharged			yes (h)
Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source	
	4	Stoneskin, Communal	21	abjuration	touch	Will neg (h)	This spell functions like stoneskin, except you divide the duration in 10 minute intervals among the creatures touched. Once the spell has prevented 150 points of damage the spell's effects end for that subject.	UC 245	
				Area	Comp Casting Time	Duration			SR
				V, S	1 standard action	150 min. or until discharged			yes (h)

Spell Sheet

Character Name: Dalayn

Class: Summoner (15th)

Spells per day										
Level	0	1	2	3	4	5	6	7	8	9
Summoner (15th)	∞	7	7	7	5	4				

Spells Known							
Level	0	1	2	3	4	5	6
Summoner (15th)	6	6	6	5	4	4	4

Concentration Check: 1d20 + 27

Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source	
	4	Baleful Polymorph	21	transmutation (polymorph)	60 ft.	Fort. neg. Will. partial; see text	You can change the target into a small creature with no greater than 1 HD	Core 246	
				Area	Comp	Casting Time			Duration
					V, S	1 SA	permanent	yes	
	5	Dispel Magic, Greater	22	abjuration	250 ft.	none	You can use this spell in one of three ways: a targeted dispel (Dispels up to 3 spells), area dispel (affects everything in a 20 foot radius burst), or a counterspell:	Core 272	
				Area	Comp	Casting Time			Duration
					20ft burst	V, S	1 SA	instantaneous	no
	5	Rejuvenate Eidolon, Greater	23	conjuration (healing)	touch	none	By laying your hand upon an eidolon, you cause its wounds to close and its form to solidify. This spell cures 5d10+15 points of damage.	APG 238	
				Area	Comp	Casting Time			Duration
					V, S	1 SA	instantaneous	no	
	5	True Seeing	22	divination	touch	Will neg (h)	The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things, the subject can focus its vision to see into the Ethereal Plane.	Core 363	
				Area	Comp	Casting Time			Duration
					V, S	1 SA	15 min.(s)	yes (h)	
	5	Teleport, Greater	23	conjuration (teleportation)	personal and touch	none and Will neg (object)	This spell instantly transports you to any designated destination. Interplanar travel is not possible. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring 5 additional willing Medium or smaller creature. All creatures to be transported must be in contact with one another and you. You always arrive exactly on target.	Core 359	
				Area	Comp	Casting Time			Duration
					V	1 SA	instantaneous	no and yes (object)	
				School	Range	Save	Description	Source	
				Area	Comp	Casting Time	Duration	SR	
				School	Range	Save	Description	Source	
				Area	Comp	Casting Time	Duration	SR	
				School	Range	Save	Description	Source	
				Area	Comp	Casting Time	Duration	SR	
				School	Range	Save	Description	Source	
				Area	Comp	Casting Time	Duration	SR	
				School	Range	Save	Description	Source	
				Area	Comp	Casting Time	Duration	SR	

Thanatos Biped Large Delayn
 Eidolon Name Type Size Character Name



STR	30	+10			HP	126	INIT	+7	=	3	+	4
DEX	16	+3			WOUNDS NON-LETHAL		SPEED	30	ft	6	sq	
CON	18	+4			DAMAGE REDUCTION				ft		ft	
INT	8	-1			ENERGY RESISTANCE							50
WIS	10	0										ft
CHA	12	+1										ft
AC	30	10+	18	+3	-1							
TOUCH	12	FLAT FOOTED		27	SPELL RESISTANCE							
FORT	12	BAB		12								
REFLEX	7	CMD		36								
WILL	8	CMB		23	Max Attacks		6					

Eidolon

ABILITIES

- Special Abilities**
- Darkvision (APG 58): The eidolon has darkvision out to a range of 60 feet.
 - Link (Ex) (APG 58): A summoner and his eidolon share a mental link allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the summoner to give orders to his eidolon at any time. In addition, magic items interfere with the summoner's connection to his eidolon. As a result, the summoner and his eidolon share magic item slots. For example, if the summoner is wearing a ring, his eidolon can wear no more than one ring. In case of a conflict, the items worn by the summoner remain active, and those used by the eidolon become dormant.
 - Share Spells (Ex) (APG 58): The summoner may cast a spell with a target of "you" on his eidolon (as a spell with a range of touch) instead of on himself. A summoner may cast spells on his eidolon even if the spells normally do not affect creatures of the eidolon's type (outsider).
 - Improved Evasion (Ex) (APG 59): When subjected to an attack that allows a Reflex saving throw for half damage, an eidolon takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.
 - Devotion (Ex) (APG 59): An eidolon gains a +4 morale bonus on Will saves against enchantment spells and effects.
- Evolutions**
- Large (Ex) (APG 64): The eidolon is large size.
 - Improved Flight Speed (Ex/Su) (APG 62): The eidolon gains a 20 increase to its flight speed.
 - Improved Natural Armor (Ex) (APG 60): The eidolon gains a +2 bonus to its natural armor.*
 - Spell Resistance (Ex) (APG 64): The eidolon has Spell Resistance 26
 - Improved Damage [Claws] (Ex) (APG 60): The damage for this type of attack is increased one die type*
 - Flight (Ex/Su) (APG 62): The eidolon has wings that allow it to fly.
 - Tentacle (Ex) (APG 61): The eidolon grows a long tentacle, granting it a secondary tentacle attack
 - Magic Attacks (Su) (APG 60): The eidolon is infused with magic, allowing it to treat all of its natural attacks as if they were magic for the purpose of overcoming damage reduction. All of the eidolon's weapons are treated as the alignment of the eidolon for the purpose of overcoming damage reduction.
 - Improved Damage [Gore] (Ex) (APG 60): The damage for this type of attack is increased one die type*
 - Scent (Ex) (APG 61): The eidolon gains the scent special quality, allowing it to detect opponents within 30 feet by sense of smell.
 - Improved Damage [Tentacle Attack] (Ex) (APG 60): The damage for this type of attack is increased one die type*
 - Limbs [Legs] (Ex) (APG 62): The eidolon gains an additional set of legs
 - Limbs [Arms] (Ex) (APG 62): The eidolon gains an additional set of arms
 - Claws (Ex) (APG 60): The eidolon has a pair of vicious claws at the end of its limbs, giving it two primary claw attacks
 - Gore (Ex) (APG 62): The eidolon grows horns on its head giving it a gore attack.

Primary Attack	ATTACK BONUS	Damage
Gore	+21	2d6+10
Claws	+21 / +21	1d8+10
Tentacle Attack	+21	1d8+10
Tentacle Attack	+21	1d8+10

Secondary Attack	ATTACK BONUS	Damage

SKILLS					
SKILL NAME	ABIL SCORE	TOTAL	ABIL MOD	RANKS	MISC
C Acrobatics	DEX	9	3	3	3
C Bluff	CHA	10	1	6	3
C Climb	STR	14	10	1	3
C Craft	INT	4	-1	2	3
C Fly	DEX	15	3	7	5
C Knowledge (planes)	INT	6	-1	4	3
C Perception	WIS	12		9	3
C Sense Motive	WIS	10		7	3
C Stealth	DEX	10	3	8	-1
C Swim	STR	14	10	1	3

- Feats**
- Dodge (Core 122): You gain a +1 dodge bonus to your AC.
 - Toughness (Core 135): You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point.
 - Mobility (Core 130): You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.
 - Improved Initiative (Core 127): You get a +4 bonus on initiative checks.
 - Rending Claws (APG 168): If you hit a creature with two claw attacks in the same turn, the second claw attack deals an additional 1d6 points of damage. This damage is precision damage and is not multiplied on a critical hit.
 - Iron Will (Core 129): You get a +2 bonus on all Will saving throws.
 - Multiattack (Beast 315): Your secondary attacks with natural weapons take only a -2 penalty.

* Denotes bonuses or penalties already included in the calculations