

Phoenix (Eidolon of Kalon)

Ruth Marie Keffer

CHARACTER: Eidolon (Quadruped) Medium Female  
 RACE & LA: Lawful Good  
 AGE: ALIGNMENT: DEITY: HOMELAND & BACKGROUND OCCUPATION:



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	15	2	14		1	
DEX	15	2	14		1	
CON	13	1	13			
INT	7	-2	7			
WIS	10	0	10			
CHA	11	0	11			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
21	21	2	Eidolon	2			3	3	0	2	
TOTAL HP			TOTALS		2	0	0	3	3	0	2

ABILITY SCORE & RACIAL NOTES: [ ]

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	14	-10+	0	0	2		2			
TOUCH	12	-10+			2					
FLAT-FOOT	12	-10+	0	0	0		2			

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	4	3	1			
REF	5	3	2			
WILL	0	0	0			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	4	2		2		
RANGED	4	2		2		
CMB	4	2	STR	2		
CMD	16	-10+	B2B	0	STR & DEX	4

**FEATS & FEATURES**  
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

evolutions	eidolon HD: d10
bite (Ex,twice) +3 to bite damage (APG-60)	Darkvision (Ex) 60' (APG-58)
limbs (Ex) the eidolon has two arms. (APG-62)	Link (Ex) (APG-58)
Flight (Ex) the eidolon has two wings (APG-62)	Share Spells (Ex) (APG-58)
Claws (Ex) the eidolon has claws on each arm (APG-60)	Evasion (Ex) Reflex save vs attack = no damage (APG-59)
Improved Damage (Ex) claws attack w/ d8 (APG-60)	

SKILLS					
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	2		2		
* APPRAISE	-2		-2		
* BLUFF	0		0		
* CLIMB	6	1	2	3	
* CRAFT	-2		-2		
* DIPLOMACY	0		0		
* DISABLE DEVICE			2		
* DISGUISE	0		0		
* ESCAPE ARTIST	6	1	2	3	
* FLY	6	1	2	3	
* HANDLE ANIMAL			0		
* HEAL	0		0		
* INTIMIDATE	0		0		
* KN: Planes			-2		
* KN:			-2		
* KN:			-2		
* KN:			-2		
* KN:			-2		
* KN:			-2		
* KN:			-2		
* LINGUISTICS			-2		
* PERCEPTION	4	1	0	3	
* PERFORM	0		0		
* PROF:			0		
* RIDE	2		2		
* SENSE MOTIVE	4	1	0	3	
* SLEIGHT OF HAND			2		
* SPELLCRAFT			-2		
* STEALTH	7	2	2	3	
* SURVIVAL	0		0		
* SWIM	6	1	2	3	
* USE MAGIC DEVICE			0		
* STR					
* STR					
* STR					
* STR					
* STR					
* STR					

MARK A  TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.  
 \* SKILL CAN BE USED UNTRAINED \* ARMOR CHECK PENALTY APPLIES

EXPERIENCE: SLOW  MEDIUM  FAST  2,000 /

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	40	40			
INIT	2	=	2	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite		1d6+2+3	x2				
claws (2)		1d8+2	x2				