Paśu (Eidolon Companion of Pāṇī Bōlāvavum)

CHARACTER

Eidolon (serpentine form)	Medium	Male	8' 0"	40 lbs	none	green	dark green

RACE & LA: 20 Neutral nil

AGE | ALIGNMENT | DEITY

PLAYER

HEIGHT | WEIGHT | HAIR | EYES | SKIN

first summoned near Isle of Jalmeray

HOMELAND & BACKGROUND OCCUPATION

PATHFINDER ROLEPLAYING GAME

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

LANGUAGES: serpentine, telepathic communication with Pāṇī Bōlāvavum

ABILITY SCORE

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	12			
DEX	18	4	16	2		
CON	13	1	13			
INT	7	-2	7			
WIS	10	0	10			
CHA	11	0	11			

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP: **11**

	HP GAINED	HD
	11	1

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 11 | FAVORED CLASS

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Eidolon	1	4	0	0	2	2	1
TOTALS	1	4	0	0	2	2	1

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	16	=10+	0	0	4			2			
TOUCH	14	=10+			4						
FLAT-FOOT	12	=10+	0	0	0			2			

ARMOR CHECK PENALTY: 0

MAXIMUM DEX: --

SPELL FAILURE: 0%

COMBAT NOTES & MODIFIERS

SAVING THROWS

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	1	0	1			
REF	6	2	4			
WILL	2	2	0			

ATTACKS

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	2	1		1		
RANGED ATTACK MODIFIER	5	1		4		
CMB	9	1	DEX	4		4
CMD	16	=10+	BAB 1	DODGE & DEFLECT 0	STR & DEX 5	

grapple to grab

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Eidolon (APG-58) HD: d10

Base Form: Serpentine (aquatic)

Darkvision 60'

Life link - telepathic communication w/ caster (APG-58)

Share Spells (Ex) - caster casts personal spells on eidolon (APG-58)

Maximum attacks: 3

Evolutions

bite 1d6 + 1.5*Str Mod (APG-60)

swim (APG-61)

reach (bite) use bite attack at distance of 5' (APG-61)

tail +2 acrobatic (APG-61)

tail slap 1d6 damage (APG-61)

gills breathe underwater (APG-60)

grab (Ex) after bite, grapple +4 (APG-62)

Improved Initiative +4

SKILLS

RANKS TOTAL: 4

			TOTAL	RANKS	ABILITY	TRAINED	MISC
*☑ Acrobatics ♦	DEX		6		4		2
*☑ Appraise	INT		-2		-2		
*☑ Bluff	CHA		0		0		
*☑ Climb ♦	STR		1		1		
*☑ Craft:	INT		-2		-2		
*☑ Diplomacy	CHA		0		0		
☐ Disable Device ♦	DEX				4		
*☐ Disguise	CHA		0		0		
*☑ Escape Artist ♦	DEX		8	1	4	3	
*☑ Fly ♦	DEX		8	1	4	3	
☐ Handle Animal	CHA				0		
*☐ Heal	WIS		0		0		
*☐ Intimidate	CHA		0		0		
☑ Kn: planes	INT				-2		
☐ Kn:	INT				-2		
☐ Kn:	INT				-2		
☐ Kn:	INT				-2		
☐ Kn:	INT				-2		
☐ Kn:	INT				-2		
☐ Linguistics	INT				-2		
*☑ Perception	WIS		4	1	0	3	
*☐ Perform:	CHA		0		0		
☐ Prof:	WIS				0		
*☐ Ride ♦	DEX		4		4		
*☑ Sense Motive	WIS		0		0		
☐ Sleight of Hand ♦	DEX				4		
☐ Spellcraft	INT				-2		
*☑ Stealth ♦	DEX		8	1	4	3	
*☐ Survival	WIS		0		0		
*☑ Swim ♦	STR		1		1		
☐ Use Magic Device	CHA				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 ☐ | /

		BASE	FLY	SWIM	CLIMB	MISC
SPEED			30	30	20	
INIT	8	=	4 DEX MOD	+	4 MISC MOD	
HERO						
SR		DR				

RESISTANCES

POOL POINTS: 3 | Evolution

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 + 1.5*Str Mod					
tail slap		1d6					