

Pašu (Eidolon Companion of Pāñī Bōlāvavum)

CHARACTER			PLAYER						
Eidolon (serpentine form)	Medium	Male	8' 0"	40 lbs	none	green	dark green		
RACE & LA		SIZE	GENDER		HEIGHT	WEIGHT	HAIR	EYES	SKIN
20	Neutral	nil	first summoned near Isle of Jalmeray					HOMELAND & BACKGROUND OCCUPATION	
AGE		ALIGNMENT	DEITY						

LANGUAGES: serpentine, telepathic communication with Pāñī Bōlāvavum



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	28	9	12	8	8	
DEX	20	5	16	6	-2	
CON	17	3	13		4	
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				
78	78	8	Eidolon	8	32		2	6	6	10				
TOTAL HP			78	FAVORED CLASS		TOTALS		8	32	0	2	6	6	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	28	-10+	0	0	5	-1	14			
TOUCH	14	-10+			5	-1				
FLAT-FOOT	23	-10+	0	0	0	-1	14			

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	2	3			
REF	11	6	5			
WILL	10	6	0	4		

COMBAT NOTES & MODIFIERS
 maximum attacks = 5
 Evasion: no damage on reflex save that usually deals 1/2 dam

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	16	8		9	-1	
RANGED	12	8		5	-1	
CMB	20	8	STR	9	-1	4
CMD	31	-10+	B8B	0	14	-1

SKILLS							RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC		
<input checked="" type="checkbox"/> ACROBATICS	DEX 15	5	5	3	2		
<input type="checkbox"/> APPRAISE	INT -2		-2				
<input checked="" type="checkbox"/> BLUFF	CHA 0		0				
<input checked="" type="checkbox"/> CLIMB	STR 9		9				
<input checked="" type="checkbox"/> CRAFT	INT -2		-2				
<input type="checkbox"/> DIPLOMACY	CHA 0		0				
<input type="checkbox"/> DISABLE DEVICE	DEX		5				
<input type="checkbox"/> DISGUISE	CHA 0		0				
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX 13	5	5	3			
<input checked="" type="checkbox"/> FLY	DEX 7	3	5	3	-4		
<input type="checkbox"/> HANDLE ANIMAL	CHA		0				
<input type="checkbox"/> HEAL	WIS 0		0				
<input type="checkbox"/> INTIMIDATE	CHA 0		0				
<input checked="" type="checkbox"/> KN: planes	INT 2	1	-2	3			
<input type="checkbox"/> KN:	INT		-2				
<input type="checkbox"/> KN:	INT		-2				
<input type="checkbox"/> KN:	INT		-2				
<input type="checkbox"/> KN:	INT		-2				
<input type="checkbox"/> KN:	INT		-2				
<input type="checkbox"/> LINGUISTICS	INT		-2				
<input checked="" type="checkbox"/> PERCEPTION	WIS 13	10	0	3			
<input type="checkbox"/> PERFORM	CHA 0		0				
<input type="checkbox"/> PROF:	WIS		0				
<input checked="" type="checkbox"/> RIDE	DEX 5		5				
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS 8	5	0	3			
<input type="checkbox"/> SLEIGHT OF HAND	DEX		5				
<input type="checkbox"/> SPELLCRAFT	INT		-2				
<input checked="" type="checkbox"/> STEALTH	DEX 10	10	5	3	-8		
<input type="checkbox"/> SURVIVAL	WIS 0		0				
<input checked="" type="checkbox"/> SWIM	STR 13	1	9	3			
<input type="checkbox"/> USE MAGIC DEVICE	CHA		0				
<input type="checkbox"/>	STR						
<input type="checkbox"/>	STR						
<input type="checkbox"/>	STR						
<input type="checkbox"/>	STR						
<input type="checkbox"/>	STR						

FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Eidolon (APG-58) HD: d10	Evo: improved natural armor +2 (x2)
Base Form: Serpentine (aquatic)	Evo: Poison - bite 1d4 Str dam for 4 rnds, Fort save
Darkvision 60'	Evo: Constrict - double grab damage
Life link - telepathic communication w/ caster (APG-58)	Evo: energy attack add 1d6 acid damage (APG-62)
Share Spells (Ex) - caster casts personal spells on eidolon (APG-58)	Evo: Improved damage increase bite dam die
Maximum attacks: 3	Power Attack/Cleave/Greater Cleave w/ Bite (PCR)
Evolutions:	- continue bite attacks until first miss
Evo: bite 1d6 + 1.5*Str Mod (APG-60)	Eldritch Fangs - magic and silver fangs, as claws (APG-158)
Evo: swim (APG-61)	maximum attacks = 5
Evo: reach (bite) use bite attack at distance of 5' (APG-61)	multiattack (attack with secondary natural weapon at -2)
Evo: tail +2 acrobatic (APG-61)	Devotion: +4 will save
Evo: tail slap 1d6 damage (APG-61)	Evasion: no damage on reflex save that usually deals 1/2 dam
Evo: gills breathe underwater (APG-60)	Pāñī's feats: Resilient Eidolon & Extra Evolutionx2
Evo: grab (Ex) after bite, grapple +4 (APG-62)	Improved Initiative +4
Evo: large 4	

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

SPEED	BASE 30	FLY 30	SWIM 20	CLIMB	MISC
INIT	9	=	5	DEX MOD +	4
HERO					
SR		DR	Evil 5		
RESISTANCES					
POOL POINTS	16	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	+16	1d10 + 1.5*Str Mod+1d6 acid					poison 1d4 Str/rnd
tail slap	+16	1d6+9+1d6 acid					bite also has Greater Cleave
grab and constrict (auto attack after bite)	+4 CMB	double bite dam					