

Tolu Wrang

Male half-elf monk 2/summoner 7 (master of many styles, synthesist)

LN Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +17

Languages Common, Elven

DEFENSE

AC 21, touch 17, flat-footed 18 (+4 armor, +3 Dex, +1 monk, +3 Wis); *mage armor*

hp 120 (9 HD); maxed hit points via retraining

Fort +13, **Ref** +11, **Will** +14; +2 vs. enchantment

Defensive Abilities evasion, shielded meld; **Immune** magical sleep

OFFENSE

Speed 30 ft. (6 squares)

Melee unarmed strike +11/+6 (1d8+5)

Ranged sling +9 (1d4+3)

Summoner Spell-like Abilities (CL 7th; Concentration +10)

6/day – *summon monster IV* (one casting at a time, usable only without eidolon, 15 minute duration)

1/day – maker's jump

Summoner Spells Known (CL 7th; Concentration +10)

3rd (2/day) – *fire shield*, *heroism*

2nd (4/day) – *barkskin*, *haste*, *invisibility*, *summon eidolon*^{APG}

1st (5/day) – *enlarge person*, *lesser rejuvenate eidolon*^{APG}, *mage armor*, *shield*, *stone shield*^{ARG}

0-level (at-will) – *detect magic*, *guidance*, *light*, *mending*, *mage hand*, *message*

Special Attacks stunning fist (4/day, DC 19)

STATISTICS

Abilities Str 16 (+3), Dex 16 (+3), Con 20 (+5), Int 12 (+1), Wis 16 (+3), Cha 16 (+3)

Base Atk +6; **CMB** +9; **CMD** 26

Feats Ability Focus (stunning fist), Craft Wondrous Item, Crane Style^B, Deflect Arrows, Extra Evolution (2), Improved Unarmed Strike^B, Mantis Style^B, Skill Focus (stealth^B), Stunning Fist^B

Skills Acrobatics +13, Perception +17, Spellcraft +11, Stealth +18, Use Magic Device +15; **Racial Modifiers** +2 Perception

SQ adaptability, elf-blood, fuse style (2 styles), multi-talented (fighter/summoner)

Combat Gear sling bullets (20); **Gear** *amulet of mighty fists* +2, *belt of physical perfection* +2, *cloak of resistance* +2, *decanter of endless water*, *hat of disguise*, *headband of mental superiority* +2 (use magic device), *monk's robe*, sling, spell component pouch, tender (79gp, 8sp)

Encumbrance light 76 lb., medium 153 lb., heavy 230 lb.; **Weight Carried** 19 lb. (excluding tender)

SPECIAL ABILITIES

Evasion (Ex) You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can be used only if you are wearing light armor or no armor. You do not gain the benefit of evasion when helpless.

Fused Eidolon You can wear your eidolon like translucent, living armor. The eidolon mimics all of your movements, and you perceive through the eidolon's senses and speak through its voice, as the two of you are now one creature. While fused with your eidolon, you use the eidolon's Strength, Dexterity, and Constitution scores, but retain your own Intelligence, Wisdom, and Charisma scores. You gain the eidolon's hit points as temporary hit points. When these hit points reach 0, the eidolon is killed and sent back to its home plane. You use the eidolon's base attack bonus, and gain the eidolon's armor and natural armor bonuses and modifiers to ability scores. You also gain access to the eidolon's special abilities and the eidolon's evolutions. You are still limited to the eidolon's maximum number of natural attacks. The eidolon has no skills or feats of its own. The eidolon must be at least the same size as you.



The eidolon must have limbs for you to cast spells with somatic components. The eidolon's temporary hit points can be restored with the *rejuvenate eidolon* spell. While fused, you lose the benefits of your armor. You count both as your original type and as an outsider for any effect related to type, whichever is worse for you. Spells such as *banishment* or *dismissal* work normally on the eidolon, but you are unaffected. Neither you nor your eidolon can be targeted separately, as you are fused into one creature. You and your eidolon cannot take separate actions. While fused with your eidolon, you can use all of your own abilities and gear, except for your armor. In all other cases, this ability functions as the summoner's normal eidolon ability (for example, you cannot use your summon monster ability while the eidolon is present).

Fused Link (Su) Whenever the temporary hit points from your eidolon would be reduced to 0, you can, as a free action, sacrifice any number of your own hit points. Each hit point sacrificed this way prevents 1 point of damage done to your eidolon (thus preventing the loss of your temporary hit points), preventing your eidolon from being sent back to its home plane.

Fuse Style (Ex) You can fuse two of the styles you know into a more perfect style. You can have two style feat stances active at once. Starting a stance provided by a style feat is still a swift action, but when you switch to another style feat, you can choose one style whose stance is already active to persist. You may only have two style feat stances active at a time.

Maker's Jump (Sp) Whenever you are fused with your eidolon, you can cast *dimension door* as a spell-like ability using your caster level. This ability only affects you and your eidolon. You can use this ability only once per day.

Shielded Meld (Ex) Whenever you are fused with your eidolon, you gain a +2 shield bonus to your Armor Class and a +2 circumstance bonus on your saving throws.

Carver

Biped Eidolon

LN Medium outsider

Init +2; **Senses** darkvision 60 ft.; Perception +0

Languages as summoner

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 72 (6 HD); maxed hit points via retraining

Fort +9, **Ref** +6, **Will** +7; +4 vs. enchantment

Immune acid, cold, electricity, fire

OFFENSE

Speed 30 ft. (6 squares)

Melee 4 claws +11 (1d4+5)

Ranged by weapon +8

STATISTICS

Abilities Str 20 (+5), Dex 15 (+2), Con 15 (+2), Int 7 (–2), Wis 10 (+0), Cha 11 (+0)

Base Atk +6; **CMB** +11; **CMD** 23

Feats Great Fortitude, Iron Will, Lightning Reflexes

Skills Bluff +9, Diplomacy +9, Knowledge (planes) +7, Sense Motive +9

SQ evolutions, link, share spells

Encumbrance light 133 lb., medium 266 lb., heavy 400 lb.; **Weight Carried** 0 lb.

SPECIAL ABILITIES

Devotion (Ex) Your eidolon receives a +4 morale bonus on Will saves versus enchantment spells and effects.

Evolutions ability increase (constitution), claws^F (2), immunity (acid, cold, electricity, fire), improved natural armor (2), limbs (arms^F, legs^F)

Evasion (Ex) When subjected to an attack that normally allows a Reflex saving throw for half damage, your eidolon takes no damage if she makes a successful saving throw.



Link You and your eidolon share a mental link that allows for communication across any distance (as long as you are on the same plane). This communication is a free action, allowing you to give orders to your eidolon at any time. What's more, magic items interfere with this link, so that you and your eidolon must share magic item slots. When both you and the eidolon are wearing a magic item in the same slot, your magic item continues to function while the eidolon's becomes dormant. An eidolon must still have the appropriate magical item slot in order to be able to use of a given magic item.

Share Spells (Ex) You may cast a spell with a target of "You" on your eidolon (as a spell with a range of touch) instead of on yourself. You may cast spells on your eidolon even if the spells normally do not affect creatures of the eidolon's type (outsider). Spells cast in this way must come from the summoner spell list. This ability does not allow your eidolon to share abilities that are not spells, even if they function like spells.

Craven

Carver/Tolu Wrang synthesis

LN Medium humanoid (elf, human) or outsider

Init +3; **Senses** darkvision 60-ft., low-light vision; Perception +17

Languages as Tolu above

DEFENSE

AC 29, touch 17, flat-footed 26 (+4 armor, +3 Dex, +1 monk, +6 natural, +2 shield, +3 Wis); *mage armor*

hp 102 plus 78 temporary hit points (9 HD); maxed hit points via retraining

Fort +13, **Ref** +13, **Will** +16; +6 vs. enchantment

Defensive Abilities devotion, evasion, shielded meld; **Immune** acid, cold, electricity, fire, magical sleep

OFFENSE

Speed 30 ft. (6 squares)

Melee unarmed strike +15/+10 (1d8+8) or

4 claws +15 (1d4+8) or

unarmed strike +15/+10 (1d8+8) and 4 claws +10 (1d4+5) or

Ranged sling +10 (1d4+6)

Spells and Spell-like Abilities as Tolu above

Special Attacks stunning fist (4/day, DC 19), *summon monster IV*

STATISTICS

Abilities Str 22 (+6), Dex 17 (+3), Con 17 (+3), Int 12 (+1), Wis 16 (+3), Cha 16 (+3)

Base Atk +7; **CMB** +13; **CMD** 30

Feats as Tolu above

Skills Acrobatics +13, Perception +17, Spellcraft +11, Stealth +18, Use Magic Device +15; **Racial Modifiers** +2 Perception

SQ as Carver and Tolu above

Gear as Tolu above

Encumbrance light 133 lb., medium 266 lb., heavy 400 lb.; **Weight Carried** 19 lb. (excluding tender)

SPECIAL ABILITIES

As Carver and Tolu above

