



Shrat (transformed)

CHARACTER NAME

Synthesist (7)

CHARACTER LEVEL

Ratfolk

Large

Not set

RACE

SIZE

GENDER

Neutral Good

ALIGNMENT

PLAYER

Not set

Not set

DEITY

HOMELAND

CAMPAIGN

Not set (Adult)

Not set

Not set

Not set

Not set

AGE

HEIGHT

WEIGHT

HAIR

EYES

ABILITY NAME	SCORE	MOD	TEMP. SCORE	TEMP. MODIFI	HP HIT POINTS	80 (52)	TOTAL		NONLETHAL DAMAGE						
STR STRENGTH	26	+8													
DEX DEXTERITY	13	+1													
CON CONSTITUTION	15	+2			INITIATIVE	1	=	1	+	0					
INT INTELLIGENCE	13	+1			WOUNDS / CURRENT HP										
WIS WISDOM	10	+0			DAMAGE REDUCTION										
CHA CHARISMA	18	+4			SUMMON MONSTER										
AC ARMOR CLASS	23	=10+	2	+	2	+	1	+	-1	+	8	+	1	+	0
TOUCH AC		11		FLAT FOOTED AC		22									

FORTITUDE CONSTITUTION	5	=	2	+	2	+	0	+	1	+	
REFLEX DEXTERITY	4	=	2	+	1	+	0	+	1	+	
WILL WISDOM	6	=	5	+	0	+	0	+	1	+	
B.A.B.	6	SPELL RESISTANCE				ENERGY RESISTANCE					
CMB	15	=	6	+	8	+	1	+	0		
CMD	27	=10+	6	+	8	+	1	+	1	+	1

WEAPON			
x4 Claw (+1) (Power Attack)			
CRITICAL	TYPE	RANGE	AMMO
20/x2	S and B	Reach (10ft)	
ATTACK		DAMAGE	
+13		1d8+13 (grab)	

WEAPON			
x4 Claw (+1)			
CRITICAL	TYPE	RANGE	AMMO
20/x2	S and B	Reach (10ft)	
ATTACK		DAMAGE	
+15		1d8+9 (grab)	

WEAPON			
CRITICAL	TYPE	RANGE	AMMO
ATTACK		DAMAGE	

WEAPON			
CRITICAL	TYPE	RANGE	AMMO
ATTACK		DAMAGE	

WEAPON			
CRITICAL	TYPE	RANGE	AMMO
ATTACK		DAMAGE	

MOVEMENT			
30 ft. 6 sq.	30 ft. 6 sq.		
BASE SPEED	ARMOR SPEED	BURROW	
FLY	MANEUVERABILITY	SWIM	CLIMB
TEMP. MODS			

SKILLS		TOTAL	ABILIT	RANKS	MISC
<input type="checkbox"/> ACROBATICS		0	=DEX	0	+ 0
<input type="checkbox"/> APPRAISE		1	=INT	1	+ 0
<input checked="" type="checkbox"/> ARTISTRY		1	=INT	1	+ 0
<input type="checkbox"/> BLUFF		4	=CHA	4	+ 0
<input type="checkbox"/> CLIMB		4	=STR	-2	+ 6
<input checked="" type="checkbox"/> CRAFT (A)		3	=INT	1	+ 0
<input checked="" type="checkbox"/> CRAFT (B)		1	=INT	1	+ 0
<input checked="" type="checkbox"/> CRAFT (C)		1	=INT	1	+ 0
<input type="checkbox"/> DIPLOMACY		4	=CHA	4	+ 0
<input type="checkbox"/> DISABLE DEVICE*			=DEX		+ +
<input type="checkbox"/> DISGUISE		4	=CHA	4	+ 0
<input type="checkbox"/> ESCAPE ARTIST		0	=DEX	0	+ 0
<input checked="" type="checkbox"/> FLY		0	=DEX	0	+ 0
<input checked="" type="checkbox"/> HANDLE ANIMAL*			=CHA		+ +
<input type="checkbox"/> HEAL		0	=WIS	0	+ 0
<input type="checkbox"/> INTIMIDATE		11	=CHA	4	+ 7
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)*			=INT		+ +
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*			=INT		+ +
<input checked="" type="checkbox"/> KNOWLEDGE (ENGINEERING)*			=INT		+ +
<input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*			=INT		+ +
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)*			=INT		+ +
<input checked="" type="checkbox"/> KNOWLEDGE (LOCAL)*			=INT		+ +
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)*			=INT		+ +
<input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY)*			=INT		+ +
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES)*			=INT		+ +
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)*			=INT		+ +
<input checked="" type="checkbox"/> LINGUISTICS*			=INT		+ +
<input checked="" type="checkbox"/> LORE*			=INT		+ +
<input type="checkbox"/> PERCEPTION		9	=WIS	0	+ 7
<input type="checkbox"/> PERFORM (A)		4	=CHA	4	+ 0
<input type="checkbox"/> PERFORM (B)		4	=CHA	4	+ 0
<input checked="" type="checkbox"/> PROFESSION (A)*			=WIS		+ +
<input checked="" type="checkbox"/> PROFESSION (B)*			=WIS		+ +
<input checked="" type="checkbox"/> RIDE		0	=DEX	0	+ 0
<input type="checkbox"/> SENSE MOTIVE		0	=WIS	0	+ 0
<input type="checkbox"/> SLEIGHT OF HAND*			=DEX		+ +
<input checked="" type="checkbox"/> SPELLCRAFT*			=INT		+ +
<input type="checkbox"/> STEALTH		11	=DEX	0	+ 7
<input type="checkbox"/> SURVIVAL		0	=WIS	0	+ 0
<input type="checkbox"/> SWIM		4	=STR	4	+ 6
<input checked="" type="checkbox"/> USE MAGIC DEVICE*			=CHA		+ +

X CLASS SKILL *TRAINED ONLY

CONDITIONAL MODIFIERS

LANGUAGES

UNCHAINED SUMMONER SPELL BOOK

SPELL LEVEL	0	1	2	3	4	5	6
SPELLS PER DAY (ADJUSTED)	∞	4 (5)	3 (4)	1 (2)	-	-	-

SPONTANEOUS CASTER SPELL USE TRACKER

LEVEL 1					
LEVEL 2					
LEVEL 3					

KNOWN SPELLS

KNOWN SPELL LEVEL 0	SCHOOL	DURATION	CAST TIME	RANGE/AREA	SAVE	SR	DC
Arcane Mark	Universal	permanent;	1 standard action	touch	none	no	14
Detect Magic	Divination	concentration, up to 1	1 standard action	60 ft. cone-shaped emanation	none	no	14
Guidance	Divination	1 minute or until discharged;	1 standard action	touch	Will negates	yes	14
Mage Hand	Transmutation	concentration;	1 standard action	close (25 ft. + 5 ft./2 levels)	none	no	14
Message	Transmutation	10 min./level;	1 standard action	medium (100 ft. + 10 ft./level)	none	no	14
Read Magic	Divination	10 min./level;	1 standard action	personal			14

KNOWN SPELL LEVEL 1	SCHOOL	DURATION	CAST TIME	RANGE/AREA	SAVE	SR	DC
Alarm	Abjuration	2 hours/level;	1 standard action	close (25 ft. + 5 ft./2 levels) 20-	none	no	15
Ant Haul	Transmutation	2 hours/level;	1 standard action	touch	Fortitude	yes	15
Celestial Companion	Transmutation	1 minute/level (D)	1 standard action	touch	Will negates	yes	15
Jump	Transmutation	1 min./level;	1 standard action	touch	Will negates	yes	15
Rejuvenate Eidolon, Lesser	Conjuration	instantaneous;	1 standard action	touch	none	no	15

KNOWN SPELL LEVEL 2	SCHOOL	DURATION	CAST TIME	RANGE/AREA	SAVE	SR	DC
Barkskin	Transmutation	10 min./level;	1 standard action	touch	none	yes	16
Evolution Surge, Lesser	Transmutation	1 minute/level;	1 standard action	touch	Will negates	no	16
Protection from Arrows	Abjuration	1 hour/level or until	1 standard action	touch	Will negates	yes	16
Summon Eidolon	Conjuration	1 minute/level (D);	1 round	close (25 ft. + 5 ft./2 levels)	none	no	16

KNOWN SPELL LEVEL 3	SCHOOL	DURATION	CAST TIME	RANGE/AREA	SAVE	SR	DC
Invisibility Sphere	Illusion	1 min./level (D);	1 standard action	10-ft.-radius emanation	Will negates	yes	17
Rejuvenate Eidolon	Conjuration	instantaneous;	1 standard action	touch	none	no	17

SPELL DESCRIPTIONS (A-Z)

ALARM

School: Abjuration
Level: bard 1, ranger 1, sorcerer/wizard 1, summoner 1, inquisitor 1, occultist 1, psychic 1, spiritualist 1
Casting time: 1 standard action
Components: V, S, F/DF (a tiny bell and a piece of very fine silver wire)
Range: close (25 ft. + 5 ft./2 levels)
Area: 20-ft.-radius emanation centered on a point in space
Duration: 2 hours/level;
Saving Throw: none
Spell Resistance: no

Alarm creates a subtle ward on an area you select. Once the spell effect is in place, it thereafter sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible in nature. Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental "ping" that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm. Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall. In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing. Ethereal or astral creatures do not trigger the alarm. Alarm can be made permanent with a permanency spell.

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ANT HAUL

School: Transmutation
Level: alchemist 1, cleric/oracle 1, druid 1, ranger 1, sorcerer/wizard 1, summoner 1, occultist 1, psychic 1
Casting time: 1 standard action
Components: V, S, M/DF (a small pulley)
Range: touch
Targets: creature touched
Duration: 2 hours/level;
Saving Throw: Fortitude negates (harmless)
Spell Resistance: yes (harmless)

The target's carrying capacity triples (see Table 7-4: Carrying Capacity on page 171 of the Core Rulebook). This does not affect the creature's actual Strength in any way, merely the amount of material it can carry while benefiting from this spell. It also has no effect on encumbrance due to armor. If the creature wears armor it still takes the normal penalties for doing so regardless of how much weight the spell allows it to carry.

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ARCANE MARK

School: Universal
Level: sorcerer/wizard 0, summoner 0, magus 0, shaman 0, psychic 0
Casting time: 1 standard action
Components: V, S
Range: touch
Effect: one personal rune or mark, all of which must fit within 1 sq. ft.
Duration: permanent;
Saving Throw: none
Spell Resistance: no

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An arcane mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a detect magic spell causes it to glow and be visible, though not necessarily understandable. See invisibility, true seeing, a gem of seeing, or a robe of eyes likewise allows the user to see an invisible arcane mark. A read magic spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell. If an arcane mark is placed on a living being, the effect gradually fades in about a month. Arcane mark must be cast on an object prior to casting instant summons on the same object (see that spell DESCRIPTION for details).

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BARKSKIN

School: Transmutation
Level: druid 2, ranger 2, summoner 2, alchemist 2, shaman 2
Casting time: 1 standard action
Components: V, S, DF
Range: touch
Targets: living creature touched
Duration: 10 min./level;
Saving Throw: none
Spell Resistance: yes (harmless)

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level. The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

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CELESTIAL COMPANION

School: Transmutation
Level: arcanist 2, druid 2, hunter 2, paladin 1, ranger 2, shaman 2, sorcerer 2, summoner 1, summoner (unchained) 1, witch 2, wizard 2
Casting time: 1 standard action
Components: V, S, DF/M
Range: touch
Targets: animal companion, eidolon, familiar, or mount
Duration: 1 minute/level (D)
Saving Throw: Will negates (harmless);
Spell Resistance: yes (harmless)

You bestow divine protection on your companion. The target gains spell resistance equal to 5 plus half your caster level against spells and spell-like effects produced by evil creatures. The target also gains a +1 sacred bonus on saving throws and DR 5/evil or silver. Creatures under the effects of this spell often take on a celestial appearance, such as golden feathers or a radiant aura, but they are not truly celestial creatures.

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DETECT MAGIC

School: Divination
Level: bard 0, cleric/oracle 0, druid 0, sorcerer/wizard 0, summoner 0, witch 0, inquisitor 0, magus 0, shaman 0, occultist 0, psychic 0, mesmerist 0, spiritualist 0
Casting time: 1 standard action
Components: V, S
Range: 60 ft.
Area: cone-shaped emanation
Duration: concentration, up to 1 min./level;
Saving Throw: none
Spell Resistance: no

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. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft). Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two. Spell or Object Aura Power Faint Moderate Strong Overwhelming Functioning spell (spell level) 3rd or lower 4th-6th 7th-9th 10th+ (deity-level) Magic item (caster level) 5th or lower 6th-11th 12th-20th 21st+ (artifact) Lingered Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power: Original Strength Duration of Lingered Aura Faint 1d6 rounds Moderate 1d6 minutes Strong 1d6x10 minutes Overwhelming 1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell.

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EVOLUTION SURGE, LESSER

School: Transmutation
Level: summoner 2
Casting time: 1 standard action
Components: V, S, M (a chameleon scale)
Range: touch
Targets: your eidolon
Duration: 1 minute/level;
Saving Throw: Will negates (harmless)
Spell Resistance: no

This spell causes your eidolon to take on new characteristics. You can grant the eidolon any evolution whose total cost does not exceed 2 evolution points. You may only grant one evolution with this spell, even if that evolution can be taken multiple times. You can grant an evolution that allows you to spend additional evolution points to upgrade that evolution. This spell cannot be used to grant an upgrade to an evolution that the eidolon already possesses. The eidolon must meet any prerequisites of the selected evolution. This spell does not allow an eidolon to exceed its maximum number of natural attacks.

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GUIDANCE

School: Divination
Level: cleric/oracle 0, druid 0, summoner 0, witch 0, inquisitor 0, summoner 0, witch 0, inquisitor 0, shaman 0, occultist 0, spiritualist 0
Casting time: 1 standard action
Components: V, S
Range: touch
Targets: creature touched
Duration: 1 minute or until discharged;
Saving Throw: Will negates (harmless)
Spell Resistance: yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

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INVISIBILITY SPHERE

School: Illusion (glamer)
Level: bard 3, sorcerer/wizard 3, occultist 3, psychic 3, mesmerist 3
Casting time: 1 standard action
Components: V, S, M
Area: 10-ft.-radius emanation around the creature
Duration: 1 min./level (D);
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

This spell functions like invisibility, except that this spell confers invisibility upon all creatures within 10 feet of the recipient at the time the spell is cast. The center of the effect is mobile with the recipient. Those affected by this spell can see each other and themselves as if unaffected by the spell. Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) who attack negate the invisibility only for themselves. If the spell recipient attacks, the invisibility sphere ends.

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JUMP

School: Transmutation
Level: druid 1, ranger 1, sorcerer/wizard 1, alchemist 1, summoner 1, alchemist 1, summoner 1, magus 1, bloodrager 1, psychic 1
Casting time: 1 standard action
Components: V, S, M (a grasshopper's hind leg)
Range: touch
Targets: creature touched
Duration: 1 min./level;
Saving Throw: Will negates (harmless)
Spell Resistance: yes

The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

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MAGE HAND

School: Transmutation
Level: bard 0, sorcerer/wizard 0, summoner 0, magus 0, occultist 0, psychic 0, mesmerist 0, spiritualist 0
Casting time: 1 standard action
Components: V, S
Range: close (25 ft. + 5 ft./2 levels)
Targets: one nonmagical, unattended object weighing up to 5 lbs.
Duration: concentration;
Saving Throw: none
Spell Resistance: no

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.

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MESSAGE

School: Transmutation
Level: bard 0, sorcerer/wizard 0, summoner 0, witch 0, occultist 0, psychic 0, mesmerist 0, spiritualist 0
Descriptor: language-dependent
Casting time: 1 standard action
Components: V, S, F (a piece of copper wire)
Range: medium (100 ft. + 10 ft./level)
Targets: one creature/level
Duration: 10 min./level;
Saving Throw: none
Spell Resistance: no

You can whisper messages and receive whispered replies. Those nearby can hear these messages with a DC 25 Perception check. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path's entire length lies within the spell's range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning; it doesn't transcend language barriers. To speak a message, you must mouth the words and whisper.

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PROTECTION FROM ARROWS

School: Abjuration
Level: sorcerer/wizard 2, alchemist 2, summoner 2, bloodrager 2, psychic 2, spiritualist 2
Casting time: 1 standard action
Components: V, S, F (a piece of tortoiseshell or turtle shell)
Range: touch
Targets: creature touched
Duration: 1 hour/level or until discharged;
Saving Throw: Will negates (harmless)
Spell Resistance: yes (harmless)

The warded creature gains resistance to ranged weapons. The subject gains damage reduction 10/magic against ranged weapons. This spell doesn't grant you the ability to damage creatures with similar damage reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

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READ MAGIC

School: Divination

Level: bard 0, cleric/oracle 0, druid 0, paladin 1, ranger 1, sorcerer/wizard 0, summoner 0, witch 0, inquisitor 0, magus 0, shaman 0, occultist 0, psychic 0, mesmerist 0, spiritualist 0

Casting time: 1 standard action

Components: V, S, F (a clear crystal or mineral prism)

Range: personal

Targets: you

Duration: 10 min./level;

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. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level). Read magic can be made permanent with a permanency spell.

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REJUVENATE EIDOLON

School: Conjuration (healing)

Level: summoner 3

Casting time: 1 standard action

Components: V, S, M (a drop of your blood)

Range: touch

Targets: eidolon touched

Duration: instantaneous;

Saving Throw: none

Spell Resistance: no

This spell functions as lesser rejuvenate eidolon, except that it cures 3d10 points of damage +1 point per caster level (maximum +10).

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REJUVENATE EIDOLON, LESSER

School: Conjuration (healing)

Level: summoner 1

Casting time: 1 standard action

Components: V, S, M (a drop of your blood)

Range: touch

Targets: eidolon touched

Duration: instantaneous;

Saving Throw: none

Spell Resistance: no

By laying your hand upon an eidolon, you cause its wounds to close and its form to solidify. This spell cures 1d10 points of damage +1 point per caster level (maximum +5).

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SUMMON EIDOLON

School: Conjuration (summoning)

Level: summoner 2

Casting time: 1 round

Components: V, S, M (a silver coin)

Range: close (25 ft. + 5 ft./2 levels)

Targets: one eidolon

Duration: 1 minute/level (D);

Saving Throw: none

Spell Resistance: no

You open a rift between dimensions that summons your eidolon. Treat this as if you had summoned your eidolon normally, except that it only remains with you for the duration of this spell. While summoned in this way, your eidolon cannot touch any creature warded by protection from evil or a similar effect and your eidolon can be sent back to its home plane by dispel magic. If you cast this spell while your eidolon is already on your plane, this spell has no effect. This spell allows you to summon your eidolon even if it has been returned to its home plane due to damage.

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PET

HD: 6

Large unchained eidolon (Agathion Biped)

Init: 1 Senses: Darkvision; Perception: +0

DEFENSE

AC: 22 Touch: 10 Flat-Footed: 21

HP: 52

Fort: 7 Ref: 3 Will: 5

OFFENSE

Speed: 30 ft.

Melee: 2x Claws +1 +12 (1d6+13); (Power Attack) **Foe Hammer** [Attack: +7 Damage: 1d8 +11 20/x2];

Ranged: none

STATISTICS

Str 26 (+8) Dex 13 (+1) Con 15 (+2) Int 7 (-2) Wis 10 (+0) Cha 11 (+0)

Base Atk: 6 CMB 15 CMD 26

Skills:

SPECIAL ABILITIES

Feats: **Power Attack**;

Specials: **Darkvision**; **Devotion**; **Evasion**; **Link**; **Share Spells**; Evolutions: **Improved Natural Armor**; **Limbs (Arms)**; **Claws**; **Grab**; **Large**; **Resistance (Electricity)**; **Limbs (Legs)**;

Equipment: **Amulet of mighty fists +1**; **Belt of giant strength +2**;

FEATS

ARMOR PROFICIENCY, LIGHT

Requirements: None

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

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COMBAT REFLEXES

Requirements: None

You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

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EXTRA EVOLUTION

Requirements: Eidolon class feature.

Your eidolon's evolution pool increases by 1.

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POWER ATTACK

Requirements: Str 13, base attack bonus +1.

You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. the bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

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SCURRYING SWARMER

Requirements: Ratfolk, swarming racial trait

You can use your swarming racial trait to enter the square of any willing ally that is the same size as you or up to one size category larger, granting you the benefits of the swarming racial trait as if your ally were also a ratfolk with the swarming racial trait. Your ally gains no benefits from sharing its space with you unless it also has the swarming racial trait. Additionally, you treat any ally who shares its space with you as having the same teamwork feats that you do for the purpose of determining whether you gain a bonus from teamwork feats. Your ally doesn't gain any of the bonuses from these feats unless she actually has the teamwork feats. You and your ally's positioning and actions must still meet the prerequisites listed in a teamwork feat's description in order to gain the teamwork feat's listed bonus, but your ally is considered to be adjacent to you while you share her space for the purpose of determining whether you or your ally gains a benefit.

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WEAPON PROFICIENCY, SIMPLE

Requirements: None

You make attack rolls with simple weapons without penalty.

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Description

A PFRPG character build.

Notes

No build notes.