

Kayhl

Male gnome dragon disciple 1/fighter (dragoon)

1/unchained summoner 5 - CL7 - CR 6

Neutral Good Humanoid (Gnome); Age: 60; Height: 3' 3";

Weight: 35 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	16/18	+3/+4	
DEX DEXTERITY	11	0	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	10	0	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7 =	+4	+2	+1			
	Illusion Resistance: +2 vs. illusions						
REFLEX (DEXTERITY)	+3 =	+1		+1	+1		
	Illusion Resistance: +2 vs. illusions						
WILL (WISDOM)	+7 =	+5		+1	+1		
	Illusion Resistance: +2 vs. illusions						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 13 = 10				+1	+1	+1		

Touch AC 12 **Flat-Footed AC** 13

Defensive Training +4: +4 dodge bonus vs. Giants

	BAB	Strength	Size	Misc
CM Bonus +7 =	+4	+4	-1	-

See the Base Attack (below) for modifiers that may also apply to CMB

	BAB	Strength	Dexterity	Size
CM Defense 18 = 10	+4	+4	+0	-1

See the AC section (above) for situational modifiers that may also apply to CMD

Base Attack	+4	HP	61
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Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype

Initiative	+0	Damage / Current HP
Speed	20 ft	

+1 lance

Both hands: +10, 1d6+7

Crit: x3
2-hand, P,

Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (0)	-	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+0	INT (0)	-	
Bluff	+3	CHA (3)	-	
Climb	+4	STR (4)	-	
Diplomacy	+3	CHA (3)	-	
Xenophobic: -2 vs. creatures of a different race or culture				
Disguise	+3	CHA (3)	-	
Escape Artist	+0	DEX (0)	-	
Fly	+2	DEX (0)	-	
Heal	+0	WIS (0)	-	
Intimidate	+3	CHA (3)	-	
Knowledge (arcana)	+10	INT (0)	5	
Knowledge (engineering)	+4	INT (0)	1	
Knowledge (geography)	+4	INT (0)	1	
Knowledge (history)	+4	INT (0)	1	
Knowledge (nobility)	+4	INT (0)	1	
Linguistics	+10	INT (0)	7	
Lore (Shoanti)	+6	INT (0)	3	
Perception	+6	WIS (0)	1	
Ride	+13	DEX (0)	7	
Sense Motive	+0	WIS (0)	-	
Xenophobic: -2 vs. creatures of a different race or culture				
Spellcraft	+4	INT (0)	1	
Stealth	+4	DEX (0)	-	
Survival	+0	WIS (0)	-	
Swim	+4	STR (4)	-	

Activated Abilities & Adjustments

Saving Throw Bonus: +1

Feats

Arcane Strike

As a swift action, add +1 damage, +1 per 5 caster levels and your weapons are treated as magic for the purpose of overcoming damage reduction.

Armor Proficiency (Heavy)

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.

Armor Proficiency (Light)

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.

Armor Proficiency (Medium)

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.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Mounted Combat (1/round)

Once per round you can attempt to negate a hit to your mount in combat.

Power Attack -2/+4

You can subtract from your attack roll to add to your damage.

Ride-By Attack

You can move - attack - move when charging mounted.

Feats

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Skill Focus (Ride)

You get a +3 bonus on all checks involving the chosen skill.

Spirited Charge

Double damage when making a mounted charge (triple with a lance).

Traits

Auspicious Tattoo

Adding this feat will let you create your own feat with a name of your choice.

Deft Dodger

Growing up in a rough neighborhood or a dangerous environment has honed your senses. You gain a +1 trait bonus on Reflex saves.

Magical Knack (Summoner [Unchained])

+2 CL for a specific class, to a max of your HD.

Drawbacks

Xenophobic

-2 diplomacy and sense motive vs. those of a different race or culture

Gear

Total Weight Carried: 6/225 lbs, Light Load (Light: 75 lbs, Medium: 150 lbs, Heavy: 225 lbs)

+1 lance 5 lbs

Artisan's outfit (Free) -

Belt of giant strength +2 0.5 lbs

Cloak of resistance +1 0.5 lbs

Money <In: Dropped to ground (1 @ 470 lbs)> 470 lbs

Ring of protection +1 -

Special Abilities

Bond Senses (5 rounds/day) (Su)

At 2nd level, a summoner can, as a standard action, share the senses of his eidolon, hearing, seeing, smelling, tasting, and touching everything the eidolon does. He can use this ability a number of rounds per day equal to his summoner level. There is no

Claws (6 rounds/day) (Su)

Starting at 1st level, you can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. Each of these attacks deals 1d4 points of damage plus

Defensive Training +4

+4 dodge bonus to AC against monsters of the Giant subtype.

Dragon Type (Gold Dragon [Fire])

Whenever you cast a spell with an energy descriptor that matches your draconic bloodline's energy type, that spell deals +1 point of damage per die rolled.

Eidolon

A summoner begins play with the ability to summon to his side a powerful outsider called an eidolon. The eidolon forms a link with the summoner, who, forever after, summons an aspect of the same creature. An eidolon has the same alignment as the

Eidolon Link (Ex)

A summoner and his eidolon share a mental link that allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the summoner to give orders to his eidolon at any time. In

Hatred +1

+1 racial bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes because of their special training against these hated foes.

Illusion Resistance

+2 racial bonus to saves against illusion spells or effects.

Life Link (Su)

At 1st level, a summoner forms a close bond with his eidolon. Whenever the eidolon takes enough damage to send it back to its home plane, as a reaction to the damage, the summoner can sacrifice any number of hit points he has without using an action.

Experience & Wealth

Experience Points: **23000**/34,000

Current Cash: **23,500 gp**

Special Abilities

Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Share Spells with Eidolon (Ex)

The summoner may cast a spell with a target of "You" on his eidolon (as a spell with a range of touch) instead of on himself. A summoner may cast spells on his eidolon even if the spells normally do not affect creatures of the eidolon's type

Shield Ally (Ex)

At 4th level, whenever a summoner is within his eidolon's reach, the summoner gains a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This bonus does not apply if the eidolon is grappled, helpless,

Spell-Like Abilities

Dancing Lights (1/day) ☐

Ghost Sound (1/day) ☐

Prestidigitation (1/day) ☐

Speak with Animals (1/day) ☐

Summon Monster III (6/day) (Sp) ☐☐☐☐☐

Tracked Resources

Bond Senses (5 rounds/day) (Su) ☐☐☐☐☐

Claws (6 rounds/day) (Su) ☐☐☐☐☐

Mounted Combat (1/round) ☐

Languages

Azlanti

Gnoll

Common

Gnome

Draconic

Shoanti

Druidic

Sylvan

Giant

Undercommon

Spells & Powers

Summoner (Unchained) spells known (CL 7th; concentration +10)

Melee Touch +9 Ranged Touch +5

2nd (3/day)—bull's strength, lesser evolution surge^{APG}
(DC 15), *summon eidolon^{APG}*

**1st (5/day)—feather fall, infernal healing^{ISWG}, long arm^{ACG},
mage armor**

**0th (at will)—detect magic, light, mage hand, mending,
read magic, resistance**

Companions

Eidolon (Unchained)

Quadruped

NG Medium outsider (elemental)

Init +3; **Senses** darkvision 60 ft.; Perception +7

Defense

AC 21, touch 13, flat-footed 18 (+3 armor, +3 Dex, +5 natural)

hp 32 (4d10+8)

Fort +6, **Ref** +7, **Will** +1

Defensive Abilities evasion; **Immune** electricity, paralysis, sleep

Offense

Speed 40 ft., fly 40 ft. (good)

Melee bite +7 (1d6+4)

Statistics

Str 16, **Dex** 16, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 20

Feats Escape Route^{UC}, Flyby Attack

Skills Acrobatics +3 (+5 to balance, +7 to jump), Fly +14,

Perception +7, Spellcraft +5, Use Magic Device +7

Languages Common

Tracked Resources

-none-

Sourcebooks Used

- **Advanced Class Guide** - Long Arm (spell)
- **Advanced Player's Guide** - Evolution Surge, Lesser (spell); Summon Eidolon (spell)
- **Advanced Player's Guide / Advanced Race Guide** - Academician (alternate racial trait)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Deft Dodger (trait)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement / Ultimate Campaign** - Magical Knack (trait)
- **Council of Thieves / Hell's Vengeance / Inner Sea World Guide** - Infernal Healing (spell)
- **Inner Sea Races / Inner Sea World Guide** - Azlanti (language); Shoanti (language)
- **Ultimate Campaign** - Xenophobic (???)
- **Ultimate Combat** - Dragoon (archetype)
- **Unchained Classes** - Summoner (Unchained) (class)

History

Homeland: Unusual Homeland (Mountains)

Parents: Both Dead

Siblings: 0 Biological, 1 Adopted

Circumstance of Birth: Marked by the Gods

Parent's Profession: Tradespeople

Childhood: Magical Gift

Training: Conscripted

Influential Associate: The Pariah

Moral Conflict: Told a Lie: 1

Subject: Family member: 0

Motivation: Family: 3

Resolution: Mixed Feelings: 0

Romantic Relationships: No Experience

Drawback: Race

Eidolon (Unchained)

No Gender quadruped - CL4 - CR 4

Neutral Good Outsider (Elemental)

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	7	-2	
WIS WISDOM	10	0	
CHA CHARISMA	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+4	+2			
REFLEX (DEXTERITY)	+7	=	+4	+3			
WILL (WISDOM)	+1	=	+1				

Immunity to Electricity	Immunity to Sleep
Immunity to Paralysis	

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	21	=	10	+3		+3		+5		

Touch AC	13	Flat-Footed AC	18
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			BAB	Strength	Size	Misc
CM Bonus	+7	=	+4	+3	-	-

			BAB	Strength	Dexterity	Size
CM Defense	20	= 10	+4	+3	+3	-

Base Attack	+4	HP	32
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Initiative	+3	Damage / Current HP	
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Speed	40 ft		
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Bite (Bite)

Main hand: **+7, 1d6+4**

Crit: **x2**
Light, B/P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (3)	-	
Tail: +2 racial bonus to balance, Speed greater/less than 30 ft.: +4 to jump				
Appraise	-2	INT (-2)	-	
Bluff	+0	CHA (0)	-	
Climb	+3	STR (3)	-	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+14	DEX (3)	4	
Heal	+0	WIS (0)	-	
Intimidate	+0	CHA (0)	-	
Perception	+7	WIS (0)	4	
Ride	+3	DEX (3)	-	
Sense Motive	+0	WIS (0)	-	
Spellcraft	+5	INT (-2)	4	
Stealth	+3	DEX (3)	-	
Survival	+0	WIS (0)	-	
Swim	+3	STR (3)	-	
Use Magic Device	+7	CHA (0)	4	

Feats

Escape Route

You do not provoke attacks of opportunity when moving through spaces adjacent to allies

Flyby Attack

You can take a standard action during your move action while flying.

Special Abilities

Darkvision (60 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like

Eidolon Link (Ex)

A summoner and his eidolon share a mental link that allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the summoner to give orders to his

Evasion (Ex)

If exposed to any effect that normally allows you to attempt a Reflex saving throw for half damage, you take no damage with a successful saving throw.

Fly (40 feet, Good)

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Mount (Ex)

The eidolon is properly skilled and formed to serve as a combat-trained mount. The eidolon must be at least one size category larger than its rider.

Requirements: Daemon, demon, devil, elemental, or protean subtype; quadruped

Share Spells with Eidolon (Ex)

The summoner may cast a spell with a target of "You" on his eidolon (as a spell with a range of touch) instead of on himself. A summoner may cast spells on his eidolon even if the spells normally do not affect creatures of the eidolon's type

Tail (Ex)

The eidolon grows a long, powerful tail. This grants it a +2 racial bonus on Acrobatics checks to balance on a surface. This evolution can be selected more than once. Requirements: Agathion, daemon, demon, devil, div, elemental,

Gear

Total Weight Carried: 0/345 lbs, Light Load
(Light: 114 lbs, Medium: 229.5 lbs, Heavy: 345 lbs)
Money -

Languages

Common

Sourcebooks Used

- **Ultimate Combat** - Escape Route (feat)

Experience & Wealth

Current Cash: **You have no money!**