

Au Se

Male gnome dragon disciple 5/fighter (dragoon)

1/unchained summoner 5 - CL11 - CR 10

Neutral Good Humanoid (Gnome); Deity: **Apsu**; Age: **39**;
Height: **3' 6"**; Weight: **41 lb.**; Eyes: **Blueish**; Hair: **None**;
Skin: **Pale**

Ability	Score	Modifier	Temporary
STR STRENGTH	20/24	+5/+7	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	18	+4	
INT INTELLIGENCE	13	+1	
WIS WISDOM	8	-1	
CHA CHARISMA	17	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+13 =	+6	+4	+3			Illusion Resistance: +2 vs. illusions
REFLEX (DEXTERITY)	+8 =	+3	+1	+3	+1		Illusion Resistance: +2 vs. illusions
WILL (WISDOM)	+11 =	+7	-1	+3	+2		Illusion Resistance: +2 vs. illusions

Energy Resistance, Fire (5)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 22 =	+6		+1	+1	+3	+1		

Touch AC 13 **Flat-Footed AC 21**

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

		BAB	Strength	Size	Misc
CM Bonus	+14 =	+7	+7	-1	-

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

		BAB	Strength	Dexterity	Size
CM Defense	25 = 10	+7	+7	+1	-1

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

Base Attack	+7	HP	114
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Hatred +1: +1 vs. humanoids with the goblinoid or reptilian subtype

Initiative	+2	Damage / Current HP
Speed	20 ft	

+2 holy cold iron lance

Both hands: **+18/+13, 1d6+12**
plus 2d6 vs. evil

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

+2 mithral chain shirt

+6

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+1	INT (1)	-	
Bluff	+3	CHA (3)	-	
Climb	+11	STR (7)	1	
Diplomacy	+3	CHA (3)	-	
Pride: -2 vs. Creatures that threaten, accuse, or challenge you and haven't apologized				
Disguise	+3	CHA (3)	-	
Escape Artist	+6	DEX (1)	2	
Fly	+7	DEX (1)	1	
Handle Animal	+17	CHA (3)	11	
Heal	-1	WIS (-1)	-	
Intimidate	+7	CHA (3)	1	
Knowledge (arcana)	+11	INT (1)	5	
Knowledge (engineering)	+6	INT (1)	2	
Knowledge (history)	+7	INT (1)	3	
Knowledge (nobility)	+7	INT (1)	3	
Linguistics	+7	INT (1)	3	
Perception	+8	WIS (-1)	4	
Ride	+26	DEX (1)	10	
Sense Motive	-1	WIS (-1)	-	
Pride: -2 vs. Creatures that threaten, accuse, or challenge you and haven't apologized				
Spellcraft	+7	INT (1)	3	
Stealth	+5	DEX (1)	-	
Survival	+5	WIS (-1)	3	
Swim	+13	STR (7)	3	

Activated Abilities & Adjustments

On Higher Ground (+1 Melee)

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.

Blind-Fight

Re-roll misses because of concealment, other benefits.

Death from Above

Gain +5 bonus on attack rolls when charging from higher ground or flying

Iron Will

You get a +2 bonus on all Will saving throws.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Feats

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.

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.

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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

Arcane Temper

+1 trait bonus on concentration and initiative checks.

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.

Drawbacks

Pride

-2 to diplomacy and sense motive vs. those who threaten, accuse, or challenge you, until they apologize

Gear

Total Weight Carried: 14.8/525 lbs, Light Load (Light: 174.75 lbs, Medium: 349.5 lbs, Heavy: 525 lbs)

+2 holy cold iron lance	5 lbs
+2 mithral chain shirt	6.25 lbs
Artisan's outfit (Free)	-
Belt of giant strength +4	0.5 lbs
Cloak of resistance +3	0.5 lbs
Jingasa of the fortunate soldier (1 uses)	1.5 lbs
Money	-
Necklace of adaptation	0.5 lbs
Sleeves of many garments	0.5 lbs

Special Abilities

Blindsight (30 feet) (Ex)

Using nonvisual senses, such as acute smell or hearing, a creature with blindsight notices things it cannot see. The creature usually does not need to attempt Perception checks to pinpoint the location of a creature within range of its

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

Breath Weapon (5d6 fire, 30 ft. cone, 1/day, DC 15) (Su)

At 9th level, a sorcerer gains a breath weapon. This breath weapon deals 1d6 points of damage of your energy type per sorcerer level. Those caught in the area of the breath receive a Reflex save for half damage. The DC of this save is equal

Defensive Training +4

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

Dragon Bite (Ex)

At 2nd level, whenever the dragon disciple uses his bloodline to grow claws, he also gains a bite attack. This is a primary natural attack that deals 1d6 points of damage (1d4 if the dragon disciple is Small), plus 1–1/2 times the dragon

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.

Experience & Wealth

Experience Points: 0/220,000

Current Cash: 57,082 gp

Special Abilities

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

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

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

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.

Magic Claws & Bite (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

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

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

Spell-Like Abilities

Dancing Lights (1/day)	<input type="checkbox"/>
Ghost Sound (1/day)	<input type="checkbox"/>
Prestidigitation (1/day)	<input type="checkbox"/>
Speak with Animals (1/day)	<input type="checkbox"/>
Summon Monster III (6/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Tracked Resources

Bond Senses (5 rounds/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Breath Weapon (5d6 fire, 30 ft. cone, 1/day, DC 15) (Su)	<input type="checkbox"/>
Jingasa of the fortunate soldier (1 uses)	<input type="checkbox"/>
Magic Claws & Bite (6 rounds/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mounted Combat (1/round)	<input type="checkbox"/>

Languages

Common	Gnome
Draconic	Sylvan
Gnome	Sylvan

Spells & Powers

Summoner (Unchained) spells known (CL 8th; concentration +12)
Melee Touch +16 Ranged Touch +9
3rd (3/day)—*dispel magic*, *haste*, *swarm of fangs*
2nd (5/day)—*bear's endurance*, *resist energy*, *see invisibility*, *summon eidolon*^{APG}
1st (5/day)—*enlarge person* (DC 14), *expeditious retreat*, *feather fall*, *long arm*^{ACG}, *lesser rejuvenate eidolon*^{APG}
0th (at will)—*detect magic*, *light*, *mage hand*, *mending*, *read magic*, *resistance*

Companions

Eidolon (Unchained) CR –
Quadruped
N Medium outsider (elemental)
Init +3; **Senses** darkvision 60 ft.; Perception +7

Defense

AC 17, touch 11, flat-footed 14 (+3 Dex, +6 natural, -2 untyped penalty)
hp 35 (4d10+13)
Fort +6, **Ref** +7, **Will** +1
Defensive Abilities evasion; **Immune** fire, paralysis, sleep

Offense

Speed 50 ft., fly 50 ft. (perfect)
Melee bite +9 (1d6+4)

Statistics

Str 16, **Dex** 16, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11
Base Atk +4; **CMB** +9 (+11 bull rush); **CMD** 18
Feats Fleet, Fleet
Skills Acrobatics +6 (+14 to jump), Fly +18, Knowledge (arcana) +2, Perception +7, Stealth +10
Languages Common

Background

Male Gnome
fight (dragoon), UC Summoner 5, Dragon Disciple 5

Age: 39
Skin: Extremely pale
Hair: None
Beard: white
Height: short

Grew up as Gibo Foot, believing that he was stupid and would amount to nothing, thanks to his witch of a stepmother who had always seen him as a threat and would relish in every opportunity to put her stepson down.

He left home at the age of 8 and wandered up into the mountains. There he found himself starving and was adopted by a family of dragons because they could sense his power and they raised him into what he is today. Gibo has since forgone using his birth name and goes by Au Se to remember who really raised him.

Coming of age, he joined the army to help defend the lands of the dragons. He was very highly regarded in the army due to being able to fly up in the air and provide support and much needed battle information.

Au now travels around the lands to inspiring young lads to be everything they can be and not be let down by one's parents. Although a man of good intentions, Au is unable to remain faithful to just one romantic partner and is known for having a different partner in each town that he routinely visits and pretends like it never happens.

Magnimar: at a bar looking for a lady

Sourcebooks Used

- **Advanced Class Guide** - Long Arm (spell)
- **Advanced Player's Guide** - Rejuvenate Eidolon, 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)
- **Jade Regent / Ultimate Equipment** - Jingasa of the fortunate soldier (equipment)
- **Monster Codex** - Swarm of Fangs (spell)
- **Ultimate Campaign** - Arcane Temper (trait); Pride (???)
- **Ultimate Combat** - Death from Above (feat); Dragoon (archetype)
- **Ultimate Equipment** - Sleeves of many garments (equipment)
- **Unchained Classes** - Summoner (Unchained) (class)

Eidolon (Unchained)

Quadruped - CL4 - CR 4

True Neutral 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 Fire	Immunity to Sleep
Immunity to Paralysis	

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	17	=			+3		+6			-2

Touch AC	11	Flat-Footed AC	14		
		BAB	Strength	Size	Misc

CM Bonus	+9	=	+4	+3	-	-
+11 Bull Rushing						

CM Defense	18	=	10	BAB	Strength	Dexterity	Size
				+4	+3	+3	-

Base Attack	+4	HP	35
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Initiative	+3	Damage / Current HP
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Speed	50 ft
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Bite (Bite)

Main hand: **+9, 1d6+4**

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



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+6	DEX (3)	3	
Speed greater/less than 30 ft. : +8 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	+18	DEX (3)	4	
Heal	+0	WIS (0)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (arcana)	+2	INT (-2)	1	
Perception	+7	WIS (0)	4	
Ride	+3	DEX (3)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	+10	DEX (3)	4	
Survival	+0	WIS (0)	-	
Swim	+3	STR (3)	-	

Activated Abilities & Adjustments

Charging (100', +2 To Hit, -2 AC)

Feats

Fleet

+5 speed when lightly encumbered.

Fleet

+5 speed when lightly encumbered.

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

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

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 (50 feet, Perfect)

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;

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

Gear

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

Money -

Languages

Common

Sourcebooks Used

(none)

Experience & Wealth

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