

## Arundl

Male half-elf summoner (synthesist) 6/Archmage 1 ( *Pathfinder RPG Advanced Player's Guide* 54, *Pathfinder RPG Ultimate Magic* 80)

CN Medium humanoid (elf, human)

**Hero Points** 3

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +3

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## Defense

**AC** 24, touch 12, flat-footed 22 (+4 armor, +2 Dex, +6 natural, +2 shield)

**hp** 42 (6d8+9)

**Fort** +6, **Ref** +7, **Will** +9 (+4 morale bonus vs. Enchantment spells and effects); +2 vs. enchantments

**Defensive Abilities** evasion, hard to kill; **Immune** sleep

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## Offense

**Speed** 30 ft., fly 30 ft. (good), fly 5 ft. (average)

**Melee** bite +8 (1d6+13 plus 1d6 acid), 2 claws +8 (1d4+9 plus 1d6 acid), slam +8 (2d6+9 plus 1d6 acid)

**Ranged** light crossbow +7 (1d8/19-20)

**Special Attacks** mythic power (5/day, surge +1d6), wild arcana <sup>MA</sup>

**Summoner Spell-Like Abilities** (CL 6th; concentration +12)

9/day—summon monster III

**Summoner (Synthesist) Spells Known** (CL 6th; concentration +12)

2nd (5/day)—*blade tutor's spirit*, *lesser evolution surge* <sup>APG</sup> (DC 18), *haste*, *summon eidolon* <sup>APG</sup>

1st (6/day)—*enlarge person* (DC 17), *long arm* <sup>ACG</sup>, *mage armor*, *lesser rejuvenate eidolon* <sup>APG</sup>

0 (at will)—*detect magic*, *guidance*, *light*, *mage hand*, *open/close* (DC 16), *read magic*

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## Statistics

**Str** 21, **Dex** 14, **Con** 13, **Int** 14, **Wis** 12, **Cha** 22

**Base Atk** +5; **CMB** +8; **CMD** 22

**Feats** Augment Summoning, Dual Path <sup>M</sup>, Power Attack, Skill Focus (Spellcraft), Spell Focus (conjunction)

**Traits** destined diplomat, twinned presence

**Skills** Diplomacy +15 (+17 vs. outsiders), Disguise +16, Fly +10, Intimidate +15, Perception +3, Spellcraft +14, Use Magic Device +15; **Racial Modifiers** +2 Perception

**Languages** Common, Dwarven, Elven, Gnome

**SQ** crafting mastery <sup>MA</sup>, devotion, elf blood, fleet charge <sup>MA</sup>, fused eidolon, fused link, hero points, maker's jump, shielded meld

**Combat Gear** *wand of lesser rejuvenate eidolon (50 charges)*, *wand of lucky number (50 charges)*, caltrops, oil; **Other Gear** mithral chain shirt, light crossbow, *cloak of resistance +1*, *handy haversack*, *hat of disguise*, *headband of alluring charisma +2*, *spell lattice (1st)* <sup>ACG</sup>, bedroll, bell, bottle, coffee pot <sup>UE</sup>, flask, flask, flint and steel, grappling hook, hammer, iron spike <sup>APG</sup>, mirror, parchment (2), piton, silk rope (50 ft.), soap, trail rations (7), twine (50') <sup>APG</sup>, vial, waterskin, winter blanket, magical crafting materials (worth 3,875 gp), 177 gp, 6 sp, 7 cp

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## Tracked Resources

Disguise Self (At will) - 0/0

Fused Eidolon (35/35 HP) - 0/35

Maker's Jump (1/day) (Sp) - 0/1

Mythic Power (5/day, Surge +1d6) - 0/5

Trail rations - 0/7

Wand of lesser rejuvenate eidolon (50 charges) - 3/50

Wand of lucky number (50 charges) - 1/50

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## Special Abilities

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**Augment Summoning** Summoned creatures have +4 to Strength and Constitution.

**Crafting Mastery (Ex)** Can craft any magic item. If you also have the feat, 2x speed & roll all checks twice.

**Darkvision (60 feet)** You can see in the dark (black and white only).

**Devotion +4 (Ex)** +4 morale bonus on Will Saves vs. Enchantments.

**Elf Blood** Half-elves count as both elves and humans for any effect related to race.

**Elven Immunities - Sleep** You are immune to magic sleep effects.

**Evasion (Ex)** No damage on successful reflex save.

**Fleet Charge (Ex)** As a swift action, use 1 power to move speed & attack (+1 bonus, bypass all DR).

**Fly (30 feet, Good)** You can fly!

**Fly (5 feet, Average)** You can fly!

**Fused Eidolon (35/35 HP)** A synthesist summons the essence of a powerful outsider to meld with his own being. The synthesist wears the eidolon like translucent, living armor. The eidolon mimics all of the synthesist's movements, and the synthesist perceives through the eidolon.

**Fused Link (Su)** Starting at 1st level, the synthesist forms a close bond with his eidolon. Whenever the temporary hit points from his eidolon would be reduced to 0, the summoner can, as a free action, sacrifice any number of his own hit points. Each hit point sacrificed

**Hard to Kill (Ex)** Automatically stabilize when dying, and only die at neg Con x 2.

**Hero Points** Hero Points can be spent at any time to grant a variety of bonuses.

**Low-Light Vision** See twice as far as a human in dim light, distinguishing color and detail.

**Maker's Jump (1/day) (Sp)** At 6th level, whenever the synthesist is fused with his eidolon, the synthesist can cast dimension door as a spell-like ability using his caster level. This ability only affects the fused synthesist and eidolon. The synthesist can use this ability

**Power Attack -2/+4** You can subtract from your attack roll to add to your damage.

**Shielded Meld (Ex)** At 4th level, whenever the synthesist is fused with his eidolon, he gains a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This ability replaces shield ally.

At 12th level, whenever the synthesist is fused with

**Spell Focus (Conjuration)** Spells from one school of magic have +1 to their save DC.

**Summon Monster III (9/day) (Sp)** Standard action summon lasts minutes, but only 1 active at a time and can't use with eidolon.

**Surge (1d6) (Su)** Use 1 power to increase any d20 roll by the listed amount.

**Wild Arcana (Su)** Use 1 power, cast an arcane spell from your class list at +2 CL (doesn't need to be known/mem).

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Arundl is able to tap into magic to summon creatures. At first, it was the same types of creatures that any other spellcaster could summon, but eventually, he gained the ability to summon an outsider. Arundl uses his summons to protect himself and when he learned to summon the outsider, his protective instincts came into play. Rather than summoning the outsider as a separate creature, when Arundl summons the outsider, it fuses with him. This merger gives Arundl amazing power and turns him from a scrawny young man into a monstrous brute with claws, fanged teeth and the ability to use them. Arundl controls the form of his outsider (called an eidolon) and typically makes it somewhat fiendish in appearance to frighten people into doing what he wants.

In terms of game mechanics, Arundl is a Summoner with the Synthesist archetype. He can wear the eidolon while he is awake, but it goes away if he becomes unconscious (including when he is asleep). When he is around town, he goes without it and relies on his ability to summon monsters using his spell-like ability (standard action summons, lasts one minute per level, 8 times per day). As a summoner,

Arundl will also have some pretty friggin awesome buffs. He will tend to use them when he is not using his eidolon or during the first few rounds when he is using it (since I intend be in melee). He can change his eidolon every level to improve it (getting things like wings, large size, making his attacks magical for DR) or rebuild it entirely (except for a few base aspects).

Build wise, my stats are Str:8,Dex:10,Con:12,Int:14,Wis:12, Cha:20. Cha is high because of racial and stat bump at L4. Int is high for skills. I am taking two traits which make Intimidate and Sense Motive class skills for me. I will be investing in those two along with Spellcraft and Use Magic Device. As far as feats, I am still undecided, but they will be two taken from Arcane Strike, Power Attack, Spell Focus (conjuration), Augment Summoning and Craft Wondrous Item. Leaning towards Spell Focus/Augment Summoning, picking up Craft Wondrous at level 7 and the rest later. The melee feats are awesome, but Summoner (Synthesists) are already very strong in melee. Augment Summoning will help out when I'm not in my eidolon. I will be picking up Craft Wand at level 5 no matter what. My eidolon can only be healed by a spell on my list (rejuvenate eidolon). So, I have to heal it myself. If I don't wand it, all my spell slot will end up being used to heal my eidolon. Happy to wand other stuff (like silent image and cure light wounds), but I'm not going to wand the broken aspects of summoner (like getting haste as a level 2 spell). Arundl will also be taking Craft Wondrous Items. Either now or at level 7.

In terms of being brothers, my thought is I'll be the little brother who has always been trying to measure up. Arundl was always a small guy, so he was never able to match Otoc Ton in physical prowess. So, instead he embraced magic to try and compensate for his physical shortcomings. Eventually, he found the eidolon and felt like he was starting to measure up to his brother. Arundl will always be compensating for being a bit of a runt and he's going to be sensitive about that. While he's not suicidal about it, he's been in more than one fight because of it. Arundl is Chaotic Neutral, so he generally doesn't give a fuck, but he does care about his brother and is always trying to prove himself to his brother (and can be manipulated by his brother because of this). Being one of the few to get out of the labyrinth is would be the ultimate proof that he's up to snuff. His motivation for being part of the party is that we're better off together and his chances of getting out of the labyrinth are better with the party.