

Arundl

Player: Stanley Grant

Male half-elf summoner (synthesist) 5/Archmage 1 - CR 5

Chaotic Neutral Humanoid (Elf, Human); Atheist; Age: 21; Height: 5' 9"; Weight: 135 lb.; Eyes: Brown; Hair: Black; Skin: Brown

Ability	Score	Modifier	Temporary
STR STRENGTH	8/21	-1/+5	
DEX DEXTERITY	10/14	0/+2	
CON CONSTITUTION	12/13	+1	
INT INTELLIGENCE	14	+2	
WIS WISDOM	12	+1	
CHA CHARISMA	20/22	+5/+6	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+1	+1	+1	+2	
Elven Immunities: +2 vs. enchantments							
REFLEX (DEXTERITY)	+6	=	+1	+2	+1	+2	
Elven Immunities: +2 vs. enchantments							
WILL (WISDOM)	+8	=	+4	+1	+1	+2	
Elven Immunities: +2 vs. enchantments							

Elven Immunities Elven Immunities - Sleep

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 24	=	+4	+2	+2		+6		

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
12	22				

CM Bonus	BAB	Strength	Size	Misc
+7	=	+4	+5	-

CM Defense	BAB	Strength	Dexterity	Size
21	=	10	+4	+5
			+2	-

Hero Points	□□□	HP	36
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Base Attack	+4	Damage / Current HP	
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Initiative	+2		
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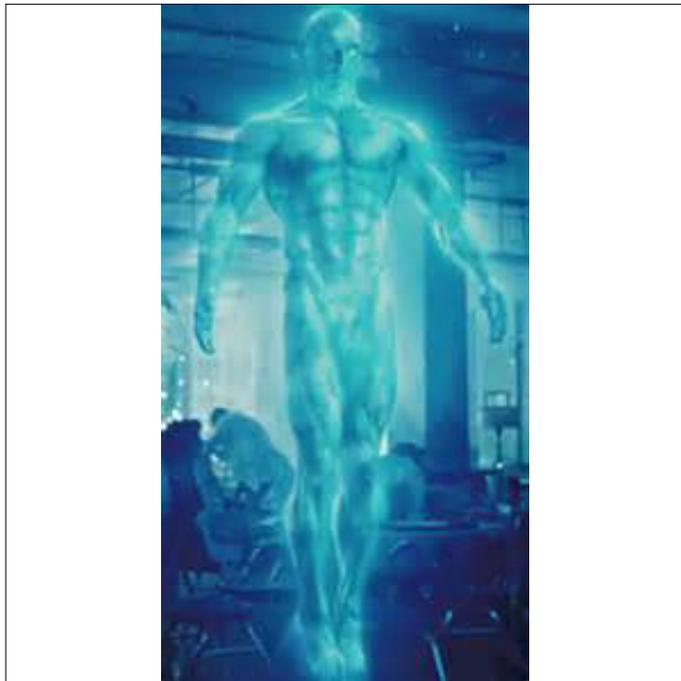
Speed	30 ft		
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Bite (Bite)

Main hand: +7, 1d6+13 plus 1d6 acid Crit: x2
Light, B/P/S

Claw x2 (Claws)

Main hand: +7/+7, 1d6+9 plus 1d6 acid Crit: x2
Light, B/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+2	INT (2)	-	
Bluff	+6	CHA (6)	-	
Climb	+5	STR (5)	-	
Diplomacy	+14	CHA (6)	5	
Destined Diplomat: +2 trait bonus vs. outsiders				
Disguise	+16	CHA (6)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+6	DEX (2)	1	
Heal	+1	WIS (1)	-	
Intimidate	+15	CHA (6)	5	
Perception	+3	WIS (1)	-	
Ride	+2	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+13	INT (2)	5	
Stealth	+2	DEX (2)	-	
Survival	+1	WIS (1)	-	
Swim	+5	STR (5)	-	
Use Magic Device	+13	CHA (6)	4	

Activated Abilities & Adjustments

Fused Eidolon (23/28 HP)
Mage Armor: +4
Power Attack -2/+4

Fused Eidolon

Biped
CN Medium outsider
AC 16 (+6 natural)
hp 28 (4d10+4)
Str 21, **Dex** 14, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11
Base Atk +1
Evolutions Ability Increase, Strength, Bite, Bite, Improved, Claws, Energy Attacks,

Feats

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.

Augment Summoning

Summoned creatures have +4 to Strength and Constitution.

Dual Path [Mythic, Champion]

Gain abilities from a second mythic path

Power Attack -2/+4

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

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Skill Focus (Spellcraft)

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

Spell Focus (Conjuration)

Spells from one school of magic have +1 to their save DC.

Traits

Destined Diplomat

+2 trait bonus to Diplomacy vs. outsiders.

Twinned Presence

Your eidolon—and your connection to it—makes others ill at ease. You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you. In addition, if your eidolon is summoned and within 30 feet, and its size exceeds your

Light crossbow

Ranged: **+4, 1d8**

Crit: 19-20/x2

Ranged, both hands: **+6, 1d8**

Rng: 80'
2-hand, P

Slam (Slam)

Main hand: **+7, 2d6+9 plus 1d6 acid**

Crit: x2
Light, B

Mithral chain shirt

+4

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

Gear

Total Weight Carried: 23.5/460 lbs, Light Load (Light: 153 lbs, Medium: 306 lbs, Heavy: 460 lbs)

Bedroll <In: Handy haversack (31 @ 47.8 lbs)> 5 lbs
Bell <In: Handy haversack (31 @ 47.8 lbs)> -
Blanket, winter <In: Handy haversack (31 @ 47.8 lbs)> 3 lbs
Bottle <In: Handy haversack (31 @ 47.8 lbs)> 1 lb
Caltrops <In: Handy haversack (31 @ 47.8 lbs)> 2 lbs
Cloak of resistance +1 1 lb
Coffee pot <In: Handy haversack (31 @ 47.8 lbs)> 4 lbs
Explorer's outfit (Free) <In: Handy haversack (31 @ 47.8 lbs)> -
Flask <In: Handy haversack (31 @ 47.8 lbs)> 1.5 lbs
Flask <In: Handy haversack (31 @ 47.8 lbs)> 1.5 lbs
Flint and steel <In: Handy haversack (31 @ 47.8 lbs)> -
Grappling hook <In: Handy haversack (31 @ 47.8 lbs)> 4 lbs
Hammer <In: Handy haversack (31 @ 47.8 lbs)> 2 lbs

Experience & Wealth

Experience Points: **15000/23,000**

Current Cash: **177 gp, 6 sp, 7 cp**

Gear

Total Weight Carried: 23.5/460 lbs, Light Load (Light: 153 lbs, Medium: 306 lbs, Heavy: 460 lbs)

Handv haversack (31 @ 47.8 lbs) 5 lbs
Hat of disguise -
Headband of alluring charisma +2 1 lb
Iron spike <In: Handy haversack (31 @ 47.8 lbs)> 1 lb
Light crossbow 4 lbs
Magical crafting materials -
Mirror <In: Handy haversack (31 @ 47.8 lbs)> 0.5 lbs
Mithral chain shirt 12.5 lbs
Money <In: Handy haversack (31 @ 47.8 lbs)> 3.8 lbs
Oil <In: Handy haversack (31 @ 47.8 lbs)> 1 lb
Parchment x2 <In: Handy haversack (31 @ 47.8 lbs)> -
Piton <In: Handy haversack (31 @ 47.8 lbs)> 0.5 lbs
Silk rope <In: Handy haversack (31 @ 47.8 lbs)> 5 lbs
Soap <In: Handy haversack (31 @ 47.8 lbs)> 0.5 lbs
Snell lattice (1st. Cure Light Wounds) -
Trail rations x7 <In: Handy haversack (31 @ 47.8 lbs)> 1 lb
Twine (50') <In: Handy haversack (31 @ 47.8 lbs)> 0.5 lbs
Vial <In: Handy haversack (31 @ 47.8 lbs)> -
Wand of lesser rejuvenate eidolon (50 charges) -
Wand of luckv number (50 charges) -
Waterskin <In: Handy haversack (31 @ 47.8 lbs)> 4 lbs

Special Abilities

Crafting Mastery (Ex)

You can craft any magic item as if you had the necessary item creation feats. If you actually have the item creation feat needed for a magic item you're crafting, whenever you attempt a skill check to create that item, roll twice and

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

Elf Blood

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

Energy Attacks (Acid) (Ex)

An eidolon's attacks become charged with energy. Pick one energy type: acid, cold, electricity, or fire. All of the eidolon's natural attacks deal 1d6 points of energy damage of the chosen type on a successful hit. The summoner must

Evasion (Ex)

If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Fleet Charge (Ex)

As a swift action, you can expend one use of mythic power to move up to your speed. At any point during this movement, you can make a single melee or ranged attack at your highest attack bonus, adding your tier to the attack

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.

Hard to Kill (Ex)

Whenever you're below 0 hit points, you automatically stabilize without needing to attempt a Constitution check. If you have an ability that allows you to act while below 0 hit points, you still lose hit points for taking actions, as

Special Abilities

Hero Points

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of

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.

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

Mythic characters can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. This power is used by a number of different abilities. Each day, you can expend an amount of mythic power equal to 3 plus double

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

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.

Surge (1d6) (Su)

You can call upon your mythic power to overcome difficult challenges. You can expend one use of mythic power to increase any d20 roll you just made by rolling 1d6 and adding it to the result. Using this ability is an immediate action

Wild Arcana (Su)

As a swift action, you can expend one use of mythic power to cast any one arcane spell without expending a prepared spell or spell slot. The spell must be on one of your arcane class spell lists and must be of a level that you can cast

Spell-Like Abilities

Summon Monster III (9/day) (Sp)

Tracked Resources

Fused Eidolon (23/28 HP)

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

Trail rations

Wand of lesser rejuvenate eidolon (50 charges)

Wand of lucky number (50 charges)

Languages

Common
Dwarven

Elven
Gnome

Spells & Powers

Summoner (Synthesist) spells known (CL 5th; concentration +11)

Melee Touch +7 Ranged Touch +6
2nd (4/day)—*lesser evolution surge*^{APG} (DC 18), *haste*, *summon eidolon*^{APG}

1st (6/day)—*enlarge person* (DC 17), *long arm*^{ACG}, *mage armor*, *lesser rejuvenate eidolon*^{APG}

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

Situational Modifiers

All Saves

Elven Immunities: +2 vs. enchantments

Diplomacy

Destined Diplomat: +2 trait bonus vs. outsiders