

Fonkin Raulnor

Character Name: **Summoner 4** | CLASS: **4 (4)** | EXP/NEXT LEVEL: **9000 / 15000**
 Player Name: **Halfing (Afflicted Wereboar) / Humanoid** | RACE: **Halfing (Afflicted Wereboar) / Humanoid** | Deity: **None** | Region: **Neutral**
 AGE: **25** | GENDER: **Male** | SIZE / FACE: **Small / 5 ft. x 5 ft.** | HEIGHT / WEIGHT: **/** | ALIGNMENT: **Low-Light Vision**
 EYES: **/** | HAIR: **/** | POINTS: **20**

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
STR Strength	5		-3		
DEX Dexterity	16		+3		
CON Constitution	14		+2		
INT Intelligence	13		+1		
WIS Wisdom	10		+0		
CHA Charisma	18		+4		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+4	+1	+2	+0	+1	+0	
REFLEX (dexterity)	+5	+1	+3	+0	+1	+0	
WILL (wisdom)	+5	+4	+0	+0	+1	+0	

Conditional Save Modifiers:

+1 trait bonus on Will saving throws as long as an animal (Tiny or larger, must be at least indifferent toward you) is within 30 feet.
 +2 vs. fear

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+1	+3	-3	+1	+0	0	
RANGED attack bonus	+7	+3	+3	+1	+0	0	
CMB attack bonus	-1	+3	-3	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
CMB	-1	-1	-1	-1	-1	-1
CMD	12	12	12	12	12	12

*Crossbow (Light) (Small)		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	P	S	19-20/x2	5 ft.
Range: 30 ft.	To Hit: +7			Damage: 1d6		
80 ft.	160 ft.	240 ft.	320 ft.	400 ft.		
TH +7	+5	+3	+1	-1		
Dam 1d6	1d6	1d6	1d6	1d6		
480 ft.	560 ft.	640 ft.	720 ft.	800 ft.		
TH -3	-5	-7	-9	-11		
Dam 1d6	1d6	1d6	1d6	1d6		

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Leather (Small)	Light	+2	+6	+0	10

HP	AC	INITIATIVE	ENCUMBRANCE	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED									
28	16	+3	Light				Walk 20 ft.									
hit points	armor class	modifier														
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC	

TOTAL SKILLPOINTS: 12		SKILLS		MAX RANKS: 4/4	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	5	= 3	+ 2	
✓ Acrobatics (Jump)	DEX	1	= 3	+ -2	
✓ Appraise	INT	1	= 1		
✓ Bluff	CHA	5	= 4 + 1		
✓ Climb	STR	-1	= -3	+ 2	
✓ Craft (Untrained)	INT	1	= 1		
✓ Diplomacy	CHA	4	= 4		
✓ Disguise	CHA	4	= 4		
✓ Escape Artist	DEX	3	= 3		
✓ Fly	DEX	9	= 3 + 1 + 5		
✓ Handle Animal	CHA	10	= 4 + 3 + 3		
✓ Heal	WIS	0	= 0		
✓ Intimidate	CHA	4	= 4		
✓ Perception	WIS	2	= 0	+ 2	
✓ Perform (Untrained)	CHA	4	= 4		
✓ Ride	DEX	9	= 3 + 3 + 3		
✓ Sense Motive	WIS	0	= 0		
✓ Spellcraft	INT	5	= 1 + 1 + 3		
✓ Stealth	DEX	7	= 3	+ 4	
✓ Survival	WIS	0	= 0		
✓ Swim	STR	-3	= -3		
			= +	+	
			= +	+	

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Summon Monster

Uses per day

Summon Monster (Sp): You can cast Summon Monster 2 as a spell-like ability 7 times per day as a standard action and the creatures remain for 4 minutes (instead of 4 rounds). Drawing upon this ability uses up the same power you use to call your eidolon. As a result, you can only use this ability when your eidolon is not summoned. [Paizo Inc. - Advanced Player's Guide]

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Crossbow (Light) (Small)	Equipped	1	2 / 35
Leather (Small)	Equipped	1	7.5 / 10
Bolt (Crossbow) (Small)	Equipped	10	0 (0.5) / 0.1 (1)
□□□□□ □□□□□			
TOTAL WEIGHT CARRIED/VALUE		10 lbs.	46gp

WEIGHT ALLOWANCE			
	Light	Medium	Heavy
Lift over head	12	25	37
Lift off ground	37	75	187
			Push / Drag

MONEY	
	Total= 0 gp

MAGIC	
Languages	
Common, Dwarven, Halfling	

Other Companions	

Traits	
Animal Friend	[Paizo Inc. - Advanced Player's Guide, p.331]
You've long been a friend to animals, and feel safer when there are animals nearby. You gain a +1 trait bonus on Will saving throws as long as an animal (Tiny or larger, must be at least indifferent toward you) is within 30 feet.	
Scholar of the Great Beyond (Knowledge (Planes))	[Paizo Inc. - Advanced Player's Guide, p.329]
Your great interests as a child did not lie with current events or the mundane-- you have always felt out of place, as if you were born in the wrong era. You gain a +1 trait bonus on Knowledge (History) and Knowledge (Planes) checks, and Knowledge (Planes) is always a class skill for you.	

Special Qualities	
Bond Senses (Su)	[Paizo Inc. - Advanced Player's Guide]
As a standard action, share the senses of your eidolon, hearing, seeing, smelling, tasting, and touching everything your eidolon does. You can use this ability 4 rounds per day. There is no range to this effect, but your eidolon and you must be on the same plane. You can end this effect as a free action.	
Bonus Eidolon Skill Rank (4x)	[Paizo Inc. - Advanced Race Guide]
Add +1 skill rank to the summoner's eidolon.	
Cantrips	[Paizo Inc. - Advanced Player's Guide]
You have learned a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.	
Change Shape (Su)	[Paizo Inc. - Bestiary, p.196]
All lycanthropes have three forms--a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, an afflicted lycanthrope can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or humanoid form as a full-round action by making a DC 20 Constitution check. On nights when the full moon is visible, an afflicted lycanthrope gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form, but a -5 penalty to Constitution checks made to assume humanoid form. An afflicted lycanthrope reverts to its humanoid form automatically with the next sunrise, or after 8 hours of rest, whichever comes first. A slain lycanthrope reverts to its humanoid form, although it remains dead.	
Eidolon (Ex)	[Paizo Inc. - Advanced Player's Guide]
You possess the ability to summon a powerful outsider called an eidolon. You always summon an aspect of the same creature. Your eidolon has your alignment and can speak all of your languages. Your eidolon is treated as a summoned creature, except that it is not sent back to its home plane until reduced to a number of negative hit points equal to or greater than its Constitution score. In addition, due to its tie to you, your eidolon can touch and attack creatures warded by protection from evil and similar effects that prevent contact with summoned creatures. You can summon your eidolon in a ritual that takes 1 minute to perform. When summoned in this way, your eidolon's hit points are unchanged from the last time it was summoned. The only exception to this is if your eidolon was slain, in which case it returns with half its normal hit points. Your eidolon remains until dismissed (a standard action). If your eidolon is sent back to its home plane due to damage, it cannot be summoned again until the following day.	

Your eidolon cannot be sent back to its home plane by means of dispel magic, but spells such as dismissal and banishment work normally.

Fearless (Ex)		[Paizo Inc. - Core Rulebook, p.26]
Halfings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.		

Halfling Luck (Ex)		[Paizo Inc. - Core Rulebook, p.26]
Halfings receive a +1 racial bonus on all saving throws.		

Keen Senses (Ex)		[Paizo Inc. - Core Rulebook, p.26]
Halfings receive a +2 bonus on Perception skill checks.		

Life Link (Su)		[Paizo Inc. - Advanced Player's Guide]
A close bond is formed with your eidolon. Whenever your eidolon takes enough damage to send it back to its home plane, you can, as a free action, sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to your eidolon. This can prevent your eidolon from being sent back to its home plane. In addition, you and your eidolon must remain within 100 feet of one another for your eidolon to remain at full strength. If your eidolon is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. If your eidolon is more than 1,000 feet away but closer than 10,000 feet, its current and maximum hit point totals are reduced by 75%. If your eidolon is more than 10,000 feet away, it is immediately returned to its home plane. Current hit points lost in this way are not restored when your eidolon gets closer to you, but its maximum hit point total does return to normal.		

Low-Light Vision (Ex)		[Paizo Inc. - Bestiary]
You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.		

Scent (Ex)		[Paizo Inc. - Bestiary, p.304]
You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.		

Shield Ally (Ex)		[Paizo Inc. - Advanced Player's Guide]
Whenever you are within your eidolon's reach, you receive a +2 shield bonus to your Armor Class and a +2 circumstance bonus on your saving throws. This bonus does not apply if your eidolon is grappled, helpless, paralyzed, stunned, or unconscious.		

Summon Monster (Sp)		[Paizo Inc. - Advanced Player's Guide]
You can cast Summon Monster 2 as a spell-like ability 7 times per day as a standard action and the creatures remain for 4 minutes (instead of 4 rounds). Drawing upon this ability uses up the same power you use to call your eidolon. As a result, you can only use this ability when your eidolon is not summoned.		

Sure-Footed (Ex)		[Paizo Inc. - Core Rulebook, p.26]
Halfings receive a +2 racial bonus on Acrobatics and Climb skill checks.		

Weapon Familiarity (Ex)		[Paizo Inc. - Core Rulebook, p.26]
Halfings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.		

Feats	
Resilient Eidolon	[Paizo Inc. - Ultimate Magic, p.155]
Your link with your eidolon is strong enough that it can remain with you for a short time after you fall unconscious or are killed.	
If you are knocked unconscious, fall asleep, or are killed, your eidolon remains for 4 rounds before it is banished. If you are brought back to consciousness before this	

duration expires, your eidolon is not banished. If the duration expires before you are brought back to consciousness, your eidolon is banished normally.

Summoner's Call

**[Paizo Inc. - Advanced
Player's Guide, p.171]**

Whenever you summon your eidolon, it is more powerful for a brief period of time.

Whenever you summon your eidolon, you may give it a +2 enhancement bonus to its Strength, Dexterity, or Constitution. This bonus lasts 10 minutes after the summoning ritual is complete.

Proficiencies

Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light)

Templates

Lycanthrope

Summoner Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	6	4	2	—	—	—	—
PER DAY	at will	4	2	—	—	—	—
Concentration	+8						

LEVEL 0 / Per Day:0 / Caster Level:4

Name	School	Time	Duration	Range	Source
□□□□ Acid Splash	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	Instantaneous	Close (35 ft.)	CR:p.239
[V, S] TARGET: One missile of acid; EFFECT: You fire a small orb of acid at the target dealing 1d3 points of acid damage. [SR:No]					
□□□□ Arcane Mark	Universal	1 standard action	Permanent	Touch	CR:p.244
[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; EFFECT: This spell allows you to inscribe your personal rune or mark. [SR:No]					
□□□□ Light	Evocation [Light, WoodSchool]	1 standard action	40 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes a touched object to glow like a torch. [SR:No]					
□□□□ Mending	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 4 lb.; EFFECT: This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
□□□□ Read Magic	Divination	1 standard action	40 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					
□□□□ Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; EFFECT: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:14, Will negates (harmless)]					

LEVEL 1 / Per Day:4 / Caster Level:4

Name	School	Time	Duration	Range	Source
□□□□ Enlarge Person	Transmutation	1 round	4 minutes [D]	Close (35 ft.)	CR:p.277
[V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. [SR:Yes; DC:15, Fortitude negates]					
□□□□ Mage Armor	Conjuration (Creation) [Force]	1 standard action	4 hours [D]	Touch	CR:p.306
[V, S, F] TARGET: Creature touched; EFFECT: An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. [SR:No; DC:15, Will negates (harmless)]					
□□□□ Rejuvenate Eidolon, Lesser	Conjuration (Healing)	1 standard action	Instantaneous	Touch	APG:p.238
[V, S, M (a drop of your blood)] TARGET: eidolon touched; EFFECT: Eidolon cured 1d10+4 damage. [SR:No]					
□□□□ Shield	Abjuration [Force]	1 standard action	4 minutes [D]	Personal	CR:p.342
[V, S] TARGET: You; EFFECT: Shield creates an invisible shield of force that hovers in front of you.					

LEVEL 2 / Per Day:2 / Caster Level:4

Name	School	Time	Duration	Range	Source
□□□□ Barkskin	Transmutation	1 standard action	40 minutes	Touch	CR:p.246
[V, S, DF] TARGET: Living creature touched; EFFECT: Barkskin toughens a creature's skin granting a +2 enhancement bonus to the creature's existing natural armor bonus. [SR:Yes (harmless)]					
□□□□ Restore Eidolon, Lesser	Conjuration (Healing)	3 rounds	Instantaneous	Touch	UM:p.235
[V, S] TARGET: Eidolon touched; EFFECT: Lesser restoration for an eidolon. [SR:Yes (harmless); DC:16, Will negates (harmless)]					

* =Domain/Speciality Spell

Fonkin Raulnor

Halfing (Afflicted Wereboar)

RACE

25

AGE

Male

GENDER

Low-Light Vision

VISION

Neutral

ALIGNMENT

Right

DOMINANT HAND

HEIGHT

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: