

Thoutmenhotep V	François	Neutral			
Character Name	Player	Alignment	Current XP	Next Level XP	XP Change
Eidolon	Eidolon (Sphinx)	Les Terres Volées			
Class	Race	Campaign		Deity	XP Speed(S/M/F)
Tatiana 9 (7 HD)	Medium	Unknown	Unknown	White	Brown
Level	Size	Age	Gender	Eyes	Hair

Ability	Score	Mod	Temp Score	Temp Mod
<b>STR</b>	25	7	25	7
<b>DEX</b>	17	3	17	3
<b>CON</b>	18	4	18	4
<b>INT</b>	9	-1	9	-1
<b>WIS</b>	10	0	10	0
<b>CHA</b>	11	0	11	0

<b>HP</b>	TOTAL	Current HP	Nonlethal Damage	Hit Dice	Damage Reduction
	83	+28 if summ		7	Back to home plane at -22
<b>AC</b>	TOTAL	Armor	Shield	Dodge	Natural
	29 = 10 + 4 + 0 + 3 + 0 + -1 + 12 + 1 + 0				
<b>Touch</b>	13	<b>Flat-footed</b>			
<b>CMD</b>	31	<b>FCMD</b>			

<b>INIT</b>	Total	Dex	Misc
	7 = 3 + 4		
	40, flight 40 (average)	None	
	Speed	Armor Type	



Light Load	266
Med Load	533
Max Load	800
Over Head	800
Off Ground	1600
Push/ Drag	4000

Hero Points   
Caster Level

Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
<b>FORTITUDE</b>	11 = 5 + 4 + 0 + 2 + (2 if summ)					
<b>REFLEX</b>	10 = 5 + 3 + 0 + 2 + 0					
<b>WILL</b>	4 = 2 + 0 + 0 + 2 + (4 vs ench)					

<b>MELEE</b>	Total Attack Bonus	Base Attack Bonus	Str Mod	Size Mod	Misc Mod	Temp Mod
	+13	7	7	-1	0	(2 if summ)
<b>CMB</b>	+15	7	7	+1	0	(2 if summ)
<b>RANGED</b>	+9	7	3	-1	0	0
	Total Attack Bonus	Base Attack Bonus	Dex Mod	Size Mod	Misc Mod	Temp Mod

Weapon	Total Attack Bonus	Damage	Critical	Range	
<b>Bite</b>	+13 (+2 if summoned)	1d8+7 (+2)	20/2d8+14 (+4)	-	
Special Properties	Ammunition	Weight	Size	Type	
	-	-	-	Primary (BPS)	
Weapon	Total Attack Bonus	Damage	Critical	Range	
<b>Claws (*2*2)</b>	+13 (+2 if summoned)	1d6+7 (+2)	20/2d6+14 (+4)	-	
Special Properties	Ammunition	Weight	Size	Type	
[Rend] 1d6+10 (+3) (*2 if 4 Claws attacks touchin	-	-	-	Primary (BS)	
Weapon	Total Attack Bonus	Damage	Critical	Range	
Special Properties	Ammunition	Weight	Size	Type	
Weapon	Total Attack Bonus	Damage	Critical	Range	
Special Properties	Ammunition	Weight	Size	Type	
Armor/Protective Item	Worn	Type	AC Bonus	Check Pen	Max Dex
	<input type="checkbox"/>	Light			
Special Properties			Weight	Spell Fail	Speed
Shield/Protective Item	Worn	Type	AC Bonus	Check Pen	Max Dex
	<input type="checkbox"/>				
Special Properties			Weight	Spell Fail	Speed

### Feats & Special Abilities

Summoner Tatiana Ivanovna Lebeda	+1 hp or +1 skill rank / summoner level: All in skills	Feats:	Evolution: evolution pool 13+2, max attack 5
1: Darkvision (Ex) (60ft)	[Sp]Enlarge: +2 Str, -2 Dex, -1 BAB, -1 AC	1: Improved Initiative (+4)	Bite (1d8+7, Ex, free), Limbs (legs *2, Ex, free)
1: Link (Ex) (communication, shared magic items)	[Sp]Haste: +1 att, +1 BAB, +1 AC, +1 REF, +30'	3: Combat Reflexes (3 aoo/rd even flat-footed)	Claws (One limb, 1d6+7, Ex, 2'2)*
1: Share Spells (Ex) (target=you on eidolon, touch)	[Sp]Mage Armor: +4 AC	6: Step Up (following 5' step of target)	Flight (Ex, 40ft good, 2)
1: Life link (Su) (summoner spends hp for eidolon)	[Sp]Barkskin: +1+Lvl/3 NAC	9: Bodyguard (use aoo to give +2 AC to ally)	Grab (Claw/Med., free CMB to grapple at +4, Ex, 2)
2: Bond Senses (Su) (summoner share senses)	[Feat]Augment: +4 Str, +4 Con	Base: Quadruped, Medium, Speed 40, +2 nat armor	Large (+8 Str, +4 Con, -2 Dex, +2 Nat AC, Ex, 4)*\$
2: Evasion (Ex) (Ref save 0 damage instead of half)	[Rod]Giant: +3 NAC, dmg up, +4 Str, +4 Con, -2 Dex	Fort (good), Ref (good), Will (bad); Attack bite (1d6)	Pounce (Full attack after charge, Ex, 1)
6: Devotion (Ex) (+4 morale on Will vs enchantment)		Str 14, Dex 14, Con 13, Int 7, Wis 10, Cha 11	Rake (2 claws attack on grapple 2*(1d6+7), Ex, 2)#
9: Multiattack (secondary natural attacks at -2)	Abilities upgrades	Free evolutions: Bite, limbs (legs x2).	Lesser surge:
	5: Ability score increase (Constitution +1)	Back to home plane at HP = -CON	Rend (If 2 Claws touch, additional 1d8+10, Ex, 2)#
	8: Str/Dex +3	or if Tatiana is unconscious, asleep or killed	
Automatic Bonus Progression:	8: Armor bonus +6 (natural chosen)	>100ft = 20 squares : HP max = 50%	
3-8: Resistance +2; 4-9: Armor, shield and weapon +2		>1.000ft = 200 squares : HP max = 25%	
5: Deflection +1; 6: Int +2; 7: Dex +2	HD rolls: 10/8/7/6/10/9/5=55, Con bonus 4*7=28	> 10.000ft = 2.000 squares : back to home plane	
8: Natural armor +1	Skills: (6-1)*7+9=44		



### Spell Saves

Save DC	LEVEL	Spells /Day	Bonus Spells
	0		0
	1st		
	2nd		
	3rd		
	4th		
	5th		
	6th		
	7th		
	8th		
	9th		

### Psionics

Manifester Level	Base	Bonus	Max	Key Ability	Current

### Spells & Powers

Number of Spells/Powers Known (Bards, Sorcerers, Psions & Psi Warriors)

0	1st	2nd	3rd	4th
5th	6th	7th	8th	9th

Spell/Power Name	# Cast /Mem	Spell/Power Name	# Cast /Mem
Evolutions level 1, 1 point :			
Basic Magic (Sp)*, Bite (Ex), Bleed (Ex)*, Claws (Ex)*, Climb (Ex)*, Gills (Ex), Hooves (Ex)*, Improved Damage (Ex)*, Improved Natural Armor (Ex)*\$, Low-Light Vision (Ex), Magic Attacks (Su)\$, Mount (Ex), Pincers (Ex)*, Pounce (Ex), Pull (Ex)*, Push (Ex)*, Reach (Ex)*, Resistance (Ex)*\$, Scent (Ex), Skilled (Ex)*, Slam (Ex)*, Slippery (Ex), Spirit-Touched (Su), Sticky (Ex), Sting (Ex)*, Swim (Ex)*, Tail (Ex)*, Tail Slap (Ex)*, Tentacle (Ex)*, Unnatural Aura (Su), Wing Buffet (Ex)		ABILITIES STR DEX CON INT WIS CHA	
		Base 14 14 13 7 10 11	
		Level 3 3	
		Level 5 1	
		ABP 2 2	
		Large Evol 8 -2 4	
		Total 25 17 18 9 10 11	
		Summoned +4 +4	
		+Giant +4 -2 +4	
		Enlarged +2 -2	
Evolutions level 1, 2 points :			
Ability Increase (Ex)*\$, Absorb Occult Energy (Su), Channel Resistance (Ex)#, Gore (Ex), Grab (Ex), Head (Ex)*, Keen Scent (Ex)#, Limbs (Ex)*, Rider Bond (Ex)#, Shadow Blend (Su), Shadow Form (Su), Sickening (Ex), Trample (Ex), Trip (Ex)#, Undead Appearance (Ex)*\$, Weapon Training (Ex)*		HEALTH FOR DEX WILL HP Mov/Reach	
		Level 5 5 2 55 40/5'	
		Caract 4 3 28	
		ABP 2 2 2	
		Total 11 10 4 83	
		Summoned +2 +28	
		+Giant +2 +14 -/+5'	Huge
		Enlarged -1 -/+5'	Huge
		Hasted 1 +30'/-	
Evolutions level 1, 3 points :			
Blindsense (Ex), Sacrifice (Su)			
Evolutions level 4, 2 points :			
Minor Magic (Sp)*, Rake (Ex)#		COMBAT AC Nat AC BAB CMB CMD Dmg	
		Base 10 2 10 [d6/d4]	
		Level 6 7 7 7	
		Caract 3 7 7 10 +7	
		ABP 1 2 1	
		Large Evol -1 2 -1 1 1 [d8/d6]	
		Mage Armor 4	
		Total 17 12 13 15 31 [d8/d6]+7	
		Summoned +2 +2 +2 +2	
		+Giant +3 +3 +2 +2 [d8/2d6]	
		Enlarged -2 +2 +1 +1 [d8/2d6]	
		Hasted +1 +1	
		Barkskinned +4	
Evolutions level 5, 2 points :			
Energy Attacks (Su), Flight (Ex or Su)			
Evolutions level 6, 2 points :			
Rend (Ex)#			
Evolutions level 7, 2 points :			
Immunity (Su), Poison (Ex)*, Tremorsense (Ex)			
Evolutions level 7, 3 points :			
Major Magic (Sp)#*\$, Web (Ex)			
Evolutions level 8, 4 points :			
Large (Ex)*\$			
Evolutions level 9, 3 points :			
Blindsense (Ex), Burrow (Ex), See in Darkness (Su), Swallow Whole (Ex)			
Evolutions level 9, 4 points :			
Breath Weapon (Su)*, Spell Resistance (Ex)			
Evolutions level 11, 3 points :			
Frightful Presence (Ex)			
Evolutions level 11, 4 points :			
Blindsight (Ex), Fast Healing (Su)*, Lifesense (Su), No Breath (Ex), Ultimate Magic (Sp)*			
Evolutions level 13, 4 points :			
Dimension Door (Sp)			
Evolutions level 15, 4 points :			
Incorporeal Form (Sp)			
# prerequisite evolution			
* can be taken multiple times			
\$ special at specific levels			

**Statistic Block** [ NPC GEN IMPORT ] [ GENERATE STATBLOCK ]

Class Level 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 HD/BAB 1 2 3 3 4 5 6 6 7 8 9 9 10 11 12 12 13 14 15 15 Skills 4 8 12 12 16 20 24 24 28 32 36 36 40 44 48 48  
52 56 60 60 Feats 1 1 2 2 2 3 3 3 4 4 5 5 5 6 6 6 7 7 8 8 Armor Bonus 0 2 2 2 4 4 6 6 6 8 8 10 10 10 12 12 14 14 14 16 Str/Dex Bonus 0 1 1 1 2 2 3 3 3 4 4 5 5 5 6 6 7 7 7 8  
Evolution Pool 3 4 5 7 8 9 10 11 13 14 15 16 17 19 20 21 22 23 25 26 Max Attacks 3 3 3 4 4 4 4 4 5 5 5 5 5 6 6 6 6 6 7 7

**Condition and Effects**

**Additional Information**

**Other Notes**

Eidolon; Outsider; Class Level=9th; HD=BAB=7 (D10); 2 Good saves +5; 1 Bad save +2; Skills (6+Int)\*HD+SumLvl; Feats 4 Armor+Natural Armor bonus +6; Str/Dex Bonus +3; Evolution pool 13; Max attacks 5 Darkvision; Link; Share spells; Evasion, Ability Score Increase (Con) Class Skills : Bluff(Cha); Craft(Int); Knowledge(Planes); Perception(Wis); Sense Motive(Wis); Stealth(Dex); Acrobatics (Dex); Heal (Int); Linguistics (Int); Swim (Str) + Fly (Dex) Starting Base Form Quadruped; Medium; Speed 40ft; Natural armor+2; Good saves Fort and Ref; Attack bite 1d6 Str 14; Dex 14; Con 13; Int 7; Wis 10; Cha 11 Free Evolutions : Bite (free); Limbs (legs \*2 free)

Private Notes

