

Nuddlin Bluebrow

Male Gnome Summoner (First Worlder) 1, Grand Lodge faction - CR 1/2

Chaotic Good Humanoid (Gnome); Deity: **Green Faith**;
Age: **54**; Height: **3' 3"**; Weight: **35lb.**; Eyes: **Black**; Hair: **Blue**

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	10	0	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1	=	[]	+1	[]	[]	[]
Magical Linguist : +2 bonus vs. [language-dependant], glyph, symbol or writing-related spells							
REFLEX (DEXTERITY)	+3	=	[]	+3	[]	[]	[]
Magical Linguist : +2 bonus vs. [language-dependant], glyph, symbol or writing-related spells							
WILL (WISDOM)	+3	=	+2	[]	[]	+1	[]
Magical Linguist : +2 bonus vs. [language-dependant], glyph, symbol or writing-related spells							

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18	=	+4	[]	+3	+1	[]	[]	[]

Touch AC 14	Flat-Footed AC 15
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Defensive Training +4	BAB	Strength	Size	Misc
+4	-	+1	-1	-

CM Bonus	BAB	Strength	Dexterity	Size
+0	-	+1	+3	-1

CM Defense	BAB	Strength	Dexterity	Size
13	=	10	-	+1
See the AC section (above) for situational modifiers that may also apply to CMD				

Base Attack +0	HP 10
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Hatred +1 : +1 vs. Goblins and Reptilian Humanoids

Initiative +3	Damage / Current HP
Speed 20 / 15 ft	

Spear

Both Hands: **+2, 1d6+1** Crit: x3
Rng: 20'
Ranged, Both Hands: **+4, 1d6+1** 2-Hand, P, Brace

Hatred +1 : +1 vs. Goblins and Reptilian Humanoids

Chain shirt

+4

Max Dex: +4, Armor Check: -2
Spell Fail: 20%, Light

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics Speed less than 30' : -8 jump	+0	DEX (3)	-	
Appraise	+0	INT (0)	-	
Bluff	+3	CHA (3)	-	
Climb	+0	STR (1)	-	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	+0	DEX (3)	-	
Fly	+2	DEX (3)	-	
Heal	+0	WIS (0)	-	
Intimidate	+3	CHA (3)	-	
Knowledge (arcana)	+6	INT (0)	1	
Perception	+2	WIS (0)	-	
Ride	+4	DEX (3)	1	
Sense Motive	+0	WIS (0)	-	
Stealth	+4	DEX (3)	-	
Survival	+0	WIS (0)	-	
Swim	-2	STR (1)	-	

Feats, Traits & Flaws

Animal Friend
Armor Proficiency (Light)
Mounted Combat (1/round)
Rider of Paresh
Simple Weapon Proficiency - All

Special Abilities

Defensive Training +4
Eidolon Link (Ex)
Life Link (Su)
Low-Light Vision
Magical Linguist
Share Spells with Eidolon (Ex)

Spell-Like Abilities

Arcane Mark (Magical Linguist) (1/day) (Sp)	<input type="checkbox"/>
Comprehend Languages (Magical Linguist) (1/day) (Sp)	<input type="checkbox"/>
Message (Magical Linguist) (1/day) (Sp)	<input type="checkbox"/>
Read Magic (Magical Linguist) (1/day) (Sp)	<input type="checkbox"/>
Summon Nature's Ally I (6/day) (Sp)	□□□□□□

Gear

Total Weight Carried: 37.5/97.5lbs, Medium Load
(Light: 32.25lbs, Medium: 64.5lbs, Heavy: 97.5lbs)

Chain shirt	12.5 lbs
Explorer's outfit (Free)	-
Money	-
Pathfinder's kit	22 lbs
Spear	3 lbs

Tracked Resources

Mounted Combat (1/round)	<input type="checkbox"/>
Spear	<input type="checkbox"/>

Languages

Common	Sylvan
Gnome	

Spells & Powers

Summoner (First Worlder) Spell DC: 13 + spell level

CL: 1 (vs. SR: +1, Concentration: +4)

Melee Touch +2 Ranged Touch +4

Maximum Summoner (First Worlder) spells known / per day: **4/*x0; 2/2x1**

Summoner (First Worlder) 0: Resistance, Detect Magic, Mage Hand, Light

Summoner (First Worlder) 1: Shield, Jump

Companions

Gaidis (Eidolon), Quadruped - CL1 - CR 1

STR **14** (+2), DEX **14** (+2), CON **13** (+1), INT **7** (-2), WIS **10** (0), CHA **11** (0); Fortitude **+1**, Reflex **+4**, Will **+2**

HP: 10/10; Init: +2; Speed: 40 feet

Attack Bonus: +0; Armor Class: 14 / 12 Tch / 12 FI

Acrobatics **+6**, Climb **+6**, Perception **+0**, Stealth **+6**, Swim **+6**

Bite (Bite) **Melee +2, 1d6+2**, x2

Tentacle (Tentacle) **Melee -3, 1d4+1**, x2

Special: Low-Light Vision, Mount (Ex)

Experience & Wealth

Experience Points: **0/3**

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

Grand Lodge: **Fame: 0, PP: 0**