

Arias Brightlove

Female Aasimar Summoner 1, Silver Crusade faction - CR 1/2

Lawful Good Outsider (Native); Deity: **Iomedae**; Age: **74**;
Height: **5' 9"**; Weight: **135lb.**; Eyes: **Blue**; Hair: **Silver**

| Ability | Score | Modifier | Temporary |
|---|---------------------------------|---------------------------------|----------------------|
| STR <small>STRENGTH</small> | <input type="text" value="14"/> | <input type="text" value="+2"/> | <input type="text"/> |
| DEX <small>DEXTERITY</small> | <input type="text" value="14"/> | <input type="text" value="+2"/> | <input type="text"/> |
| CON <small>CONSTITUTION</small> | <input type="text" value="14"/> | <input type="text" value="+2"/> | <input type="text"/> |
| INT <small>INTELLIGENCE</small> | <input type="text" value="10"/> | <input type="text" value="0"/> | <input type="text"/> |
| WIS <small>WISDOM</small> | <input type="text" value="12"/> | <input type="text" value="+1"/> | <input type="text"/> |
| CHA <small>CHARISMA</small> | <input type="text" value="16"/> | <input type="text" value="+3"/> | <input type="text"/> |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|---|---|---------------------------------|---------------------------------|----------------------|----------------------|----------------------|-------------------------------------|
| FORTITUDE <small>(CONSTITUTION)</small> | +2 = <input type="text"/> | <input type="text"/> | <input type="text" value="+2"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | Adrift: +1 vs. charm and compulsion |
| REFLEX <small>(DEXTERITY)</small> | +2 = <input type="text"/> | <input type="text"/> | <input type="text" value="+2"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | Adrift: +1 vs. charm and compulsion |
| WILL <small>(WISDOM)</small> | +3 = <input type="text" value="+2"/> | <input type="text" value="+1"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | Adrift: +1 vs. charm and compulsion |

| | |
|------------------------------------|---|
| Damage Resistance, Acid (5) | Damage Resistance, Electricity (5) |
| Damage Resistance, Cold (5) | |

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|-----------|-----------|--------|---------------------------------|----------------------|---------------------------------|----------------------|----------------------|----------------------|
| AC | 16 | = | <input type="text" value="+4"/> | <input type="text"/> | <input type="text" value="+2"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

| | | | |
|-----------------|---------------------------------|-------------------------|---------------------------------|
| Touch AC | <input type="text" value="12"/> | Flat-Footed AC | <input type="text" value="14"/> |
| | <small>BAB</small> | <small>Strength</small> | <small>Size</small> |

| | | | | | |
|-----------------|-------------|--------------------------------|---------------------------------|--------------------------------|--------------------------------|
| CM Bonus | +2 = | <input type="text" value="-"/> | <input type="text" value="+2"/> | <input type="text" value="-"/> | <input type="text" value="-"/> |
|-----------------|-------------|--------------------------------|---------------------------------|--------------------------------|--------------------------------|

| | | | | | | |
|-------------------|-------------|--------------------|--------------------------------|---------------------------------|---------------------------------|--------------------------------|
| CM Defense | 14 = | 10 | <input type="text" value="-"/> | <input type="text" value="+2"/> | <input type="text" value="+2"/> | <input type="text" value="-"/> |
| | | <small>BAB</small> | <small>Strength</small> | <small>Dexterity</small> | <small>Size</small> | |

| | | | |
|--------------------|---------------------------------|-----------|---------------------------------|
| Base Attack | <input type="text" value="+0"/> | HP | <input type="text" value="10"/> |
|--------------------|---------------------------------|-----------|---------------------------------|

| | | |
|-------------------|------------------------------------|--|
| Initiative | <input type="text" value="+2"/> | Damage / Current HP <input style="width: 100%; height: 100%;" type="text"/> |
| Speed | <input type="text" value="30 ft"/> | |

Heavy crossbow

Ranged: **-2, 1d10** Crit: 19-20/x2
Ranged, Both Hands: **+2, 1d10** Rng: 120'
2-Hand, P

Morningstar

Mainhand: **+2, 1d8+2** Crit: x2
Both Hands: **+2, 1d8+3** 1-Hand, B/P

Character Number: -



| Skill Name | Total | Ability | Ranks | Temp |
|---|------------|---------|-------|------|
| Acrobatics | +0 | DEX (2) | - | |
| Appraise | +0 | INT (0) | - | |
| Bluff | +3 | CHA (3) | - | |
| Climb | +0 | STR (2) | - | |
| Diplomacy | +10 | CHA (3) | 1 | |
| Disguise | +3 | CHA (3) | - | |
| Escape Artist | +0 | DEX (2) | - | |
| Fly | +0 | DEX (2) | - | |
| Heal | +1 | WIS (1) | - | |
| <small>Midwife's kit : +4 circumstance bonus dealing with humanoid pregnancy or birth</small> | | | | |
| Intimidate | +3 | CHA (3) | - | |
| Knowledge (religion) | +4 | INT (0) | 1 | |
| Perception | +3 | WIS (1) | - | |
| Ride | +0 | DEX (2) | - | |
| Sense Motive | +1 | WIS (1) | - | |
| Stealth | +0 | DEX (2) | - | |
| Survival | +1 | WIS (1) | - | |
| Swim | +0 | STR (2) | - | |
| Use Magic Device | +7 | CHA (3) | 1 | |

Feats, Traits & Flaws

Adrift
Allied Spellcaster
Armor Proficiency (Light)
Ease of Faith
Simple Weapon Proficiency - All

Special Abilities

Darkvision (60 feet)
Eidolon Link (Ex)
Life Link (Su)
Share Spells with Eidolon (Ex)

Spell-Like Abilities

Daylight (1/day) (Sp)
Summon Monster I (6/day) (Sp)

Lamellar (leather) armor

+4

Max Dex: +3, Armor Check: -2
Spell Fail: 20%, Light

Experience & Wealth

Experience Points: **0/3**
Current Cash: **3 GP**
Silver Crusade: **Fame: 0, PP: 0**

Gear

Total Weight Carried: 44.06/175lbs, Light Load
(Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)

| | |
|---|----------|
| Bronze Amulet | 1 lb |
| Crossbow bolts x10 | 0.1 lbs |
| Heavy crossbow | 8 lbs |
| Holy symbol, iron (????) | 1 lb |
| Lamellar (leather) armor | 25 lbs |
| Midwife's kit (10 uses) | 2 lbs |
| Money | 0.06 lbs |
| Morningstar | 6 lbs |
| Pathfinder's kit <In: Dropped to ground (1 @ 22 lbs)> | 22 lbs |
| Traveller's outfit (Free) | - |

Tracked Resources

| | |
|-------------------------|--|
| Crossbow bolts | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Midwife's kit (10 uses) | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

Languages

Celestial

Common

Spells & Powers

Summoner Spell DC: 13 + spell level

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

Melee Touch +2 Ranged Touch +2

Maximum Summoner spells known / per day: **4/*x0; 2/2x1**

Summoner 0: Resistance, Read Magic, Detect Magic,
Mage Hand

Summoner 1: Rejuvenate Eidolon, Lesser, Snowball (DC
14)

Companions

Eidolon, Quadruped - CL1 - CR 1

STR **14** (+2), DEX **14** (+2), CON **13** (+1), INT **7** (-2), WIS
10 (0), CHA **11** (0); Fortitude **+3**, Reflex **+4**, Will **+0**

HP: 6/6; Init: +2; Speed: 40 feet

Attack Bonus: +1; Armor Class: 14 / 12 Tch / 12 Fl

Bluff **+4**, Perception **+4**, Sense Motive **+4**, Stealth **+6**

Bite (Bite) **Melee +3, 1d6+2, x2**

Claw x2 (Claws) **Melee +3 x2, 1d6+2, x2**

Special: Darkvision (60 feet), Pounce (Ex), Precise Strike

Background

Growing up in a convent of Iomedae and somewhat naïve of the outside world, Arias always knew she was special by the way that she was treated by the clergy. Finally coming of age and ready to explore the world, she has struck out on her own with her 'companion' and use this ancient creation of evil as a tool of the goodly Silver Crusade. (Amulet Acquisition: The bronze amulet was given to her by one of the clergy at the temple as a gift.)