

## Cardon Blackfeather

**Male Tengu Summoner 1, Grand Lodge faction - CR 1/2**  
 Chaotic Good Humanoid (Tengu); Deity: **Andoletta**; Age: **20**; Height: **4' 7"**; Weight: **76lb.**; Eyes: **Yellow**; Hair: **None**

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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+1 =	[ ]	+1	[ ]	[ ]	[ ]	
<b>REFLEX</b> (DEXTERITY)	+3 =	[ ]	+3	[ ]	[ ]	[ ]	
<b>WILL</b> (WISDOM)	+2 =	+2	[ ]	[ ]	[ ]	[ ]	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 17 =	+4	[ ]	+3	[ ]	[ ]	[ ]	[ ]	[ ]

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
13	14	[ ]	[ ]	[ ]	[ ]

CM Bonus	BAB	Strength	Dexterity	Size
+1 =	-	+1	-	-

CM Defense	BAB	Strength	Dexterity	Size
14 = 10	-	+1	+3	-

<b>Base Attack</b>	+0	<b>HP</b>	10
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<b>Initiative</b>	+3	Damage / Current HP
<b>Speed</b>	30 ft	

### Bite (Tengu)

Mainhand: **-4, 1d3** Crit: x2  
Light, B/P/S

### Rhoka sword

Mainhand: **+1, 1d8+1** Crit: 18-20/x2  
1-Hand, S  
 Both Hands: **+1, 1d8+1**

### Sling

Ranged: **+3, 1d4+1** Crit: x2  
Rng: 50'  
1-Hand, B  
 Ranged, Both Hands: **+3, 1d4+1**

### Lamellar (leather) armor

+4

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

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+1	DEX (3)	-	
<b>Appraise</b>	+0	INT (0)	-	
<b>Bluff</b>	+3	CHA (3)	-	
<b>Climb</b>	-1	STR (1)	-	
<b>Diplomacy</b>	+3	CHA (3)	-	
<b>Disable Device</b>	+6	DEX (3)	1	
<b>Disguise</b>	+3	CHA (3)	-	
<b>Escape Artist</b>	+1	DEX (3)	-	
<b>Fly</b>	+1	DEX (3)	-	
<b>Heal</b>	+0	WIS (0)	-	
<b>Intimidate</b>	+3	CHA (3)	-	
<b>Perception</b>	+7	WIS (0)	1	
<b>Ride</b>	+1	DEX (3)	-	
<b>Sense Motive</b>	+0	WIS (0)	-	
<b>Stealth</b>	+3	DEX (3)	-	
<b>Survival</b>	+0	WIS (0)	-	
<b>Swim</b>	-1	STR (1)	-	

### Feats, Traits & Flaws

Allied Spellcaster  
 Armor Proficiency (Light)  
 Observant (Perception)  
 Simple Weapon Proficiency - All  
 Vagabond Child (urban) (Disable Device)

### Special Abilities

Eidolon Link (Ex)  
 Life Link (Su)  
 Low-Light Vision  
 Share Spells with Eidolon (Ex)

### Spell-Like Abilities

Summon Monster I (6/day) (Sp) □□□□□□

## Gear

**Total Weight Carried: 39.02/130lbs, Light Load**  
**(Light: 43lbs, Medium: 86lbs, Heavy: 130lbs)**

Acid	1 lb
Bronze Amulet	1 lb
Lamellar (leather) armor	25 lbs
Money	0.02 lbs
Pathfinder's kit <In: Dropped to ground (1 @ 22 lbs)>	22 lbs
Rhoka sword	6 lbs
Sling	-
Sling bullets, sharpstone x10	0.5 lbs
Smoked goggles	-
Thieves' tools	1 lb
Traveller's outfit (Free)	-

## Tracked Resources

Acid	<input type="checkbox"/>
Sling bullets, sharpstone	<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

Common

Tengu

## Spells & Powers

**Summoner Spell DC: 13 + spell level**

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

Melee Touch +1 Ranged Touch +3

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

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

Summoner 1: Grease (DC 14), 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

Stealing from the rich to help feed the poor, Cardon grew up on the dirty streets in several cities in Tian Xia. He began to rob the lords' caravans until pressure from a sizable bounty forced him to flee to Absalom. Now, along with his 'companion', he puts his clandestine abilities to good use for the Grand Lodge. (Amulet Acquisition: During one of his last raids on a lord in Tian Xia, Cardon found a bronze amulet on the side of the road while escaping into the woods.)

## Experience & Wealth

Experience Points: **0/3**

Current Cash: **1 GP**

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