

Chigaru Bomani

Male Human (Garundi) Summoner 1, Osirion faction - CR 1/2

Lawful Neutral Humanoid (Human); Deity: **Abadar**; Age: 22; Height: 5' 5"; Weight: 140lb.; Eyes: **Black**; Hair: **Black**

Ability	Score	Modifier	Temporary
STR STRENGTH	11	0	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	12	+1	
CHA CHARISMA	16	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2	=	<input type="text"/>	+2	<input type="text"/>	<input type="text"/>	<input type="text"/>

Heart of the Sun : +2 vs. hot climate, Heart of the Sun : +2 vs. poison or distraction abilities from a swarm

REFLEX (DEXTERITY)	+2	=	<input type="text"/>	+2	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Heart of the Sun : +2 vs. hot climate, Heart of the Sun : +2 vs. poison or distraction abilities from a swarm

WILL (WISDOM)	+3	=	+2	+1	<input type="text"/>	<input type="text"/>	<input type="text"/>
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Heart of the Sun : +2 vs. hot climate, Heart of the Sun : +2 vs. poison or distraction abilities from a swarm

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

Touch AC 12	Flat-Footed AC 14		
BAB	Strength	Size	Misc

CM Bonus +0	=	-	0	-	-
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CM Defense 12	=	10	-	0	+2	-
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Base Attack	+0	HP	10
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Initiative	+2	Damage / Current HP	
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Speed	30 ft
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Light crossbow

Ranged: **+0, 1d8** Crit: 19-20/x2
Ranged, Both Hands: **+2, 1d8** Rng: 80'
2-Hand, P

Quarterstaff

Both Hands: **+0, 1d6** Crit: x2
Double: **-4 (Off: -8), 1d6/1d6** Double, B, Monk

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (2)	-	
Appraise	+1	INT (1)	-	
Bluff	+3	CHA (3)	-	
Climb	-2	STR (0)	-	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	+0	DEX (2)	-	
Fly	+0	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	+3	CHA (3)	-	
Knowledge (arcana)	+5	INT (1)	1	
Knowledge (engineering)	+6	INT (1)	1	
Knowledge (history)	+6	INT (1)	1	
Perception	+1	WIS (1)	-	
Ride	+0	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+0	DEX (2)	-	
Survival	+1	WIS (1)	-	
Swim	-2	STR (0)	-	
Use Magic Device	+7	CHA (3)	1	

Feats, Traits & Flaws

Allied Spellcaster
Armor Proficiency (Light)
Attuned to the Ancestors (1r, 1/day) (Su)
Osirionologist (Osirion) (Knowledge [history])
Point Blank Shot
Simple Weapon Proficiency - All

Special Abilities

Eidolon Link (Ex)
Heart of the Sun
Life Link (Su)
Share Spells with Eidolon (Ex)

Spell-Like Abilities

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: 1 GP
Osirion: Fame: 0, PP: 0

Gear

Total Weight Carried: 35.02/115lbs, Light Load
(Light: 38lbs, Medium: 76lbs, Heavy: 115lbs)

Bronze Amulet	1 lb
Crossbow bolts x10	0.1 lbs
Lamellar (leather) armor	25 lbs
Light crossbow	4 lbs
Money	0.02 lbs
Pathfinder's kit <In: Dropped to ground (1 @ 22 lbs)>	22 lbs
Quarterstaff	4 lbs
Smoke pellet, smog	-
Traveller's outfit (Free)	-

Tracked Resources

Attuned to the Ancestors (1r, 1/day) (Su)	<input type="checkbox"/>
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"/>
Smoke pellet, smog	<input type="checkbox"/>

Languages

Common Osiriani, Ancient
Osiriani

Spells & Powers

Summoner Spell DC: 13 + spell level

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

Melee Touch +0 Ranged Touch +2

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

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

Summoner 1: Shield, 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

As a scholar of ancient Osirion, Chigaru was used to his books and the occasional foray into a newly discovered tomb or monument until he found the amulet. Still not fully understanding the powers of the amulet, he has joined the Pathfinder Society in an attempt to use the resources available. (Amulet Acquisition: Found in a treasure trove in a recently discovered desert tomb, Chigaru palmed this certain bronze amulet as it seemed to be the most interesting for further study.)