

## Raythe Kingslan

**Male Half-Elf Summoner 1, Andoran faction - CR 1/2**  
 Neutral Good Humanoid (Elf, Human); Deity: **Ketephys**;  
 Age: **24**; Height: **5' 9"**; Weight: **135lb.**; Eyes: **Grey**; Hair:  
**Blonde**

Ability	Score	Modifier	Temporary
<b>STR</b> <small>STRENGTH</small>	<input type="text" value="12"/>	<input type="text" value="+1"/>	<input type="text"/>
<b>DEX</b> <small>DEXTERITY</small>	<input type="text" value="16"/>	<input type="text" value="+3"/>	<input type="text"/>
<b>CON</b> <small>CONSTITUTION</small>	<input type="text" value="13"/>	<input type="text" value="+1"/>	<input type="text"/>
<b>INT</b> <small>INTELLIGENCE</small>	<input type="text" value="10"/>	<input type="text" value="0"/>	<input type="text"/>
<b>WIS</b> <small>WISDOM</small>	<input type="text" value="10"/>	<input type="text" value="0"/>	<input type="text"/>
<b>CHA</b> <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
<b>FORTITUDE</b> <small>(CONSTITUTION)</small>	<b>+1</b>	= <input type="text"/>	<input type="text" value="+1"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<small>Elven Immunities: +2 vs. enchantments</small>							
<b>REFLEX</b> <small>(DEXTERITY)</small>	<b>+3</b>	= <input type="text"/>	<input type="text" value="+3"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<small>Elven Immunities: +2 vs. enchantments</small>							
<b>WILL</b> <small>(WISDOM)</small>	<b>+4</b>	= <input type="text" value="+2"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="+2"/>	<input type="text"/>	
<small>Elven Immunities: +2 vs. enchantments</small>							

Elven Immunities		Elven Immunities - Sleep						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	<b>17</b>	=	<input type="text" value="+4"/>	<input type="text"/>	<input type="text" value="+3"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>Touch AC</b>	<input type="text" value="13"/>	<b>Flat-Footed AC</b>		<input type="text" value="14"/>	BAB	Strength	Size	Misc
<b>CM Bonus</b>	<b>+1</b>	=	<input type="text" value="-"/>	<input type="text" value="+1"/>	<input type="text" value="-"/>	<input type="text" value="-"/>	<input type="text"/>	
<b>CM Defense</b>	<b>14</b>	=	<input type="text" value="10"/>	BAB	Strength	Dexterity	Size	
<b>Base Attack</b>	<input type="text" value="+0"/>	<b>HP</b>	<input type="text" value="10"/>					
<b>Initiative</b>	<input type="text" value="+3"/>	Damage / Current HP						
<b>Speed</b>	<input type="text" value="30 ft"/>							

### Longbow

Ranged, Both Hands: **+3, 1d8** Crit: x3  
Rng: 100'  
2-Hand, P

### 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>	<b>+1</b>	DEX (3)	-	
<b>Appraise</b>	<b>+0</b>	INT (0)	-	
<b>Bluff</b>	<b>+3</b>	CHA (3)	-	
<b>Climb</b>	<b>-1</b>	STR (1)	-	
<b>Diplomacy</b>	<b>+3</b>	CHA (3)	-	
<b>Disguise</b>	<b>+3</b>	CHA (3)	-	
<b>Escape Artist</b>	<b>+1</b>	DEX (3)	-	
<b>Fly</b>	<b>+1</b>	DEX (3)	-	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+3</b>	CHA (3)	-	
<b>Knowledge (nature)</b>	<b>+4</b>	INT (0)	1	
<b>Perception</b>	<b>+2</b>	WIS (0)	-	
<b>Ride</b>	<b>+1</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+0</b>	WIS (0)	-	
<b>Stealth</b>	<b>+1</b>	DEX (3)	-	
<b>Survival</b>	<b>+5</b>	WIS (0)	1	
<b>Swim</b>	<b>-1</b>	STR (1)	-	

### Feats, Traits & Flaws

Allied Spellcaster  
 Armor Proficiency (Light)  
 Hunter's Eye (Longbow)  
 Militia Veteran (any town or village) (Survival)  
 Simple Weapon Proficiency - All

### Special Abilities

Arcane Training  
 Eidolon Link (Ex)  
 Elf Blood  
 Life Link (Su)  
 Low-Light Vision  
 Share Spells with Eidolon (Ex)

### Spell-Like Abilities

Summon Monster I (6/day) (Sp) □□□□□□ □

## Gear

**Total Weight Carried: 32.02/130lbs, Light Load**  
**(Light: 43lbs, Medium: 86lbs, Heavy: 130lbs)**

Arrows x20	0.15 lbs
Bronze Amulet	1 lb
Lamellar (leather) armor	25 lbs
Longbow	3 lbs
Money	0.02 lbs
Pathfinder's kit <In: Dropped to ground (1 @ 22 lbs)>	22 lbs
Traveller's outfit (Free)	-

## Tracked Resources

Arrows	<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"/>
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## Languages

Common

Elven

## 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; **2/2**x1

Summoner 0: Resistance, Daze (DC 13), Mending, Light

Summoner 1: Expeditious Retreat, 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

Living on the fringes of civilization in a small village in Andoran, Raythe served in the militia as a soldier and a scout. As a master of the longbow, he has hunted in the forests with his 'companion' while keeping an eye on the border with a certain infernal-infested land. (Amulet Acquisition: After ruining the plans of a raiding party that had crossed the border, he discovered the amulet on an arrow-riddled corpse.)

## Experience & Wealth

Experience Points: **0/3**

Current Cash: **1 GP**

Andoran: **Fame: 0, PP: 0**