

## Buwon

Player: Logan

Male half-elf unchained summoner 6 - CR 5

Lawful Neutral Humanoid (Elf, Human); Deity: **Tsukiyo**;  
Age: **34**; Height: **5' 9"**; Weight: **165 lb.**; Eyes: **Aurora**; Hair:  
**Silvery**; Skin: **Brown**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	8	-1	
<b>DEX</b> DEXTERITY	14	+2	
<b>CON</b> CONSTITUTION	14	+2	
<b>INT</b> INTELLIGENCE	19	+4	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+4	=	+2	+2			

**Warded Against Witchery** : +1 trait bonus vs. the spells, spell-like abilities, and supernatural abilities of evil arcane spellcasters., **Elven Immunities**: +2 vs. enchantments, **Debt to a Witch (Irrisen)** : +2 trait bonus vs. spells with cold descriptor and cold weather

<b>REFLEX</b> (DEXTERITY)	+4	=	+2	+2			
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**Warded Against Witchery** : +1 trait bonus vs. the spells, spell-like abilities, and supernatural abilities of evil arcane spellcasters., **Elven Immunities**: +2 vs. enchantments, **Debt to a Witch (Irrisen)** : +2 trait bonus vs. spells with cold descriptor and cold weather

<b>WILL</b> (WISDOM)	+5	=	+5				
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**Warded Against Witchery** : +1 trait bonus vs. the spells, spell-like abilities, and supernatural abilities of evil arcane spellcasters., **Elven Immunities**: +2 vs. enchantments, **Debt to a Witch (Irrisen)** : +2 trait bonus vs. spells with cold descriptor and cold weather

### Elven Immunities Elven Immunities - Sleep

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 12	=		+2					

<b>Touch AC</b> 12	=	<b>Flat-Footed AC</b> 10					
		BAB	Strength	Size	Misc		

<b>CM Bonus</b> +3	=	+4	-1	-	-
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CM Defense	Total	BAB	Strength	Dexterity	Size
<b>CM Defense</b> 15	=	10	+4	-1	+2

<b>Hero Points</b>	□ □ □	<b>HP</b>	54
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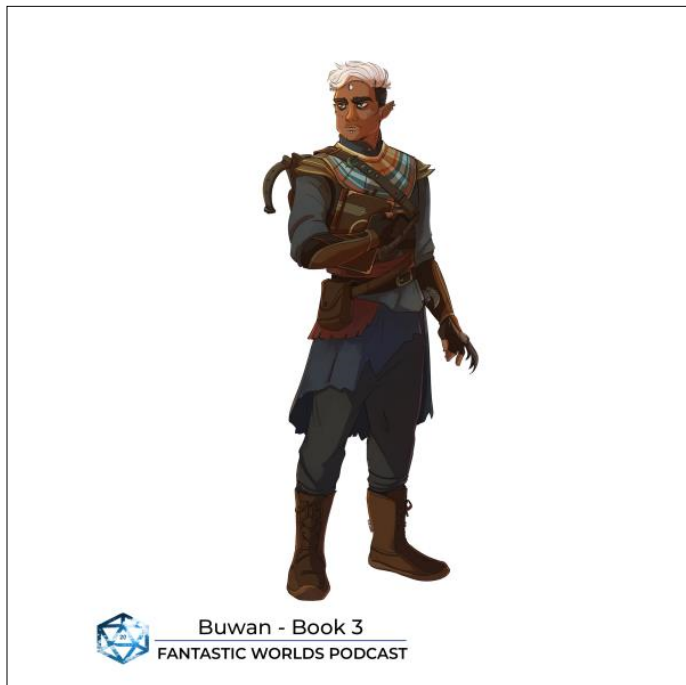
<b>Base Attack</b>	+4	Damage / Current HP
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<b>Initiative</b>	+2
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<b>Speed</b>	30 ft
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### Claws of the ice bear (3 rounds/day)

Main hand: **+3, 1d4-1** Crit: x2  
Light, P



Buwon - Book 3

FANTASY WORLDS PODCAST

Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+0	DEX (2)	-	
<b>Appraise</b>	+2	INT (4)	-	
<b>Bluff</b>	+0	CHA (2)	-	
<b>Climb</b>	-3	STR (-1)	-	
<b>Craft (bookbinding)</b>	+6	INT (4)	1	
<b>Diplomacy</b>	+0	CHA (2)	-	
<b>Disguise</b>	+0	CHA (2)	-	
<b>Escape Artist</b>	+0	DEX (2)	-	
<b>Fly</b>	+0	DEX (2)	-	
<b>Handle Animal</b>	+6	CHA (2)	1	
<b>Heal</b>	-2	WIS (0)	-	
<b>Intimidate</b>	+0	CHA (2)	-	
<b>Knowledge (arcana)</b>	+10	INT (4)	3	
<b>Knowledge (engineering)</b>	+8	INT (4)	1	
<b>Knowledge (geography)</b>	+11	INT (4)	4	
<b>Knowledge (history)</b>	+9	INT (4)	2	
<b>Knowledge (local)</b>	+9	INT (4)	2	
<b>Knowledge (nature)</b>	+10	INT (4)	3	
<b>Knowledge (nobility)</b>	+9	INT (4)	2	
<b>Knowledge (planes)</b>	+15	INT (4)	5	
<b>Knowledge (religion)</b>	+10	INT (4)	3	
<b>Linguistics</b>	+12	INT (4)	4	
<b>Perception</b>	+3	WIS (0)	1	
<b>Profession (architect)</b>	+5	WIS (0)	2	
<b>Ride</b>	+0	DEX (2)	-	
<b>Sense Motive</b>	+1	WIS (0)	1	

## Skills

Skill Name	Total	Ability	Ranks	Temp
<b>Spellcraft</b>	<b>+10</b>	INT (4)	3	
<b>Warded Against Witchery</b> : +1 trait bonus to identify spells cast by evil arcane spellcasters.				
<b>Stealth</b>	<b>+3</b>	DEX (2)	1	
<b>Survival</b>	<b>+1</b>	WIS (0)	1	
<b>Mapmaker's kit</b> : +2 circumstance bonus to avoid becoming lost when using a Mapmaker's Kit as you travel				
<b>Swim</b>	<b>-3</b>	STR (-1)	-	
<b>Use Magic Device</b>	<b>+7</b>	CHA (2)	2	

## Feats

Armor Proficiency (Light)  
 Extra Evolution  
 Resilient Eidolon  
 Share Healing  
 Simple Weapon Proficiency - All  
 Skill Focus (Knowledge [planes])

## Traits

Debt to a Witch (Irrisen)  
 Unintentional Linguist  
 Warded Against Witchery

## Drawbacks

Meticulous

## Underwater light crossbow

Ranged: **+4, 1d8** Crit: 19-20/x2  
 Ranged, both hands: **+6, 1d8** Rng: 80'  
 2-hand, P

## Akhentepi's armor (1/day)

**+2** Max Dex: +8, Armor Check: -  
 Spell Fail: 5%, Light

## Gear

**Total Weight Carried: 74.2/230 lbs, Light Load**  
**(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)**

Akhentepi's armor (1/day)	10 lbs
Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Blotter	0.2 lbs
Boots of the winterlands	1 lb
Claws of the ice bear (3 rounds/day)	1 lb
Flint and steel	-
Inkpen	-
Knife for cutting quills into pens	0.5 lbs
Mapmaker's kit	2 lbs
Mess kit	1 lb
Money	22.9 lbs
Muleback cords	0.25 lbs
Pen nibs	-
Pigment for making ink	0.2 lbs
Pot	4 lbs
Ring of resistance +1	-
Ruler, small	0.1 lbs

## Experience & Wealth

Experience Points: **32000/35,000**  
 Current Cash: **1,145 gp**

## Gear

**Total Weight Carried: 74.2/230 lbs, Light Load**  
**(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)**

Soap	0.5 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Underwater light crossbow	4 lbs
Vial	-
Waterskin	4 lbs

## Special Abilities

Bond Senses (6 rounds/day) (Su)  
 Eidolon  
 Eidolon Link (Ex)  
 Elf Blood  
 Hero Points  
 Life Link (Su)  
 Low-Light Vision  
 Maker's Call (1/day) (Su)  
 Share Spells with Eidolon (Ex)  
 Shield Ally (Ex)  
 [N/A] Stanching

## Spell-Like Abilities

Summon Monster III (5/day) (Sp)

## Tracked Resources

Akhentepi's armor (1/day)   
 Bond Senses (6 rounds/day) (Su)   
 Claws of the ice bear (3 rounds/day)   
 Maker's Call (1/day) (Su)   
 Torch   
 Trail rations

## Languages

Abyssal	Giant
Celestial	Halfling
Common	Russian
Elven	Skald
Eoxian	Sylvan

## Spells & Powers

**Summoner (Unchained) spells known** (CL 6th; concentration +8)

**Melee Touch +3 Ranged Touch +6**  
**2nd (4/day)**—*blur*, *create pit*<sup>APG</sup> (DC 14), *glitterdust* (DC 14), *whip of spiders*<sup>ACG</sup>  
**1st (5/day)**—*celestial healing*, *enlarge person* (DC 13), *mage armor*, *lesser rejuvenate eidolon*<sup>APG</sup>  
**0th (at will)**—*acid splash*, *arcane mark*, *detect magic*, *light*, *message*, *read magic*

## Companions

**Kuneho** CR –  
Biped  
N Medium outsider (psychopomp)  
**Init** +2; **Senses** darkvision 60 ft.; Perception +6

### Defense

**AC** 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)  
**hp** 50 (5d10+5)  
**Fort** +5, **Ref** +3, **Will** +4 (+4 morale bonus vs. enchantment spells and effects)  
**Defensive Abilities** evasion; **Immune** death effects, disease, poison; **Resist** cold 10, electricity 10

### Offense

**Speed** 30 ft.  
**Melee** bite +10 (1d6+5), slam +10 (2d6+5)  
**Space** 5 ft.; **Reach** 5 ft. (10 ft. with slam)

### Statistics

**Str** 21, **Dex** 14, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11  
**Base Atk** +5; **CMB** +10; **CMD** 22  
**Feats** Blood Feast<sup>HA</sup>, Catch Off-guard, Throw Anything  
**Skills** Acrobatics +9, Diplomacy +6, Fly +3, Intimidate +7, Perception +6, Sense Motive +7, Sleight of Hand +4, Stealth +8  
**Languages** Common  
**SQ** devotion

## Sourcebooks Used

- **Advanced Class Guide** - Share Healing (feat); Whip of Spiders (spell)
- **Advanced Player's Guide** - Create Pit (spell); Rejuvenate Eidolon, Lesser (spell)
- **Advanced Player's Guide / Jade Regent / Ultimate Equipment** - Mapmaker's kit (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Muleback cords (equipment)
- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Advanced Race Guide / Ranged Tactics Toolbox / Ultimate Equipment** - Underwater light crossbow (weapon)
- **Arcane Anthology** - Celestial Healing (spell)
- **Healer's Handbook** - Debt to a Witch (Irrisen) (trait)
- **Inner Sea Races / Inner Sea World Guide** - Skald (language)
- **Jade Regent / Ultimate Equipment** - Claws of the ice bear (weapon)
- **Mummy's Mask** - Akhentepi's armor (armor)
- **People of the North / Reign of Winter** - Warded Against Witchery (trait)
- **Reign of Winter** - Russian (language)
- **Ruins of Azlant** - Ring of resistance +1 (equipment)
- **Shattered Star** - Eoxian (language)
- **Ultimate Campaign** - Meticulous (???) ; Unintentional Linguist (trait)
- **Ultimate Equipment** - Mess kit (equipment)
- **Ultimate Magic** - Extra Evolution (feat); Resilient Eidolon (feat)
- **Unchained Classes** - Summoner (Unchained) (class)

## Kuneho

**Biped - CL5 - CR 5**

True Neutral Outsider (Psychopomp); Atheist

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	21	+5	
<b>DEX</b> DEXTERITY	14	+2	
<b>CON</b> CONSTITUTION	13	+1	
<b>INT</b> INTELLIGENCE	7	-2	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+5 =	+4	+1				
<b>REFLEX</b> (DEXTERITY)	+3 =	+1	+2				
<b>WILL</b> (WISDOM)	+4 =	+4					

**Devotion:** +4 morale bonus vs. enchantment spells and effects

<b>Energy Resistance, Cold (10)</b>	<b>Immunity to Disease</b>
<b>Energy Resistance, Electricity (10)</b>	<b>Immunity to Poison</b>
<b>Immunity to Death Effects</b>	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 18 =			+2		+6			

<b>Touch AC</b> 12	<b>Flat-Footed AC</b> 16
	BAB Strength Size Misc

<b>CM Bonus</b> +10 =	+5	+5	-	-
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<b>CM Defense</b> 22 = 10	BAB	Strength	Dexterity	Size
	+5	+5	+2	-

<b>Base Attack</b>	+5	<b>HP</b>	50
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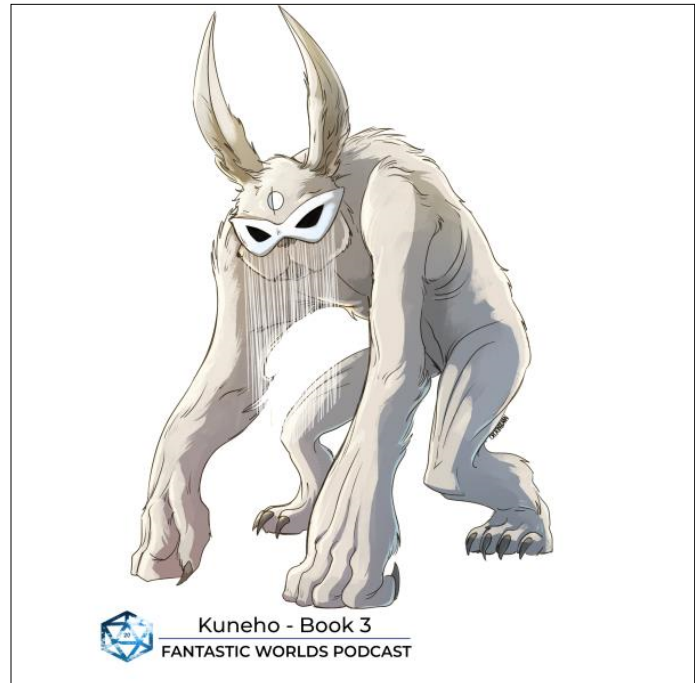
<b>Initiative</b>	+2	Damage / Current HP
<b>Speed</b>	30 ft	

### Bite (Bite)

Main hand: **+10, 1d6+5** Crit: x2  
Light, B/P/S

### Slam (Slam)

Main hand: **+10, 2d6+5** Crit: x2  
Light, B



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+9	DEX (2)	4	
<b>Appraise</b>	-2	INT (-2)	-	
<b>Bluff</b>	+0	CHA (0)	-	
<b>Climb</b>	+5	STR (5)	-	
<b>Diplomacy</b>	+6	CHA (0)	3	
<b>Disguise</b>	+0	CHA (0)	-	
<b>Escape Artist</b>	+2	DEX (2)	-	
<b>Fly</b>	+3	DEX (2)	1	
<b>Heal</b>	+0	WIS (0)	-	
<b>Intimidate</b>	+7	CHA (0)	4	
<b>Perception</b>	+6	WIS (0)	3	
<b>Ride</b>	+2	DEX (2)	-	
<b>Sense Motive</b>	+7	WIS (0)	4	
<b>Sleight of Hand</b>	+4	DEX (2)	2	
<b>Stealth</b>	+8	DEX (2)	3	
<b>Survival</b>	+0	WIS (0)	-	
<b>Swim</b>	+5	STR (5)	-	

### Feats

Blood Feast  
Catch Off-Guard  
Throw Anything

### Special Abilities

Darkvision (60 feet)  
Devotion +4 (Ex)  
Eidolon Link (Ex)  
Evasion (Ex)  
Magic Attacks (Su)  
Share Spells with Eidolon (Ex)

## Gear

**Total Weight Carried: 0/460 lbs, Light Load**  
**(Light: 153 lbs, Medium: 306 lbs, Heavy: 460 lbs)**  
Money -

## Experience & Wealth

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

## Languages

Common

## Sourcebooks Used

- **Advanced Player's Guide Hero Points** - Hero Points (equipment)
- **Horror Adventures** - Blood Feast (feat)