

IJA

SUMMONER 3

ANCESTRY	HUMAN (SKILLED)	BACKGROUND	SCHOLAR
SPEED	25 FEET	PERCEPTION	+8 (EXPERT)
LANGUAGES	COMMON, DRACONIC, KIBWANI, MWANGI, OSIRIANI	CLASS DC	19
STRENGTH	STR +0	DEXTERITY	DEX +0
INTELLIGENCE	INT +2	WISDOM	WIS +1
		CHARISMA	CHA +4

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	47	15
FORTITUDE +9	REFLEX +5	WILL +8

STRIKES

MELEE ♦ +1 staff +6 [+1/-4] (two-hand 1d8), 1d4 bludgeoning

SKILLS

ACROBATICS (DEX) +5 ●	ARCANA (INT) +9 ●●	ATHLETICS (STR) +0
CRAFTING (INT) +2	DECEPTION (CHA) +4	DIPLOMACY (CHA) +9 ●
INTIMIDATION (CHA) +9 ●	ACADEMIA LORE (INT) +7 ●	LORE (OTHER; INT) +2
MEDICINE (WIS) +1	NATURE (WIS) +6 ●	OCCULTISM (INT) +7 ●
PERFORMANCE (CHA) +4	RELIGION (WIS) +1	SOCIETY (INT) +7 ●
STEALTH (DEX) +5 ●	SURVIVAL (WIS) +6 ●	THIEVERY (DEX) +0

● = TRAINED ●● = EXPERT ●●● = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Natural Ambition (Glider Form)
CLASS FEATS	Advanced Weaponry*, Alacritous Action*, Glider Form ♦
GENERAL FEATS	Toughness
SKILL FEATS	Assurance (Arcana), Recognize Spell
CLASS ABILITIES	eidolon (dragon), link spells, shared vigilance, signature spells, summoner spellcasting

* Abilities with an asterisk have already been calculated into Ija's statistics and do not appear elsewhere.

EQUIPMENT

BULK	2, 4 L; Maximum: 5 Bulk
WORN	backpack, explorer's clothing, +1 staff
STOWED	bedroll, chalk (10 pieces), flint and steel, <i>lesser healing potion</i> , rations (2 weeks), rope (50 ft), <i>scroll of mystic armor</i> , <i>scroll of summoner's precaution</i> , soap, torches (5), waterskin
WEALTH	10 gp, 5 sp

SPELLS

SPELL ATTACK	+9	SPELL DC	19
CANTRIPS (AT WILL)	<i>detect magic, electric arc, figment, infectious enthusiasm, spout</i>		
1ST RANK	☐ <i>force barrage, gust of wind</i>		
2ND RANK	☐ <i>thunderstrike</i>		
FOCUS CANTRIPS	<i>boost eidolon</i>		
FOCUS SPELLS	☐ <i>evolution surge</i>		



WHAT IS A SUMMONER?

You can magically beckon a powerful being called an eidolon to your side, serving as the mortal conduit that anchors them to the world.

EQUIPMENT

The following rules apply to Ija's equipment.

Backpack A backpack can hold up to 4 Bulk worth of items. If you're carrying or stowing the pack rather than wearing it on your back, its Bulk is light instead of negligible. The first 2 Bulk of items stowed in your backpack do not count against your Bulk limits (and are not included in your worn Bulk).

❑ **Healing Potion, Lesser** (consumable, healing, magical, vitality) **Activate** ◆ (manipulate); **Effect** Upon drinking this potion, you regain 2d8+5 Hit Points.

❑ **Scroll of Mystic Armor** When holding this scroll, you can cast *mystic armor*. After you cast the spell, the scroll is destroyed.

Mystic Armor ◆◆ (concentrate, manipulate) **Duration** until your next daily preparations; **Effect** You ward yourself with shimmering magical energy, gaining a +1 item bonus to AC and a maximum Dexterity modifier of +5. While wearing mystic armor, you use your unarmored proficiency to calculate your AC.

❑ **Scroll of Summoner's Precaution** When holding this scroll, you can cast *summoner's precaution* (*Impossible Magic* 165). After you cast the spell, the scroll is destroyed.

Summoner's Precaution (concentrate, contingency, manipulate) **Cast** 10 minutes; **Duration** until your next daily preparations; **Effect** Conjuring an intricate weave of protective magic, you create a buffer in the link between yourself and your eidolon, allowing your bonded ally to sacrifice their existence to save you in a time of need. You gain the following reaction; after using it, the spell ends.

Sever Conduit ☞ (concentrate) **Trigger** Your eidolon takes damage that would bring you to 0 Hit Points and comes from an effect other than a death effect; **Effect** You quickly extinguish the link with your eidolon, causing your bonded ally to wink out of existence before you can be laid low. Your eidolon unmanifests, and you can't Manifest your Eidolon for 1 minute. In exchange, you don't take the triggering damage, though your eidolon still suffers any other adverse effects that accompanied the damage.

Two-Hand (trait) This weapon can be wielded with two hands. Doing so changes its weapon damage die to the indicated value.

FEATS AND ABILITIES

Ija's feats and abilities are described below. Her eidolon-related abilities and actions are under Eidolon.

Assurance - Arcana (fortune) Even in the worst circumstances, you can perform basic tasks with the Arcana skill. You can forego rolling a skill check for your chosen skill to instead receive a total check result of 13 (do not apply any modifiers to this result).

Recognize Spell ☞ (secret) **Trigger** A creature within line of sight casts a spell that you don't have prepared or in your spell repertoire, or a trap or similar object casts such a spell. You must be aware of the casting; **Effect** If you are trained in the appropriate skill for the spell's tradition and it's a common spell of 2nd rank or lower, you automatically identify it (you still roll to attempt to get a critical success, but can't get a worse result than success). The GM rolls a secret Arcana, Nature, Occultism, or Religion check, whichever corresponds to the tradition of the spell being cast. If you're not trained in the skill, you can't get a result better than failure.

Critical Success You correctly recognize the spell and gain a +1 circumstance bonus to your saving throw or your AC against it.

Success You correctly recognize the spell.

Failure You fail to recognize the spell.

Critical Failure You misidentify the spell as another spell entirely, of the GM's choice.

Signature Spells You can cast the heightened versions of your *force barrage* and *thunderstrike* spells without needing to learn them separately at a higher rank but still expending a 2nd-rank spell slot when heightened.

Summoner Spellcasting You can cast arcane spells using the Cast a Spell activity. See the Spells section below for details on the spells you can cast.

Toughness Your body can withstand more punishment than most before succumbing. Increase your maximum Hit Points by your level (already incorporated into Ija's Hit Points). You reduce the DC of recovery checks by 1.

SPELLS

Ija can cast the following spells. She can cast two 1st-rank spells and one 2nd-rank spell per day, and she can cast her cantrips at will.

CANTRIPS

Detect Magic ◆◆ (cantrip, detection, manipulate); **Area** 30-foot emanation; **Effect** You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies. You detect illusion magic only if that magic's effect has a lower rank than the rank of your *detect magic* spell, though items that have an illusion aura but aren't deceptive in appearance (such as an invisibility potion) are typically detected normally.

Electric Arc ◆◆ (cantrip, concentrate, electricity, manipulate) **Range** 30 feet; **Targets** 1 or 2 creatures; **Defense** basic Reflex; **Effect** An arc of lightning leaps from one target to another. Each target takes 3d4 electricity damage with a basic Reflex save.

Figment ◆◆ (cantrip, concentrate, illusion, manipulate, subtle) **Range** 30 feet; **Duration** sustained; **Effect** You create a simple illusory sound or vision. A sound adds the auditory trait to the spell and the sound can't include intelligible words or elaborate music. A vision adds the visual trait, can be no larger than a 5-foot cube, and is clearly crude and undetailed if viewed from within 15 feet. When you Cast or Sustain the Spell, you can attempt to Create a Diversion with the illusion, gaining a +2 circumstance bonus to your Deception check. If the attempt fails against a creature, that creature disbelieves the figment.

Infectious Enthusiasm ◆◆ (cantrip, concentrate, emotion, manipulate, mental) **Duration** 1 round; **Effect** With enchanted gusto, you encourage yourself to get things done and share your motivation with your allies. You gain a +1 status bonus to your choice of attack rolls, Will saves, or Charisma-based skill checks. During the spell's duration, an ally who observed you Casting this Spell and was within 30 feet when you did so can take a single action, which has the concentrate trait, to gain the same bonus you chose until the start of their next turn.

Using this spell to influence someone in a social situation is typically considered a faux pas, negating the benefit on Charisma-based skills if the subject of the check observed you casting the spell.

Spout ♦♦ (cantrip, concentrate, manipulate, water) **Range** 30 feet; **Area** a 5-foot cube; **Defense** basic Reflex; **Effect** Water blasts upward, coming out of the ground, rising from a pool, or even manifesting from thin air. Any creatures in the area take 3d4 bludgeoning damage, with a basic Reflex saving throw. A creature that critically fails its save is disoriented by the explosion of water, becoming off-guard until the end of your next turn. You can change this spell's area to a 5-foot burst, provided you center the burst in a body of water. This body of water can be as small as a pond or creek, but not as small as a puddle or bathtub.

1ST

Force Barrage ♦ to ♦♦♦ (concentrate, force, manipulate) **Range** 120 feet; **Targets** 1 creature; **Effect** You fire a shard of solidified magic toward a creature that you can see. It automatically hits and deals 1d4+1 force damage. For each additional action you use when Casting the Spell, increase the number of shards you shoot by one, to a maximum of three shards for 3 actions. You choose the target for each shard individually. If you shoot more than one shard at the same target, combine the damage before applying bonuses or penalties to damage, resistances, weaknesses, and so forth.

Gust of Wind ♦♦ (air, concentrate, manipulate) **Area** 60-foot line; **Defense** Fortitude; **Duration** until the start of your next turn; **Effect** A violent wind issues forth from your palm, blowing from the point where you are when you Cast the Spell to the line's opposite end. The wind extinguishes small non-magical fires, disperses fog and mist, blows objects of light Bulk or less around, and pushes larger objects. Large or smaller creatures in the area must attempt a Fortitude save. Large or smaller creatures that later move into the gust must attempt the save on entering.

Critical Success The creature is unaffected.

Success The creature can't move against the wind.

Failure The creature is knocked prone. If it was flying, it takes the effects of critical failure instead.

Critical Failure The creature is pushed 30 feet in the wind's direction, knocked prone, and takes 2d6 bludgeoning damage.

2ND

Thunderstrike ♦♦ (concentrate, electricity, manipulate, sonic) **Range** 120 feet; **Targets** 1 creature; **Defense** basic Reflex; **Effect** You call down a tendril of lightning that cracks with thunder, dealing 2d12 electricity damage and 2d4 sonic damage to the target with a basic Reflex save. A target wearing metal armor or made of metal takes a -1 circumstance bonus to its save, and if damaged by the spell is clumsy 1 for 1 round.

Ija can cast link spells, which are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity (*Pathfinder Player Core* 298) to specifically connect with your eidolon, such as by having a heart-to-heart conversation, playing together, or meditating in unison on the nature of your bond.

Link Cantrips

Link cantrips are special link spells that don't cost Focus Points, so you can use them as often as you like. Link cantrips are granted in addition to the cantrips you choose with summoner spellcasting. Ija can cast the following link cantrip.

Boost Eidolon ♦ (cantrip, concentrate, summoner) **Range** 100 feet; **Targets** your eidolon; **Duration** 1 round; **Effect** You focus deeply on the link between you and your eidolon and boost the power of your eidolon's attacks. Your eidolon gains a +2 status bonus to damage rolls with their unarmed attacks. If your eidolon's Strikes deal more than one weapon damage die, the status bonus increases to 2 per weapon damage die, to a maximum of +8 with four weapon damage dice.

Link Spells

Evolution Surge ♦ (concentrate, focus, manipulate, morph, summoner) **Range** 100 feet; **Targets** your eidolon; **Duration** 1 minute; **Effect** You flood your eidolon with power, creating a temporary evolution in your eidolon's capabilities. Choose one of the following effects. Your eidolon gains scent as an imprecise sense up to 30 feet. Your eidolon can breathe underwater and gains a swim speed equal to their land speed or 30 feet, whichever is less. They gain the amphibious trait. Your eidolon gains a +20-foot status bonus to their Speed.

EIDOLON

You have a connection with a powerful and usually otherworldly entity called an eidolon, and you can use your life force as a conduit to manifest this ephemeral entity into the mortal world. Magic also flows through this conduit from your eidolon into you, so your eidolon determines the type of spells you cast and the spell list you choose from.

Your magical connection with your eidolon takes the form of a sigil on each of your bodies. As long as your eidolon is manifested, the sigil glows with light and can't be covered or disguised via any means; it will shine through clothing, appear over cloaks, and remain unaffected by obfuscating magic. This, combined with the way that the two of you clearly act in tandem, makes it readily apparent to an intelligent observer that the two of you are connected in some way, even if the person has never encountered a summoner before.

Your eidolon is no mere minion. They don't have the minion or summoned trait, and the two of you work together and coordinate your actions. You and your eidolon share your actions and multiple attack penalty. Each round, you can use any of your actions (including reactions and free actions) for yourself or your eidolon.

The connection between you and your eidolon means you both share a single pool of Hit Points. Damage taken by either you or the eidolon reduces your Hit Points, while healing either of you recovers your Hit Points. You share temporary Hit Points as well. Like with your actions, if you and your eidolon are both subject to the same effect that affects your Hit Points, you apply those effects only once (applying the greater effect, if applicable). For instance, if you and your eidolon get caught in an area effect that would heal or damage you both, only the greater amount of healing or damage applies.

Your eidolon can't wear or use magic items, except for items with the eidolon trait. Your eidolon's link to you means they can benefit from certain magic items invested by you (where applicable, these have already been incorporated into Tuku's stats).

If you or your eidolon become slowed, stunned, quickened, or otherwise affected by something that changes the actions you gain at the start of each turn, it affects your shared actions. However, if you are both subject to such an effect, apply only the more severe one. For instance, if either you or your eidolon were slowed 1, you would start your turn with one fewer action, but if you were both slowed 1, you would still lose only 1 action, rather than adding the two slowed effects together. However, if you were slowed 1 and your eidolon slowed 2, you'd have 2 fewer actions, because that's the more severe effect. If only one of you becomes restricted in how you can spend your actions, that restriction doesn't automatically extend to the other; for example, if your eidolon became immobilized or petrified, they wouldn't be able to move, but you could still use your actions to move. The GM resolves any situation that's unclear.

You can use the following actions to affect your eidolon.

Act Together ◆ to ◆◆◆ (tandem) **Frequency** once per round; **Effect** You and your eidolon act as one. Either you or your eidolon takes an action or activity using the same number of actions as Act Together, and the other takes a single action.

For example, if you spent 2 actions to Act Together, you could cast *electric arc* (2 actions) and your eidolon could *Strike* (1 action), or your eidolon could use their *Dragon Breath* (2 actions) and you

could *Stride* (1 action). This lets you each use separate exploration activities like *Avoid Notice* as you travel (*Player Core* 438).

Glider Form ◆ (evolution, move) Your eidolon evolves wings, a buoyant body, or some other means to control descent. They glide slowly toward the ground, 5 feet down and up to 25 feet forward through the air. As long as they spend at least 1 action gliding each round and have not yet reached the ground, they remain in the air at the end of your turn.

Manifest Eidolon ◆◆◆ (arcane, concentrate, manipulate, teleportation) Your eidolon appears in an open space adjacent to you, and can then take a single action. If your eidolon was already manifested, you unmanifest them instead.

The conduit that allows your eidolon to manifest is also a tether between you. Your eidolon must remain within 100 feet of you at all times and can't willingly go beyond that limit. If forced beyond this distance, or if you are reduced to 0 Hit Points or your eidolon were to die, your eidolon's physical form unmanifests, and you need to use *Manifest Eidolon* to manifest them again.

Share Senses ◆ (arcane, concentrate, scrying) **Requirements** your eidolon is manifested; **Effect** You project your senses into your eidolon, allowing you to perceive through them. When you do, you lose all sensory information from your own body but can sense through your eidolon's body for up to 1 minute. You can *Dismiss* this effect. Your eidolon can also use this ability. When they do, they project their senses into your body.

TUKU

DRAGON 3

ANCESTRY	DRAGON	SIZE	MEDIUM
SPEED	25 FEET	PERCEPTION	+7
SENSES	LOW-LIGHT VISION, SCENT (IMPRECISE, 30 FEET)		
LANGUAGES	COMMON, DRACONIC, KIBWANI, MWANGI, OSIRIANI		
TRAITS	ARCANE, ASTRAL, DRAGON, EIDOLON		
STRENGTH	DEXTERITY	CONSTITUTION	
STR +2	DEX +4	CON +1	
INTELLIGENCE	WISDOM	CHARISMA	
INT +1	WIS +0	CHA +1	

DEFENSES

ARMOR CLASS

20	FORTITUDE +8	REFLEX +9	WILL +7
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STRIKES

MELEE

- ◆ jaw +10 [+5/+0] (deadly d8, finesse, grapple), **Damage** 1d6+2 piercing
- ◆ claw +10 [+5/+0] (agile, finesse), **Damage** 1d6+2 slashing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+9 ●	+8 ●●	+2
CRAFTING (INT)	DECEPTION (CHA)	DIPLOMACY (CHA)
+1	+1	+6 ●
INTIMIDATION (CHA)	ACADEMIA LORE (INT)	LORE (OTHER; INT)
+6 ●	+6 ●	+1
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+0	+5 ●	+6 ●
PERFORMANCE (CHA)	RELIGION (WIS)	SOCIETY (INT)
+1	+0	+6 ●
STEALTH (DEX)	SURVIVAL (WIS)	THIEVERY (DEX)
+9 ●	+5 ●	+4

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EIDOLON ABILITIES

Agile (trait) The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5 and -8 instead of -10 on the third and subsequent attacks in the turn.

Deadly d8 (trait) On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage.

Dragon Breath ◆◆ (arcane, force) Tuku exhales a blast of destructive energy that deals 2d6 fire damage to all creatures in a 30-foot cone with a basic Reflex save against your spell DC. Your eidolon then can't use Dragon Breath again for the next 1d4 rounds.

Finesse (trait) You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still calculate damage using Strength.

Grapple (trait) You can use this weapon to Grapple with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if any) and adds the weapon's item bonus to attack rolls as an item bonus to the Athletics check.

