

Tenggar Steppe-Walker

Male half-orc unchained summoner 1, Grand Lodge faction - CR 1/2

True Neutral Humanoid (Human, Orc); Deity: **Green Faith**;
Age: **50**; Height: **6' 6"**; Weight: **201 lb.**; Eyes: **Green**; Hair: **White**; Skin: **Green**

Ability	Score	Modifier	Temporary
STR STRENGTH	11	0	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	14	+2	
WIS WISDOM	10	0	
CHA CHARISMA	17	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2	=	+1		+1		
REFLEX (DEXTERITY)	+2	=	+1		+1		
WILL (WISDOM)	+3	=	+2		+1		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 14	=	+3	+1					

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
Touch AC 11								
Flat-Footed AC 13								

CM Bonus	Total	Base	Ability	Resist	Misc	Temp	Notes
CM Bonus +0	=	-	+0		-	-	

CM Defense	Total	Base	Ability	Resist	Misc	Temp	Notes
CM Defense 11	=	10	-	+0	+1	-	

Base Attack	Modifier	HP	Value
Base Attack	+0	HP	9

Initiative	Modifier	Damage / Current HP
Initiative	+1	

Speed	Value
Speed	30 ft

Dagger

Main hand: +0, 1d4

Crit: 19-20/x2

Rng: 10'

Ranged: +1, 1d4

Light, P/S

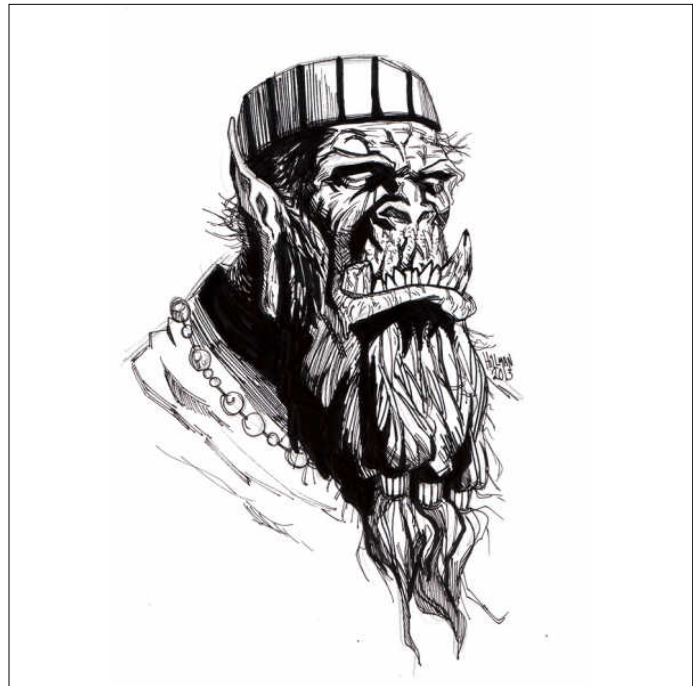
Studded leather

+3

Max Dex: +5, Armor Check: -1

Spell Fail: 15%, Light

Character Number: 198696 - 6



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (1)	-	
Appraise	+2	INT (2)	-	
Bluff	+3	CHA (3)	-	
Climb	-1	STR (0)	-	
Diplomacy	+3	CHA (3)	-	
Disguise	+3	CHA (3)	-	
Escape Artist	+0	DEX (1)	-	
Fly	+0	DEX (1)	-	
Heal	+0	WIS (0)	-	
Intimidate	+10	CHA (3)	1	
Knowledge (nature)	+6	INT (2)	1	
Perception	+5	WIS (0)	1	
Ride	+4	DEX (1)	1	
Sense Motive	+0	WIS (0)	-	
Spellcraft	+6	INT (2)	1	
Stealth	+0	DEX (1)	-	
Survival	+0	WIS (0)	-	
Swim	-1	STR (0)	-	

Feats

Armor Proficiency (Light)
Extra Evolution
Simple Weapon Proficiency - All

Traits

Observant (Perception)
Twinned Presence

Gear

Total Weight Carried: 41.4/130 lbs, Light Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

Backpack, masterwork (empty)	4 lbs
Bedroll	5 lbs
Dagger	1 lb
Flint and steel	-
Hot Weather outfit (Free)	-
Money	1.38 lbs
Orc trail rations x5	1 lb
Soap x2	0.5 lbs
Studded leather	20 lbs
Waterskin	4 lbs

Special Abilities

Darkvision (60 feet)
Eidolon
Eidolon Link (Ex)
Life Link (Su)
Orc Blood
Share Spells with Eidolon (Ex)

Spell-Like Abilities

Summon Monster I (6/day) (Sp)

Tracked Resources

Dagger
Orc trail rations

Languages

Common	Osiriani
Orc	Polyglot

Spells & Powers

Summoner (Unchained) spells known (CL 1st; concentration +4)
Melee Touch +0 **Ranged Touch** +1
1st (2/day)—*enlarge person* (DC 14), *shield*
0th (at will)—*acid splash*, *daze* (DC 13), *detect magic*, *read magic*

Experience & Wealth

Experience Points: 0/3
Current Cash: **53 gp, 8 sp, 8 cp**
Grand Lodge: **Fame: 0, PP: 0**

Companions

Clobbataur

Biped
N Medium outsider (agathion)
Init +1; **Senses** darkvision 60 ft.; Perception +4

Defense

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)
hp 9 (1d10+4)
Fort +3, **Ref** +1, **Will** +2; +4 bonus vs. poison, +4 bonus vs. petrification
Resist electricity 5

Offense

Speed 30 ft.
Melee heavy mace +4 (1d8+4) or
2 claws -1 (1d4+1)

Statistics

Str 16, **Dex** 12, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11
Base Atk +1; **CMB** +4; **CMD** 15
Feats Toughness
Skills Climb +7, Intimidate +4, Perception +4, Survival +4
Languages Common
SQ agathion save bonus
Other Gear heavy mace

Background

NAME: Tenggar Steppe-Walker

EIDOLON: Clobbataur (Yak-headed minotaur Agathion)

CONCEPT: Gentle giant half-orc summoner that made contact with an Agathion. Has embarked to Osirion

Tenggar Steppe-Walker was a solitary half-orc that lived in the expansive steppes on the border of the Realm of the Mammoth Lords and the Hold of Belkzen. His passive nature and his belief in the Green Faith put him at odds with his Gorum-worshipping tribe, so he exiled himself rather than risk death.

Tenggar lived the life of an ascetic under the shadow of the mountains: farming, gathering herbs, worshipping the Green Faith, and studying magic. In the midst of this hermit-like existence, he read about how ancient druids would ingest mixtures of various herbs and fungi to undergo a "vision quest" to determine their destiny.

After brewing and consuming the necessary ingredients, Tenggar's mind was flooded with images: ancient undead kings swathed in bandages, golden coffins submerged in sand, and crumbling monuments to long-forgotten empires. At the end of this, his consciousness briefly travelled to the Outer Planes, where he made fleeting contact with a yak-headed Agathion.

The Agathion, as it turns out, was a native of the same steppes that Tenggar resided in, but had achieved enlightenment and ascended to the Outer Planes upon death. He offered a pact with Tenggar: he would protect and teach the half-orc the means to which he achieved Nirvana if he would fight for the forces of good and travel to the place he glimpsed in his vision quest.

Tenggar agreed, and has since made the long journey to Osirion to discover the true meaning of the visions he experienced.

Sourcebooks Used

- **Advanced Player's Guide / Advanced Race Guide** - Sacred Tattoo (alternate racial trait)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Backpack, masterwork (equipment)
- **Inner Sea Races / Inner Sea World Guide** - Osiriani (language); Polyglot (language)
- **Ultimate Campaign** - Twinned Presence (trait)
- **Ultimate Equipment** - Orc trail rations (equipment)
- **Ultimate Magic** - Extra Evolution (feat)
- **Unchained Classes** - Summoner (Unchained) (class)

Clobbataur

Biped - CL1 - CR 1

True Neutral Outsider (Agathion); Deity: **Green Faith**

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	7	-2	
WIS WISDOM	10	0	
CHA CHARISMA	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	= +2	+1				
	Agathion Save Bonus : +4 bonus vs. poison, Agathion Save Bonus: +4 bonus vs. petrification						
REFLEX (DEXTERITY)	+1	=	+1				
	Agathion Save Bonus : +4 bonus vs. poison, Agathion Save Bonus: +4 bonus vs. petrification						
WILL (WISDOM)	+2	= +2					
	Agathion Save Bonus : +4 bonus vs. poison, Agathion Save Bonus: +4 bonus vs. petrification						

Energy Resistance, Electricity (5)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 13	=		+1		+2			
Touch AC 11			Flat-Footed AC 12					
			BAB	Strength	Size		Misc	
CM Bonus +4	=	+1	+3	-	-			
			BAB	Strength	Dexterity		Size	
CM Defense 15	= 10	+1	+3	+1	-			
Base Attack		+1						
			HP 9					
			Damage / Current HP					
Initiative		+1						
Speed		30 ft						

Heavy mace

Main hand: **+4, 1d8+3**
Both hands: **+4, 1d8+4**

Crit: x2
1-hand, B

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (1)	-	
Appraise	-2	INT (-2)	-	
Bluff	+0	CHA (0)	-	
Climb	+7	STR (3)	1	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+1	DEX (1)	-	
Heal	+0	WIS (0)	-	
Intimidate	+4	CHA (0)	1	
Perception	+4	WIS (0)	1	
Ride	+1	DEX (1)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	+1	DEX (1)	-	
Survival	+4	WIS (0)	1	
Swim	+3	STR (3)	-	

Feats

Simple Weapon Proficiency - All
Toughness

Special Abilities

Agathion Save Bonus
Darkvision (60 feet)
Eidolon Link (Ex)
Share Spells with Eidolon (Ex)

Gear

Total Weight Carried: 8/230 lbs, Light Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

Heavy mace	8 lbs
Money	-

Languages

Common

Sourcebooks Used

(none)

Experience & Wealth

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