Hashut Eidolon

CN, Medium, Demon, Eidolon, Fiend
Ancestry: Demon Eidolon (Tempter Demon)
Alignment: Chaotic Neutral
Speed: 25 ft.

Hit Points

34

Str	Dex	Con	Int	Wis	Cha	
+1	+4	+1	+0	+0	+3	12 Str 18 Dex 12 Con 10 Int 10 Wis 16 Cha

	PERCEPTION	+4 T	= +4 Base +0 Wis +0 Misc
	FORTITUDE	+7 E	= +6 Base +1 Con +0 Misc
	REFLEX	+8 T	= +4 Base +4 Dex +0 Misc
	WILL	+6 E	= +6 Base +0 Wis +0 Misc
	AC	19 T	= +14 Base +4 Dex +1 Misc

Defenses

Resistances: fire 1

Unarmored defense (Trained)

AC: +1, Max Dex: +4, Armor Check: –, Speed: –

Chop (Trained)

Melee: **+8/+3/-2** (1d6+1 B +1 Evil, Crit ×2 +1d8 B)

Traits: deadly d8, finesse, unarmed

Horns (Trained)

Melee: **+8/+4/+0** (1d6+1 F +1 Evil, Crit ×2)

Traits: agile, finesse, unarmed

Special Abilities

Darkvision
    See in darkness and dim light.
Demonic Strikes
    Unarmed Strikes deal an extra 1 evil damage.
Treat Wounds (2d8, DC 15)
    Use Medicine to restore HP to adjacent living creature based on check result.

Spells

Eidolon spells known (DC 18)
Cantrip (at will)—*guidance*, *shield*

Gear (Encum: 6 bulk, Over: 11 bulk)

Total Bulk Carried: 0, Unencumbered
Money   -

Wealth

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

Skills

	+4 U	**Acrobatics** Dex
	+4 U	**Arcana** Int
	+5 U	**Athletics** Str
	+0 U	**Crafting** Int
	+7 U	**Deception** Cha
	+7 U	**Diplomacy** Cha
	+7 U	**Intimidation** Cha
	+4 U	**Medicine** Wis
	+0 U	**Nature** Wis
	+0 U	**Occultism** Int
	+3 U	**Performance** Cha
	+4 U	**Religion** Wis
	+0 U	**Society** Int
	+4 U	**Stealth** Dex
	+0 U	**Survival** Wis
	+4 U	**Thievery** Dex

Weapon Proficiencies

Trained: All Unarmed Attacks

Armor Proficiencies

Trained: Unarmored Defense

Personal Details

Gender: Male; **Age:** 700; **Height:** 6'; **Weight:** 240 lb.;
Eyes: Red; **Hair:** Black; **Skin:** Black/White

Darkvision   (Companion)

A creature with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-level *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

Demonic Strikes   (Companion)

Your eidolon's attacks are corrupted by the Abyss and imbued with pure evil and shifting chaos. All your eidolon's unarmed Strikes deal an extra 1 evil damage; as usual, this extra damage harms only good creatures or those with a weakness to evil damage. Additionally, choose one of your eidolon's unarmed attacks that deals physical damage; it gains the versatile trait for a different type of physical damage you choose.

Appears In: Secrets of Magic

Resistance to Fire 1   (Evolution Abilities)

A creature with resistance reduces damage dealt to it by the amount listed in its resistance entry (to a minimum of 0 damage). Resistance can specify damage types or certain other properties of attacks. For instance, a creature might be resistant to nonmagical bludgeoning damage, meaning it would take less damage from bludgeoning attacks that weren't magical, but would take normal damage from a +1 mace or a nonmagical spear. A resistance might have an exception. For example, resistance 10 to physical damage (except silver) would reduce any physical damage by 10 unless that damage was dealt by a silver weapon.

If the creature has more than one type of resistance that would apply to the same instance of damage, use only the highest applicable resistance value.

It's possible to have resistance to all damage. If you have resistance to all damage, apply the resistance to each source separately. If an attack would deal 7 slashing damage and 4 fire damage, resistance 5 to all damage would reduce the slashing damage to 2 and negate the fire damage.

Treat Wounds (2d8, DC 15)

Traits: Exploration, Healing, Manipulate

You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating (so a patient can be treated once per hour, not once per 70 minutes).

The Medicine check DC is usually 15, though the GM might adjust it based on the circumstances, such as treating a patient outside in a storm, or treating magically cursed wounds. If you're an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 10; if you're a master of Medicine, you can instead attempt a DC 30 check to increase the Hit Points regained by 30; and if you're legendary, you can instead attempt a DC 40 check to increase the Hit Points regained by 50. The damage dealt on a critical failure remains the same.

If you succeed at your check, you can continue treating the target to grant additional healing. If you treat them for a total of 1 hour, double the Hit Points they regain from Treat Wounds.

The result of your Medicine check determines how many Hit Points the target regains.

Critical Success The target regains 4d8 Hit Points, and its wounded condition is removed.
Success The target regains 2d8 Hit Points, and its wounded condition is removed.
Critical Failure The target takes 1d8 damage.

Weapon Traits

Agile

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

On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage. This increases to two dice if the weapon has a *greater striking* rune and three dice if the weapon has a *major striking* rune. For instance, a rapier with a *greater striking* rune deals 2d8 extra piercing damage on a critical hit. An ability that changes the size of the weapon's normal damage dice doesn't change the size of its deadly die.

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.

Guidance   Cantrip 1

Cantrip 1
Action [1]
Cantrip, Divination, Divine
Traditions divine
Cast [1 action] verbal
Range 30 ft.
Targets 1 creature
Duration until the start of your next turn

In-Play Information

Cast [1 action] verbal
Range 30 ft.
Targets 1 creature
Duration until the start of your next turn

Calculation Breakdown
Proficiency Level (Trained)
•**Ability Bonus** (+3): Charisma 16 (+3)
•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)
You ask for divine guidance, granting the target a +1 status bonus to one attack roll, Perception check, saving throw, or skill check the target attempts before the duration ends. The target chooses which roll to use the bonus on before rolling. If the target uses the bonus, the spell ends. Either way, the target is then temporarily immune for 1 hour.

Shield   Cantrip 1

Cantrip 1
Action [1]
Abjuration, Cantrip, Divine, Force
Traditions divine
Cast [1 action] verbal
Duration until the start of your next turn

In-Play Information

Cast [1 action] verbal
Duration until the start of your next turn

Calculation Breakdown
Proficiency Level (Trained)
•**Ability Bonus** (+3): Charisma 16 (+3)
•**Base Bonus** (+4): Character Level (+2), Trained Proficiency Modifier (+2)
You raise a magical shield of force. This counts as using the Raise a Shield action, giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.

While the spell is in effect, you can use the Shield Block reaction with your magic shield (see below). The shield has Hardness 5. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can use the spell's reaction against the *magic missile* spell.

Heightening the spell increases the shield's Hardness.

Heightened (3rd) The shield has Hardness 10.
Heightened (5th) The shield has Hardness 15.
Heightened (7th) The shield has Hardness 20.
Heightened (9th) The shield has Hardness 25.

Shield Actions
The *shield* spell works like a raised shield, and it also gives you the ability to use the Shield Block reaction.

Shield Block [reaction]
Trigger While you have your shield raised, you take damage from a physical attack.
You place your shield to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

Nothing to print!

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