

(SUMMONER)

Conjurador	Nível
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Summoner Level		Invocar Monst
1	<input type="checkbox"/> { Fused Eidolon Fused Link	I
2	<input type="checkbox"/> Bond Senses	
3	<input type="checkbox"/> -	II
4	<input type="checkbox"/> Shielded meld	
5	<input type="checkbox"/> -	III
6	<input type="checkbox"/> Maker's jump	
7	<input type="checkbox"/> -	IV
9	<input type="checkbox"/> -	V
10	<input type="checkbox"/> Aspect	
11	<input type="checkbox"/> -	VI
12	<input type="checkbox"/> Greater shielded meld	
13	<input type="checkbox"/> -	VII
14	<input type="checkbox"/> Life bond	
15	<input type="checkbox"/> -	VIII
16	<input type="checkbox"/> Split forms	
17	<input type="checkbox"/> -	IX
18	<input type="checkbox"/> Greater aspect	
19	<input type="checkbox"/> Gate	
20	<input type="checkbox"/> Twin eidolon	

Magias Conhecidas	Teste de Resistência CD	Magias por dia	=	Base Magia	+	Magias Bônus
10	10	10	=	10	+	0
15	15	15	=	15	+	0
20	20	20	=	20	+	0
25	25	25	=	25	+	0
30	30	30	=	30	+	0
35	35	35	=	35	+	0
40	40	40	=	40	+	0
45	45	45	=	45	+	0
50	50	50	=	50	+	0
55	55	55	=	55	+	0
60	60	60	=	60	+	0
65	65	65	=	65	+	0
70	70	70	=	70	+	0
75	75	75	=	75	+	0
80	80	80	=	80	+	0
85	85	85	=	85	+	0
90	90	90	=	90	+	0
95	95	95	=	95	+	0
100	100	100	=	100	+	0

		0			CAR	CHA - 4	CAR - 8	CHA - 12
		1			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		2			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		3			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		4			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		5			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
		6			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
		7			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
		8			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
		9			<input type="checkbox"/>	<input type="checkbox"/>		

Resistência a Magia CD = 10 + CAR + Nível da Magia

FALHA ARCANA LIMIAR

%

Diagram illustrating the layout of cargo loading patterns across three rows. Each row is labeled 'CARGAS' and contains a '#' symbol. The patterns are represented by grids of squares:

- Row 1: A 3x3 grid, followed by a single square, then a 3x3 grid, then a single square, then a 3x3 grid, and finally a single square.
- Row 2: A 3x3 grid, followed by a single square, then a 3x3 grid, then a single square, then a 3x3 grid, and finally a single square.
- Row 3: A 3x3 grid, followed by a single square, then a 3x3 grid, then a single square, then a 3x3 grid, and finally a single square.

Use the eidolon's physical ability scores, base attack bonus, armour and natural armour bonuses, and modifiers to ability scores. Gain access to the eidolon's special abilities and evolutions, and add its hit points to your own as temporary hit points.

Nível
1 **FUSED LINK**
As a free action, sacrifice your own hit points to prevent damage that would reduce eidolon's hit points to zero.

MAKER'S JUMP

Cast *dimension door* as a spell-like ability.

**USOS
POR DIA**

Nível

6

USOS

POR DIA

Synthesist

Level

☐ ☐ Uses
☐ today

= (

÷ 6)

Nível **SHIELDED MELD**

4	+ 2	Shield bonus to armour class and circumstance bonus to saving throws.
12	+ 4	

SPLIT FORMS

As a swift action, split into two creatures: the Synthesist and the eidolon, both with the same evolutions. All spells and effects currently targeting the Synthesist-eidolon affect both separately.

Nível **16** ROUNDS PER DAY

Nivel

16 ROUNDS PER DAY

Synthesist Level

= _____

Rounds today

	0	
	1	
	2	
	3	
	4	
	5	
	6	

PERGAMINHOS

POÇÕES

CARGAS

CARGAS

ARGAS