SYNTHESIST

(SUMMONER)

Nível do Conjurador

SUMMONER

Summoner Level			Invocar Monstro
1	☐	Fused Eidolon Fused Link	I
2	☐	Bond Senses	
3	☐	-	II
4	☐	Shielded meld	
5	☐	-	III
6	☐	Maker's jump	
7	☐	-	IV
9	☐	-	V
10	☐	Aspect	
11	☐	-	VI
12	☐	Greater shielded meld	
13	☐	-	VII
14	☐	Life bond	
15	☐	-	VIII
16	☐	Split forms	
17	☐	-	IX
18	☐	Greater aspect	
19	☐	Gate	
20	☐	Twin eidolon	

MAGIAS

Magias Conhecidas	Teste de Resistência CD		Magias por dia	=	Base Magia	+	Magias Bônus
		0					CAR
		1					CAR - 4
		2					CAR - 8
		3					CAR - 12
		4					
		5					
		6					
		7					
		8					
		9					

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

FALHA ARCANA LIMIAR

%

VARINHAS

CARGAS #

CARGAS #

CARGAS #

FUSED EIDOLON

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.

Nível 6 **USOS POR DIA** = (Synthesist Level ÷ 6)

☐☐☐ Uses today

Nível 4 **SHIELDED MELD** + 2
12 + 4
Shield bonus to armour class and circumstance bonus to saving throws.

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** = Synthesist Level

Rounds today

MAGIAS CONHECIDAS

0

1

2

3

4

5

6

PERGAMINHOS

POÇÕES