## **SYNTHESIST**

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Conjurador								
oonjaraaor								
	- 1							
Nível	- 1							
INIVEL	- 6							

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.

MAGIAS CONHECIDAS

**FUSED EIDOLON** 

FUSED LI	NK	

Nivel As a free action, sacrifice your own hit points to  ${\color{red} 1} \quad \text{prevent damage that would reduce eidolon's hit}$ points to zero.

## MAKER'S JUMP

Cast dimension door as a spell-like ability.

**USOS** Synthesist Nível POR DIA 6 ÷ 6 ) Uses today

## Nível SHIELDED MELD

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

+ 4 12

## **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.

16	ROUNDS PER DAY	Synthesist Level
	=	:
		Rounds today

VI				
		o		
VII				
VIII		— 1 —		
IX		— 555 —		
		2		
		_ 2 _		
7				
Magias Başdagias Bônus		— <sub>3</sub> —		
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7777				
		<b>4</b>		
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7				

	(SUMMONER)	
X.	SUMMONER	<b>"</b> (
Summone Level	4	Invocar Monst
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	

□ Gate

Teste de

FALHA ARCANA LIMIAR %

ConhecidasResistência CD

□ Twin eidolon

**MAGIAS** 

1 2

3

4

5 6 7

8 9 Resistência a Magia CD = 10 + CAR + Nível da Magia

**VARINHAS** 

Magias

por dia

19

20

Magias