

SYNTHESIST

Livello
Incantatore

(SUMMONER)

CONVOCATORE

Summoner Level		Summon Monster
1	<input type="checkbox"/> Fused Eidolon <input type="checkbox"/> Fused Link	I
2	<input type="checkbox"/> Sensi del Legame	
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"/> Aspetto	
11	<input type="checkbox"/> -	VI
12	<input type="checkbox"/> Greater shielded meld	
13	<input type="checkbox"/> -	VII
14	<input type="checkbox"/> Per la Vita	
15	<input type="checkbox"/> -	VIII
16	<input type="checkbox"/> Split forms	
17	<input type="checkbox"/> -	IX
18	<input type="checkbox"/> Aspetto Superiore	
19	<input type="checkbox"/> Portale	
20	<input type="checkbox"/> Doppio Eidolon	

INCANTESIMI

Incantesimi conosciuti	CD TS Incantesimi	Incantesimi al giorno	=	Inc. Base	+	Inc. Bonus
		0				CAR - 4 CAR - 8 CAR - 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"/>

CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

SOGLIA FALLIMENTO THRESHOLD

%

BACCHETTE

CARICHE #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CARICHE #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CARICHE #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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.

FUSED LINK

Livello 1 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.

USI

PER DAY

Livello 6 = (÷ 6)
☐ ☐ Uses today

Livello 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.

Livello ROUNDS PER DAY

16 =
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ Rounds today

INCANTESIMI CONOSCIUTI

	0	
	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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	6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

PERGAMENE

POZIONI