

Poziom
Czarującego

SUMMONER

FUSED LINK

Poziom

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.

UŻYCIA NA DZIEŃ

Pozi

Synthesist
Level

$$6 \square = (\square \div 6)$$

□□ Uses
□ today

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.

Poziom **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.

Poziom **ROUNDS**
16 PER DAY

16

Synthesist
Level

11

Rounds
today

ZNANE CZARY

	0	
	1	
	□ □ □ □ □ □ □ □ □	
	2	
	□ □ □ □ □ □ □ □ □	
	3	
	□ □ □ □ □ □ □ □ □	
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	5	
	□ □ □ □ □ □ □	
	6	
	□ □ □ □ □ □	

CZARY

Znane Czary	ST Rzutu Obronnego	Czary na dzień	=	Czary Premiiw Bazowe ⁺	Czary
		0			CHA - 4 CHA - 8 CHA - 12
		1			
		2			
		3			
		4			
		5			
		6			
		7			
		8			
		9			

$$ST\ Rz.\ Obr. = 10 + CHA + Poziom\ CZaru$$

NIEPOWODZENIE CZARU WTAJEMNICZEŃ RYZYKO

_____ %

RÓŻDŹKI

[illegible]

ZWOJE

MIKSTURY