

(SUMMONER)

Conjurador	Nível
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Summoner Level		Summon Monster
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
		0				CAR - 4 CHA - 8 CHA - 12
		1				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4				<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 cargo patterns are represented by grids of squares:

- Row 1: A 3x3 grid of squares, with the top-right square missing.
- Row 2: A 3x3 grid of squares, with the top-right square missing.
- Row 3: A 3x3 grid of squares, with the top-right square missing.

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.

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

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

Nivel	USOS	Synthesist
	POR DIA	Level
6	<div style="border: 1px solid black; width: 150px; height: 50px; display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; width: 100%; height: 100%;"></div> </div>	= (<div style="border: 1px solid black; width: 100px; height: 50px; display: flex; align-items: center; justify-content: center;"> <div style="border: 1px solid black; width: 100%; height: 100%;"></div> </div> ÷ 6)
	<input type="checkbox"/> Uses <input type="checkbox"/> today	

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

12 + **4**

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.

[illegible]

	0	
	1	
	2	
	3	
	4	
	5	
	6	
