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Einige Word-Funktionen können in Google Docs nicht angezeigt werden und werden bei Änderungen entfernt. Details anzeigen Letzte Änderungen anzeigen Last update: 15 October 2018 I support a limited subset of the content of Pathfinder's rules. If you would like help with pathfinder player options not covered here, please email me and I am happy to provide additional assistance. RPGBOT uses the color coding scheme that has become common among Pathfinder construction manuals. Also note that many colorful objects are also links to the Paizo SRD. Red: Bad unnecessary options, or options that are extremely situational. Orange: OK OPTIONS, or useful options that only apply in rare circumstances Green: Good options. Blue: Fantastic options, often essential to your character's function. Introduction The Summoner projects spells about as well as a Bard, but emphasizes invocation and conjuring. The summoner's big draw is the Eidolon, a kind of a la carte pet that you get to build with a points system. Where the hunter uses a pet and trains them/buffs to their liking, the Summoner manages to build their pet from scratch, and it can be and do whatever you want. Although limited to 6th-level spells, the Eidolon's versatility allows the Summoner to fill a wide variety of roles in the party. Like any character with a pet, summoners have an excellent economy of action. They can easily engage multiple targets or face multiple challenges at the same time. However, the Summoner's emphasis on the Eidolon often leaves the summoner rather useless at the back of the field while the Eidolon does the whole fight. Summoner Class Features Hit Points: d8 strike points is bad, but it is higher than any other rear launcher. Basic attack bonus: 2/3 BAB for some reason. Backups: Good will saves, but little dependence on any ability that helps save. You will need to make a point to buff your backups or you will be very vulnerable. Proficiencies: Simple weapons and light armor. Expect to use a crossbow between spells. Skills: 2 skills and intelligence is a stat dump, which is a shame because the Summoner has access to all the skills of knowledge for some reason. Spells: Summoners are 2/3 spontaneous roulettes. Their spell list includes lots of fantastic buffs and some good utility options. Cantrips: Fantastic and versatile. Eidolon: The emblematic feature of the summoner. To get help with your Eidolon, my Guide to Eidolons. Life Link (Su): The first part of the ability allows you to use your own strike points to keep your Eidolon alive. You don't want to need it frequently. It only works when your Eidolon takes enough damage to be killed, so it won't work if your Eidolon is hit below 0, but not sent to its original plane. The second part of the ability details how your Eidolon weakens as it moves away from you. The current success of your Eidolon Eidolon and press maximum drop point as it moves away from you, and even if it gets closer to you again your Eidolon doesn't find any lost power typing points. Your Eidolon could move in and out of the 100-foot range on your tower and exhaust its own strike points by half each time. Summon Monster (Sp): The Monster Summoner ability gives them access to Summon Monster as if they were a full launcher, but you can't use it while your Eidolon is summoned. The durations are extended to one minute per level instead of one turn per level, making it easy for a summons to last through one of the most encounters, even at a relatively low level. Using this is a standard action, so you can do it during a surprise round and have your assignment act immediately rather than pass a full round casting like everyone else. Bond Senses (Su): It would be great if the duration wasn't so pitifully short. Shield Ally (Ex): It's great if you're planning to ride your Eidolon, but you shouldn't usually be in a melee with your Eidolon because the Summoner is very squishy. Maker's Call (Ex): If you are ambushed, or if enemies cross the line of your front party, you can use it to bring your Eidolon over to murder the problem. Transposition (Su): Similar to Maker's Call, but even better if your Eidolon is a safe place for you to be. Appearance (Su): It's a cool way to get you some nice defenses or something. Unfortunately, fast healing is out of reach. Greater Shield Ally (Su): Nice if you have other melee characters in the game, or if you let someone else ride your Eidolon. Life Bond (Su): It will save your life if you put yourself in a bad position. Merger Forms (Su): Rarely useful, and the duration is very short. Greater Aspect (Su): It's time to get this quick healing! Twin Eidolon (Su): Because you get to keep all your own exploits and class features, you are a better Eidolon than your Eidolon. Unfortunately, you spent 19 levels of building yourself to work while you weren't an Eidolon, so you probably won't get much help from your own Exploits. Capabilities Summoner's abilities are very strange. Because the Eidolon dominates the construction of the Summoner, very little is really important to the Summoner. Str: Dump 7. Dex: Essential for AC, saves, and remote attacks. Con: Good for hitting points, but not super important because you have a great scary Eidolon to stand in front of you. Int: Only needed for skill ranks, and summoners Get 2 euros, so you can empty to 7 and still only lose a skill rank. If you want to pick up knowledge skills, invest a little in intelligence, but don't go too crazy. You're not a Wizard. Wis: Only needed for backups, and Will is the only good stop from the summoner. Cha: The ability of the spellcasting summoner. With only 6th-level spells and very few spells that require saving throws, it's easy for the summoner to get away with 16 Charisma. The more extra you'll get spells, but as a spontaneous pitcher you already have a whole mess of spells a day. 25 Point Buy 20 Points Buy 15 Points Buy Elite Array Str: 7 Dex: 16 Con: 14 Int: 12 Wis: 12 Cha: 16 Str: 7 Dex: 14 Con: 14 Int: 12 Wis: 12 Cha: 12 16 Str: 7 Dex: 14 Con: 12 Int: 10 Wis: 12 Cha: 16 Str: 8 Dex: 14 Con: 13 Int: 10 Wis: 12 Cha: 15 Charisma Bonus Races are enjoyable but not strictly necessary. Because the summoner should usually be in the back row avoiding attention, the small size and bonuses to dexterity are excellent. Dwarf: The Charisma penalty is easy to overcome because the Summoner doesn't need a huge pile of charisma, but the dwarf's abilities are largely wasted by the summoner. The favored Dwarf class bonus adds some natural armor to your Eidolon, which can be a nice buff, but doesn't make the dwarf more attractive. Elf: The constitutional penalty is boring, but hardly a deal breaker. The Elf's bonuses to dexterity and intelligence are both usable, and the Elf racial bonuses at spellcaster can both help the summoner. The favorite elf class bonus allows you to reduce the Eidolon's summoning time by one minute, but doesn't specify what happens when you hit 0 rounds. In theory, you may be able to invoke your Eidolon as a free action, which would be a fun turn in battle. Gnome: Small, and bonuses to two of the summoner's most important abilities. Gnome's favorite class bonus adds strike points to your Eidolon, which is especially nice if your Eidolon serves as a party defender. Half-Elf: The Half-Elf is the best summoner based entirely on their favored class bonus, which adds additional evolution points to 1/4 per level. This breaks the usual rule of 6 levels equaling a feat/talent, which means it is particularly powerful. Half-Orc: The flexible capacity bonus is the only thing the Half-Orc brings to the Summoner. The Half-Orc's favored class bonus adds knock points to your Eidolon, which is especially nice if your Eidolon serves as a party defender, and you can take the man-favored class bonus to add skill ranks to Eidolon instead. Halfling: Similar to the Gnome, but more stealthy and the bonus to dexterity puts more emphasis on attack than survival. The favored halfling class bonus adds skill ranks to the Eidolon, but skills are rarely the strong suit of the Eidolon. The alternative racial trait of the Halfling Outrider makes them a good option if you plan to ride your Eidolon. Human: Always a fantastic choice, and the bonus skill rank allows you to empty intelligence to 7 and get two rows. The man-favored class bonus allows you to add hit points or skill ranks to Eidolon, offering some nice options. Loyalty Traits Through Lives (Faith): This allows your Eidolon to bleed for two more rounds before it is returned to its original plane. Except at low levels, 2 strike points is a window too small to be significant. Perpetual Perpetual Companion A trait that gives you '1' to Will Saves will be much more effective. Greater Link (Magic): An additional 10 feet can matter once in your character's entire career. Linked Surge (Magic): I can't think of a situation in which it would be more useful than having your Eidolon perform the check for you. Twin Presence (Magic): Making your Eidolon great is a great idea, and making you small is a great idea. Normally this cuts into your intimidating bonus, but now you can be tiny and your Eidolon can be big and scary for you. Diplomat intended (social): Too situational. Get a trait that gives you '1' to diplomacy all the time. Skills Fly (Dex): One row is enough. Handle Animal (Cha): Worthless. The Eidolons don't learn the tricks. Knowledge (all) (Int): With only 2-ranked skills and poor intelligence, the summoner has a hard time making use of their access to all the skills of knowledge. Put a rank in each important skill for the '3' bonus, then focus on one or two important ones. Linguistics (Int): Cast Tongues. Ride (Dex): Essential if you plan to ride your Eidolon. Spellcraft (Int): Ideal for identifying spells and magical objects, but summoners tend to have poor intelligence. Use Magic Device (Cha): With a high charisma and very few built-in combat options. UMD can offer the Summoner many great ways to help in battle. Mounted Combat Exploits: If you plan to mount your Eidolon, the mounted combat tree can be very effective. However, you will need to pass exploits to gain access to the Lance, and without bonus exploits, it will take some time for you to reach Spirited Charge. Spell Focus: Very few summoner spells require recording throws. Increase summoning: This works for the Summoner's Convoke Monster ability, so you can get a ton of value from it. Unfortunately, this does not affect the Eidolon. Light Crossbow Weapons: If you don't have a good spell to cast in a given crude, a light crossbow is a solid choice. Deadly Aim can add some nice damage, and you don't need force like you do with a bow. Lance: Essential for mounted load constructions, but you need to not spend a feat or take a class dive for skill. Armor Celestial Armor (22,400 gp): Unless you have the heavy armor skill and a dexterity modifier of no more than 5, Celestial Armor is the best armor in the game if all you need of your armor is AC. For more information, check out my Handbook on Armor Leather: Starting armor. Plathral Buckler: No ACP, no spell failure, and cheap to enchant. Every arcane spellcaster should have one. Chain shirt: Your permanent armor. Magic Items Armor/Shields Celestial Armor (22,400 gp): Unless you have a heavy armor skill and a dexterity modifier of no more than 5, celestial armor is the best armor in the game if all you need of your armor is AC. For more information, check out my Handbook on Celestial Armor. Staff It is difficult to recommend specific staff knowing your individual character, so instead I want to make a general endorsement of the concept of magic sticks in Pathfinder. If you are a 3.5-year-former native, read Pathfinder's rules for staff because they have improved dramatically. The staff is a reliable and rechargeable source of additional spellcasting that can give spellcasters easy and reliable access to spells from their spell list that they might not want to learn, or that they might like to use so frequently that they can't prepare the spell enough times in a given day. On days when you are not an adventure (travel, rest, etc.), you can easily reload any staff, even if you can only cast one of the spells that the staff contains. Contains.

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