Pathfinder synthesist summoner guide

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Great turn Taker171Jan 11, 2013-12013-01-11T06:25All, I decided to play Summoner with the architype of synthesis. This is my stats while merged with my Eidolon. Level 10 Strength 25 (No 7) Dexterity 12 (No 1) Constitution 18 (No 4) Intelligence 16 (No3) Wisdom 8 (-1) Charisma 22 (No 6) Size: Medium (Large when using Evoult sticks Surge) Total Hit Points: 128 Speed: 30 Foot Armor Class: 31 x 10 x 8 x 2 x 1 - 1 x 6 x 3 Touch ac: 15 Flatfoot: 28 Initiative Modifier : 2 x 0 dexterity 2 Resilience Save: 2 Reflex Savings: 9 x 2 base 1 agility 4 2 will save: 11 6 base - 1 wisdom 4 2 Attack (manual): 14 8 base - 1 strength - 1 Size Combat Maneuver Bonus: 16 x 8 base 5 strength 1 Size Combat Maneuver Defense: 27 x 10 x 8 base : 233 pounds. Average load: 533 pounds. Heavy load: 800 pounds Languages: Common exploits: Sustainable Eidolon, Strength, Extra Evolution, Craft Wand, Additional Evolution Evolution Pool: 16 (No. 6 from Evolution Splash) F: Claws F: Limbs (Hands) F: Limbs (Legs) 1: Bite 1: Improved Natural Armor 1: Improved Natural Armor 1: Improved Damage (Claws) 1: Magic Attacks 1: Skilled (Diplomacy) 1: Skilled (Bluff) 2: Gore 2: Rend 2: Immunity (Fire 3) : Damage Reduction (5 DR Legitimate) 4: Big 2: Energy Attack (Fire) Now it all looks good until I started looking at the damage potential for a full round of attack. That's how it happens if I did my math correctly. No14 Bite 1d8 th 1d6 th 7 3 No 14 Claw 1d8 1d6 th 7 3 No 14 Claw 1d8 14 Gore 1d8 th 1d6 th 7 3 No 14 Rend 1d8 and 1d6 11th 3 (Only if both claw attacks hit) Now as a tank, 29 AC, DR 5 Is Legal, with 128 basic hp. but 110 hp pace as well. My spread attack goes to 5d8 and 5d6 and 54 damage. Did I do something wrong? I feel like I made a serious mistake here, but everything I read supports that it's right (so far). Any ideas guys? January 11, 2013-2013-01-11T18:00If you feel that your air conditioning is too high, then tell us that each of these numbers is what you are a add-on. The great turn of Taker171Jan 11, 2013-32013-01-11T18:16 disintegrates for her AC is what : No 10 - basic No8 - armor eydolone (replaces my armor stat) No2 - bonus shield (from Ally Shield) No1 - Dex mod -1 - modifier size No.6 - natural armor (2 from size, 4 from eidolon evolution) No 3 - deviation bonus and actually do the math I realized that my armor is actually 31 from that , bipedal eidolonJan 12, 2013-42013-01-12T15:56This all checks, I think ... just come up with a story for this crazy character. This is a real step towards creating vitality! January 14, 2013-52013-01-14T23:39Few things you might be ahead of yourself on (not sure what level you built it on)... Level 8 minimum for large size and level 9 minimum for DR The splash is 4 points, more than 6, but lvl 4 spell looks like you built it at level 10? So, apart from the wand It looks legit! By the potential of the pathfinder, it's not so outrageous. The only thing that unbalances is the slightly magical level of the party item - eidolon can outdo us through its innate progression if the magic equipment doesn't match the level. Even if it's not that huge, you basically have defensive advantages. Offensively, given the 5 attacks to be inflicted on both DR and ER, the cumulative damage potential is pretty tame if you're lucky. Your Eidolon also gets 4 feats, by the way. Or maybe not a w/synthesizer? I can't remember. Great turn Taker171Jan 15, 2013-62013-01-15T00:58Sorry I forgot to mention that it was a level 10 X So I can be a large size, I will have DR I will be able to throw the fourth level spells. I also have a craft wand and 15,000 (I believe I did the math for the stick price correctly), so why couldn't I have it? I'm just surprised it's all, it seems very tanked, but also able to put out a crazy amount of damage per round (only for a full round of action, but still). And I suppose you're right, my plus is to hit only 14, which seems kind of low for a level 10 character. And well I need a defensive advantage with this character, Vuldric doesn't really tank through air conditioning just through HP and not even that tanked for that matter. One of these days the enemy is going to get lucky and crit me or use a reflex save and I'm going to be. Synthesent doesn't get these 4 feats unfortunately and they don't get the eidolon skills they usually get. Which, in my opinion, doesn't really ... fair I think? This makes the inductee extremely weak if her eidolon is banished leaving the squishy tank left to fight the big bad guy. If Syntheert got the exploits of her eidolon and her own she could use eidolon feats to buff her eidolon form and her exploits for herself in case eidolon left. Have you had a problem not having these exploits on Father Flowers? January 15, 2013-72013-01-15T02:10Nah, not quite. I think Eidolon only died once. Then I just ran away and called a monster - yes you get that too! Plus at this level you can resume it at half or full health pretty quickly with spells. So you see, for a slight lack of versatility and survivability of the traditional kind - you get the versatility and survivability of another kind ... if it makes sense. And arm ... dodging the freebies! And you get a spell that forces enemies to attack you, I think. It's really a very tank class that just ends up juice after a long fight. As far as I can remember ... You (your fused eidolon) cannot be healed by others. On the feats and skills, your feats and skills bring up when you are united, of course. 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