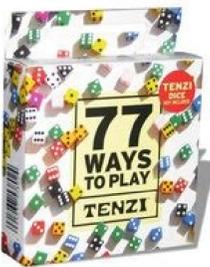


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2018 Registration & Medical Record Form

Date form filled out: _____

Emergency Contact 1

Name: _____ Date of Birth: _____
 Address: _____ Home Phone: _____
 Email: _____ Mobile Phone: _____
 Relationship: _____

Emergency Contact 2

Name: _____ Home Phone: _____
 Address: _____ Work Phone: _____
 Email: _____ Mobile Phone: _____
 Relationship: _____
 Personal Doctor: _____ Phone: _____
 Medication: _____
 Rh Factor: _____ Member Number: _____

1. Have you any allergies or disabilities of present? _____
 Name of condition: _____

2. Are you currently taking any medication? (Type / Dose) _____
 Pathfinder leaders are not responsible for administering medication. If your child is unable to self-administer, then a parent or guardian should accompany them to Pathfinder events.

3. Have you ever suffered from, or now suffer from any of the following disorders?

Emotional issues	Respiratory or sinusitis	Reactions to drugs
Seizures or partial seizures	Other medical issues	Any other allergies
Fighting / aggression / epilepsy	Phobias or severe mental pain	Eye or vision problems
Stomach issues	History of tobacco use	Medical devices
Heart disease	Adrenaline	Severe swelling or rashes
Diabetes (insulin or pills)	Hay fever	Fatigue / muscular weakness
Concussion / head injury	Severe weight loss	Any major joint or back injury
High or low blood pressure	Smells	Hemiparesis or ataxia
Severe allergies	Other recent or frequent problems	Have you had any organ donors
Bone fractures	Skin disease	Hepatitis
Genital concerns of genital	Eye infections / operations	Any other issues not mentioned here
Chiropractic	Diets	Display Requirements - List on the back

Further Details (please write on the other side of this paper)

Last Name: _____ Last Name: _____
 Last Name: _____ Last Name: _____

Swimming Ability: Needs supervision Moderate swimmer Strong swimmer

I assume full responsibility for my daughter/son/ward's health and agree that the activities will be in my aggregate any conditions present. I declare that all the statements on this form are true and accurate and will inform the leader if there are any changes.

I agree that if my son/daughter/ward suffer injury or illness, the leader can arrange medical treatment and emergency evacuation services or deemed necessary for his safety or wellbeing. I also agree to be responsible for any costs incurred.

Name: _____ Date: _____
 Signature: _____

PTO (parent / guardian of participant) sign if participant is under 18 years of age) PTO

Eidolon, though admittedly not much at all level due to short spell durations. Do Summoners need to take a full-round-action to use metamagic. For these reasons, it's worth at least considering whether you want to go the weapon route or your Eidolon. The combination of a pouncing charge from your Eidolon and a lance hit from you is utterly lethal and will often end fights in a single round. The big weakness of this tactic is that it exposes you to attack. Invisibility, very handy defensive buff, low utility spell. The escape of Summoner's Call, the Advanced Player's Guide is a leftover from an earlier version of the Eidolon where the Summoner could only call the Eidolon once per day. DC 20 for Poison, Dire Bat, Necrotic. Multiclassing - You basically can't. Shield Ally - Free bonuses are always nice, but this is hampered slightly by the fact that if your Eidolon's melees, you probably don't want to be next to it. Hungry Pit: At level 4, Create Pit was good; at level 13, Hungry Pit just doesn't make the cut. Eidolon feats are covered in post 6. Phantom Steed: Another good spell that you get before everyone else. Dispel Magic: Dispelling is good, but the divine casters do it better than you. You only have so many actions, after all. Summon Monster - In practice, you'll usually use this as a backup to your Eidolon, either because your Eidolon's either been killed or incapacitated for the day, or when you don't have time to summon it. Merge Forms: This is a weird one. Mage Armour: Essential for Eidolon buffing. Skilled: Very build-dependent, but +8 is a big bonus. Nondetection: Too niche. Levitate: It can be useful, but there are so many better options at this level. Ranged Combat: You can shoot a crossbow. There are several excellent save-or-X Conjunction spells on the Summoner list. Jump: Take Haste or Expeditious Retreat instead. Unfortunately, upgrading it beyond +1 is horribly expensive, even with the Craft Wondrous Item discount. At time of writing, this is the only way in the game to get more evolution points than normal for your level. DO WANT! Max it. Blur: 20% concealment is nice, but probably not worth a standard action in the middle of combat. Weapon: Carry a crossbow. Summons 9. This doesn't mean you shouldn't use metamagic; you should. Rating: Okay/Drow Noble: Same as Drow with the following changes; +4 Dex, +2 Int, +2 Wis, +2 Cha, -2 Con, +5 better Spell Resistance, and have access to a variety of low level spells AT-WILL. Carrying a greatsword in a few different materials can be a lifesaver if you run into something with DR. Discern Location: Without this spell, if you want to find something, you ask NPCs. With this spell, you just ask the DM. Large: You want this. Bear's Endurance, Evolution Surge(Lesser), and (later) Barkskin helps. 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