

Caster Level	
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Summoner Level		Summon Monster
1	<div><input type="checkbox"/> Eidolon Life Link</div>	I
2	<div><input type="checkbox"/> Bond Senses</div>	
3	<div><input type="checkbox"/> -</div>	II
4	<div><input type="checkbox"/> Shield ally</div>	
5	<div><input type="checkbox"/> -</div>	III
6	<div><input type="checkbox"/> Maker's call</div>	
7	<div><input type="checkbox"/> -</div>	IV
8	<div><input type="checkbox"/> Transposition</div>	
9	<div><input type="checkbox"/> -</div>	V
10	<div><input type="checkbox"/> Aspect</div>	
11	<div><input type="checkbox"/> -</div>	VI
12	<div><input type="checkbox"/> Greater shield ally</div>	
13	<div><input type="checkbox"/> -</div>	VII
14	<div><input type="checkbox"/> Life bond</div>	
15	<div><input type="checkbox"/> -</div>	VIII
16	<div><input type="checkbox"/> Merge forms</div>	
17	<div><input type="checkbox"/> -</div>	IX
18	<div><input type="checkbox"/> Greater aspect</div>	
19	<div><input type="checkbox"/> Gate</div>	
20	<div><input type="checkbox"/> Twin eidolon</div>	

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+ Bonus Spells
		0			CHA - 4
		1			CHA - 4
		2			CHA - 8
		3			CHA - 12
		4			
		5			
		6			
		7			
		8			
		9			

Spell Save DC = 10 + **CHA**+ Spell Level

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[illegible]

KNOWN SPELLS		
	0	
	1	
	2	
	3	
	4	
	5	
	6	

[illegible][illegible]