SYNTHESIST (SUMMONER)

Fused Eidolon

Fused Link

□ Bond Senses

☐ Shielded meld

☐ Maker's jump

□ Aspect

☐ Greater shielded meld

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□ -

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□ Gate

Spell

Save DC

□ Life bond

□ Split forms

☐ Greater aspect

□ Twin eidolon

SPELLS

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1 2

3

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5 6 7 Spells

per day

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Summoner

Level

1

3

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Spells

Known

SUMMONER

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Summon

Monster

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II

III

IV

V

VI

VII

FUSED EIDOLON

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

KNOWN SPELLS

0

	FUSED	LINK
Level	As a free	action

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

MAKER'S JUMP

Cast dimension door as a spell-like ability.

USES Synthesist Level PER DAY Level 6 Uses today

Level SHIELDED MEI	LD
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+ 2 Shield bonus to armour class and 4 circumstance bonus to saving throws.

+ 4 12

SPLIT FORMS

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.

16	ROUNDS PER DAY	Synthesist Level
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		Rounds today

VII			
VIII		1	
IX			
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Basis Bonusspreuker	n	3	
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