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Caster	ï	-	-	-	-	-	-	-	
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Summon

Monster

T

II

III

IV

V

Fused Eidolon

Fused Link

□ Bond Senses

☐ Shielded meld

☐ Maker's jump

□ Aspect

☐ Greater shielded meld

-

□ -

_ -

□ -

□ Gate

Spell Save DC

□ Life bond

□ Split forms

☐ Greater aspect

□ Twin eidolon

SPELLS

0

1 2

Spell Save DC = 10 + CHA + Spell Level ARCANE SPELL FAILURE THRESHOLD

WANDS

%

Spells

per day

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□ -

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0 4	1								
Caster	- 1								
	-1								
l evel	- 1								

FUSED EIDOLON

Use the eidolon's physical ability scores, base attack bonus, armor and natural armor 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 temporary hit points.

KNOWN SPELLS

FUSED LINK

Level 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 Dooras a spell-like ability.

USES Synthesist Level **PER DAY** Level 6 Uses today

Level SHIELDED MELD

+ 2 Shield bonus to armor 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
	=	
		Rounds today

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VII		U	
VIII		1	
IX			
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Base +Bonus Spells Spells + Bonus Spells		3	
CHA - 4 CHA - 8 CHA - 12			
7777			
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'D	SCROLLS	MH	POTIONS
	SCHOLLS		TOTIONS
*			

SYNTHESIST
(SUMMONER)
SUMMONER

Summoner

Level

1

2

3

4

5

6

7

9

10

11

12

13

14

15

16

17

18

19

20

Spells

Known