

(SUMMONER)

Caster
Level

Summoner Level		Summon Monster
1	<input type="checkbox"/> { Fused Eidolon Fused Link	I
2	<input type="checkbox"/> Bond Senses	
3	<input type="checkbox"/> -	II
4	<input type="checkbox"/> Shielded meld	
5	<input type="checkbox"/> -	III
6	<input type="checkbox"/> Maker's jump	
7	<input type="checkbox"/> -	IV
9	<input type="checkbox"/> -	V
10	<input type="checkbox"/> Aspect	
11	<input type="checkbox"/> -	VI
12	<input type="checkbox"/> Greater shielded meld	
13	<input type="checkbox"/> -	VII
14	<input type="checkbox"/> Life bond	
15	<input type="checkbox"/> -	VIII
16	<input type="checkbox"/> Split forms	
17	<input type="checkbox"/> -	IX
18	<input type="checkbox"/> Greater aspect	
19	<input type="checkbox"/> Gate	
20	<input type="checkbox"/> Twin eidolon	

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

$$\text{Spell Save DC} = 10 + \text{CHA} + \text{Spell Level}$$

ARCANE SPELL FAILURE THRESHOLD

%

Diagram illustrating the movement of charges and spins through a 2D lattice. The lattice is represented by a grid of sites. The top row shows a charge (represented by a square with a cross) moving from the first site to the second site, and a spin (represented by a square with a dot) moving from the second site to the third site. The middle row shows a charge moving from the second site to the third site, and a spin moving from the third site to the fourth site. The bottom row shows a charge moving from the third site to the fourth site, and a spin moving from the fourth site to the fifth site. This illustrates the sequential movement of charges and spins through the lattice.

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 temporary hit points.

FUSED LINK

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

MAKER'S JUMP

Cast *dimension door* as a spell-like ability.

**USES
PER DAY**

Level 6 **USES PER DAY** = (**Synthesist Level** $\div 6$)

☐ ☐ Uses today

SHIELDED MELD

4 + **2** Shield bonus to armour class and
circumstance bonus to saving throws.

12 + **4**

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.

**ROUNDS
PER DAY**

Level
16 ROUNDS PER DAY

Synthesist
Level

=

Rounds today

	0	
	1	
	2	
	3	
	4	
	5	
	6	

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are no margins or other markings on the paper.
