SYNTHESIST

☐ Shielded meld

☐ Maker's jump

☐ Aspect

☐ Greater shielded meld

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□ Gate

□ Life bond

□ Split forms

☐ Greater aspect

□ Twin eidolon

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Caster	- 1								
	- 1								
PVP	- 1								
LCVCI	- 1								

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Use the eidolon's physical ability scores, base attack bonus, armour and natural armour bonuses, and modifiers to res. Gain access to the eidolon's special abilities and evolutions, and add its hit points to your own as

KNOWN SPELLS

	(SUMMONER)		ability	y sco
*	SUMMONER		tempo	,
Summond Level	er 	Summon Monster I	Level	As a prev
2	☐ Bond Senses			MA
3		II		Cas

SED LINK

a free action, sacrifice your own hit points to vent damage that would reduce eidolon's hit

nts to zero.

AKER'S JUMP

st dimension door as a spell-like ability.

USES PER DAY Synthesist Level Level 6 Uses today

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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.

Level 16	ROUNDS PER DAY	Synthesist Level
	=	
		Rounds today

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uken		3	
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		6	
	SCROLLS		POTIONS

Spells Known	Spell Save DC		Spells per day	= Basis Bonusspreuker Spreuken Spreuker
		0	p =,	CHA - 4 CHA - 4 CHA - 8
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		2		
		3		4444
		4		
		5		
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Spell S	ave DC = 10 -	+ CHA + S	Spell Level	

SPELLS

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		ARGES #		
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ARCANE SPREUK MISLUKKING TREDE

CHARGES	#	
CHARGES		

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