Caster	ï	-	-	-	-	-	-	-	
	- 1								
evel	- 1								
LCVCI	- 1								

Summon

Monster

T

II

III

IV

V

VI

**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

FI	ICED	TINK	

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	SHI	ELD	ED	MEL	ıD
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+ 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.

<b>16</b>	ROUNDS PER DAY	Synthesist Level		
	=			
		Rounds today		

		-	
		0	
VII		_	
VIII		. 1	
VIII		1	
IX			
		2	
*			
Base Spells + Bonus Spells		3	
CHA - 4 CHA - 8 CHA - 12			
5555 <b>-</b>			
		4	
		5	
7 0		-	
		- 6	
'D	SCROLLS	MM	POTIONS
	, SCHOLLS		FOIIONS
*			

SY	N	$\mathbf{T}$	H	E	S	I	S	1

(SUMMONER)

Fused Eidolon

Fused Link

□ Bond Senses

☐ Shielded meld

☐ Maker's jump

□ Aspect

☐ Greater shielded meld

-

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□ -

□ Gate

Spell

Save DC

□ Life bond

□ Split forms

☐ Greater aspect

□ Twin eidolon

**SPELLS** 

0

1 2

3

4

**WANDS** 

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

%

Spells

per day

\_ -

□ -

Summoner

Level

1

3

4

5

6

7

9

10

11

12

13

14

15

16

17

18

19

20

Spells

Known

**SUMMONER**