

Caster Level	
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Summoner Level		Summon Monster
1	<input type="checkbox"/> Eidolon Life Link	I
2	<input type="checkbox"/> Bond Senses	
3	<input type="checkbox"/> -	II
4	<input type="checkbox"/> Shield ally	
5	<input type="checkbox"/> -	III
6	<input type="checkbox"/> Maker's call	
7	<input type="checkbox"/> -	IV
8	<input type="checkbox"/> Transposition	
9	<input type="checkbox"/> -	V
10	<input type="checkbox"/> Aspect	
11	<input type="checkbox"/> -	VI
12	<input type="checkbox"/> Greater shield ally	
13	<input type="checkbox"/> -	VII
14	<input type="checkbox"/> Life bond	
15	<input type="checkbox"/> -	VIII
16	<input type="checkbox"/> Merge 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				

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

\_\_\_\_\_ %

[illegible]

KNOWN SPELLS		
	0	
	1	
	2	
	3	
	4	
	5	
	6	

[illegible][illegible]