SYNTHESIST (SUMMONER)

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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

KNOWN SPELLS

0

SUMMONER	-1	tempo	prary hit points.			
Fused Eidolon Fused Link	Summon Monster		FUSED LINK As a free action, sacrifice your own hit points to prevent damage that would reduce eidolon's hit points to zero.	Level 4 12	+ 2 + 4	OED M Shield I circums

USES

PER DAY

Level

6

MAKER'S JUMP

Uses

today

Cast Dimension Dooras a spell-like ability.

Synthesist

Level

Level	Fused Eidolon	Summon Monster
1	Fused Link	I
2	☐ Bond Senses	
3		II
4	☐ Shielded meld	
5	□ -	III
6	□ Maker's jump	
7	□ -	IV
9		V
10	☐ Aspect	
11	□ -	VI
12	☐ Greater shielded meld	
13	□ -	VII
14	☐ Life bond	
15		VIII
16	☐ Split forms	
17		IX
18	☐ Greater aspect	
10	□ Gate	

SPELLS

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

Spells

per day

□ Twin eidolon

Spell Save DC

20

Spells

Known

		_
Base Spells	+Bonus Spells	_
	CHA - 4 CHA - 8 CHA - 8	
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Level	SHIELDED	MELD
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bonus to armor class and stance bonus to saving throws.

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

1
2
3
4
5 — — — — — — — — — — — — — — — — — — —
6 — — — — — — — — — — — — — — — — — — —

SCROLLS	POTIONS