## **SYNTHESIST**

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Use the eidolon's physical ability scores, base attack bonus, armour and natural armour bonuses, and modifiers to

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			ability scores. Gain access to the eidolon's special abilities and evolutions, and add its hit points to your own as temporary hit points.	
•	SUMMONE	ER .	FUSED LINK Level SHIELDED MELD	
Summon Level	4	Summon Monster	Level As a free action, sacrifice your own hit points to 4 + 2 Shield bonus to armour class and	
1	Fused Eidolon Fused Link	I	1 prevent damage that would reduce eidolon's hit circumstance bonus to saving throws.	
<u> </u>		1	points to zero. 12 + 4	
2	☐ Bond Senses		MAKER'S JUMP SPLIT FORMS	
3	□ -	II	Cast dimension door as a spell-like ability.  As a swift action, split into two creatures: the  Synthesist Synthesist Synthesist and the eidolon, both with the same	
4	☐ Shielded meld		Level PER DAY Level evolutions. All spells and effects currently targeting	j
<u> </u>	П -	III	the Synthesist-eidolon affect both separately.  Level ROUNDS Synthesist	
5			16 PER DAY Level	
6	☐ Maker's jump		Uses today =	
7		IV		
9		V	O O O O O O O O O O O O O O O O O O O	
10	☐ Aspect			
<u> </u>		777	KNOWN SPELLS	1
11	<u> </u>	VI		_
12	☐ Greater shielded meld		0	_
13	□ -	VII		_
14	☐ Life bond			_
15		VIII	1	
<u> </u>		*****		
16	☐ Split forms			
17	□ -	IX		
18	☐ Greater aspect			Ī
19	☐ Gate			_
<u> </u>	☐ Twin eidolon			_
20	Twill eldololi			_
``	SPELLS	*		
Spells Known	Spell Spells Save DC per day	- Challe T	3	
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		4		
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