SYNTHESIST
(SUMMONER)

Livello incantatore ☐

CONVOCATORE

Summoner Level			Summon Monster
1	☐ {	Fused Eidolon / Fused Link	I
2	☐	Sensi del Legame	
3	☐	-	II
4	☐	Shielded meld	
5	☐	-	III
6	☐	Maker's jump	
7	☐	-	IV
9	☐	-	V
10	☐	Aspetto	
11	☐	-	VI
12	☐	Greater shielded meld	
13	☐	-	VII
14	☐	Per la Vita	
15	☐	-	VIII
16	☐	Split forms	
17	☐	-	IX
18	☐	Aspetto Superiore	
19	☐	Portale	
20	☐	Doppio Eidolon	

INCANTESIMI

Incantesimi conosciuti	CD salvezza incantesimi		Incantesimi al giorno	=	Incantesimi Base	+	Incantesimi Bonus
		0					
		1					
		2					CAR
		3					CAR - 4
		4					CAR - 8
		5					CAR - 12
		6					
		7					
		8					
		9					

CD Salvezza Inc. = 10 + CAR + Liv. Incantesimo

FALLIMENTO INCANTESIMI ARCANI SOGLIA

☐ %

BACCHETTE

	CARICHE	#	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐
	CARICHE	#	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐
	CARICHE	#	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐

FUSED EIDOLON

Use the eidolon's physical ability scores, base attack bonus, armour and natural armour 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.

Livello 1 — FUSED LINK
As a free action, sacrifice your own hit points to prevent damage that would reduce eidolon's hit points to zero.

MAKER'S JUMP
Cast *dimension door* as a spell-like ability.

Livello 6 — USI AL GIORNO

$$\boxed{} = \left(\underset{\text{Synthesist Level}}{} \div 6 \right)$$

☐☐ ☐ Uses today

Livello 4 — SHIELDED MELD
+ 2 Shield bonus to armour class and circumstance bonus to saving throws.
Livello 12 + 4

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.

Livello 16 — ROUNDS PER DAY

$$\boxed{} = \underset{\text{Synthesist Level}}{}$$

☐☐☐ ☐☐☐ / ☐☐☐☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ Rounds today

INCANTESIMI CONOSCIUTI

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1
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PERGAMENE

POZIONI