

(SUMMONER)

Nivel de Lanzador

Summoner Level		Summon Monster
1	<input type="checkbox"/> { Fused Eidolon Fused Link	I
2	<input type="checkbox"/> Bond Senses	
3	<input type="checkbox"/> -	II
4	<input type="checkbox"/> Shielded meld	
5	<input type="checkbox"/> -	III
6	<input type="checkbox"/> Maker's jump	
7	<input type="checkbox"/> -	IV
9	<input type="checkbox"/> -	V
10	<input type="checkbox"/> Aspecto	
11	<input type="checkbox"/> -	VI
12	<input type="checkbox"/> Greater shielded meld	
13	<input type="checkbox"/> -	VII
14	<input type="checkbox"/> Life bond	
15	<input type="checkbox"/> -	VIII
16	<input type="checkbox"/> Split forms	
17	<input type="checkbox"/> -	IX
18	<input type="checkbox"/> Greater aspect	
19	<input type="checkbox"/> Gate	
20	<input type="checkbox"/> Eidolon gemelo	

Conjuros Conocidos	CD Salv de Conjuros	Conjuros al Día	=	Conjuros Base	Conjuros Adicional
		0			CAR
		1			CAR - 4
		2			CAR - 8
		3			CAR - 12
		4			
		5			
		6			
		7			
		8			
		9			

$$\text{CD Salv de Conjuero} = 10 + \text{CAR} + \text{Nivel de Conjuero}$$

UMBRALE DE FALLO DE CONJURO ARCANO

%

Diagram illustrating the layout of cargo loading patterns across three rows. Each row is labeled 'CARGAS' and contains a '#' symbol. The patterns are represented by grids of squares:

- Row 1: A 3x3 grid, followed by a single square, then a 3x3 grid, then a single square, then a 3x3 grid, and finally a single square.
- Row 2: A 3x3 grid, followed by a single square, then a 3x3 grid, then a single square, then a 3x3 grid, and finally a single square.
- Row 3: A 3x3 grid, followed by a single square, then a 3x3 grid, then a single square, then a 3x3 grid, and finally a single square.

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.

**FUSED LINK**  
 Nível 1 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.

**USOS  
AL DÍA**

Nivel <b>6</b>	<b>USOS</b> <b>AL DÍA</b> <div style="border: 1px solid black; height: 40px; width: 100%; margin-top: 10px;"></div> <div style="margin-top: 10px;"> <input type="checkbox"/> <input type="checkbox"/> Uses  <input type="checkbox"/> today         </div>	Synthesist Level <div style="margin-top: 20px;"> <math>= ( \quad \div 6 )</math> </div>
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Nivel **SHIELDED MELD**

**4 + 2** Shield bonus to armour class and circumstance bonus to saving throws.

**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.

Nivel **16** ROUNDS PER DAY Synthesist Level \_\_\_\_\_

= \_\_\_\_\_

Rounds today  
☐☐☐ ☐☐☐  
☐☐☐

	0	
	1	
	2	
	3	
	4	
	5	
	6	

## PERGAMINOS

## POCIONES

**VARITAS**