SYNTHESIST (SUMMONER)

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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

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SUMMONER	temporary me pom

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Summon Level	ner		Summon Monster	Leve	FUSED LINK As a free action, sacrifice your own hit points to	Level	+ 2 Shield bonus to armour class and
1	Fused Eide		I	1	prevent damage that would reduce eidolon's hit points to zero.	"	circumstance bonus to saving throws.
					points to zero.	12	+ 4
2	☐ Bond Sense	S			MAKER'S JUMP Cast dimension door as a spell-like ability.		SPLIT FORMS
3			II		USES Synthesist		As a swift action, split into two creatures: the Synthesist and the eidolon, both with the same
4	☐ Shielded me	eld		Level	PER DAY Level		evolutions. All spells and effects currently targeting the Synthesist-eidolon affect both separately.
5			III	O	= (÷ 6)	Level	
6	☐ Maker's jum	np			Uses	16	PER DAY Level
			IV		Uses today		=
9							Rounds
	☐ Aspect						OOO today
10				*	KNOWI	N SPE	LLS
11			VI				
12	☐ Greater shie	elded meld				0	
13	-		VII			-	
14	☐ Life bond						
15			VIII			1	
16	☐ Split forms						
17			IX				
18	☐ Greater asp	ect				2	
19	☐ Gate					2	
20	☐ Twin eidolo	n	1				
		SPELLS					
Spells	Spell	Spells	= Base +Bonus Spells Spells +			3	
Known	Save DC	per day	4 8 L				
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	2		7777			4	
	3						
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	5					5	
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	9)	66			6	
Spell Sa	ave DC = 10 + CHA	+ Spell Level					
ARCANI	E SPELL FAILU	RE THRESHO	OLD		SCROIT S		DOTIONS
	%				SCROLLS		POTIONS
\	'	WANDS	*				
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