

(SUMMONER)

Caster  
Level

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"/> Aspect	
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"/> Twin eidolon	

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
		<b>0</b>				CHA - 4 CHA - 8 CHA - 12
		<b>1</b>				
		<b>2</b>				
		<b>3</b>				
		<b>4</b>				
		<b>5</b>				
		<b>6</b>				
		<b>7</b>				
		<b>8</b>				
		<b>9</b>				

$$\text{Spell Save DC} = 10 + \text{CHA} + \text{Spell Level}$$

## FALHA ARCANA THRESHOLD

%

Diagram illustrating the arrangement of charges in a 2D lattice. The lattice is represented by a grid of squares. The top row shows a charge (represented by a square with a cross) at the first site. The middle row shows a charge at the second site. The bottom row shows a charge at the first site. The lattice is divided into three horizontal sections, each with a charge at a different position.

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**  
Level 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**  
**PER DAY**

Level 6 **USOS PER DAY** = (  ÷ 6 )

☐ ☐ Uses today

Level **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.

Level **16** **ROUNDS PER DAY**

**Level**

**16 ROUNDS PER DAY**

Synthesist Level

= \_\_\_\_\_

Rounds today

	0	
	1	
	2	
	3	
	4	
	5	
	6	

## SCROLLS

## POTIONS

## WANDS