

Caster Level	
--------------	--

Summoner Level		Summon Monster
1	<input type="checkbox"/> { Eidolon Life Link	I
2	<input type="checkbox"/> Bond Senses	
3	<input type="checkbox"/> -	II
4	<input type="checkbox"/> Shield ally	
5	<input type="checkbox"/> -	III
6	<input type="checkbox"/> Maker's call	
7	<input type="checkbox"/> -	IV
8	<input type="checkbox"/> Transposition	
9	<input type="checkbox"/> -	V
10	<input type="checkbox"/> Aspect	
11	<input type="checkbox"/> -	VI
12	<input type="checkbox"/> Greater shield ally	
13	<input type="checkbox"/> -	VII
14	<input type="checkbox"/> Life bond	
15	<input type="checkbox"/> -	VIII
16	<input type="checkbox"/> Merge 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
1	13	1	=	1	0
2	14	2	=	2	0
3	15	3	=	3	0
4	16	4	=	4	0
5	17	5	=	5	0
6	18	6	=	6	0
7	19	7	=	7	0
8	20	8	=	8	0
9	21	9	=	9	0
10	22	10	=	10	0
11	23	11	=	11	0
12	24	12	=	12	0
13	25	13	=	13	0
14	26	14	=	14	0
15	27	15	=	15	0
16	28	16	=	16	0
17	29	17	=	17	0
18	30	18	=	18	0
19	31	19	=	19	0
20	32	20	=	20	0
21	33	21	=	21	0
22	34	22	=	22	0
23	35	23	=	23	0
24	36	24	=	24	0
25	37	25	=	25	0
26	38	26	=	26	0
27	39	27	=	27	0
28	40	28	=	28	0
29	41	29	=	29	0
30	42	30	=	30	0
31	43	31	=	31	0
32	44	32	=	32	0
33	45	33	=	33	0
34	46	34	=	34	0
35	47	35	=	35	0
36	48	36	=	36	0
37	49	37	=	37	0
38	50	38	=	38	0
39	51	39	=	39	0
40	52	40	=	40	0
41	53	41	=	41	0
42	54	42	=	42	0
43	55	43	=	43	0
44	56	44	=	44	0
45	57	45	=	45	0
46	58	46	=	46	0
47	59	47	=	47	0
48	60	48	=	48	0
49	61	49	=	49	0
50	62	50	=	50	0
51	63	51	=	51	0
52	64	52	=	52	0
53	65	53	=	53	0
54	66	54	=	54	0
55	67	55	=	55	0
56	68	56	=	56	0
57	69	57	=	57	0
58	70	58	=	58	0
59	71	59	=	59	0
60	72	60	=	60	0
61	73	61	=	61	0
62	74	62	=	62	0
63	75	63	=	63	0
64	76	64	=	64	0
65	77	65	=	65	0
66	78	66	=	66	0
67	79	67	=	67	0
68	80	68	=	68	0
69	81	69	=	69	0
70	82	70	=	70	0
71	83	71	=	71	0
72	84	72	=	72	0
73	85	73	=	73	0
74	86	74	=	74	0
75	87	75	=	75	0
76	88	76	=	76	0
77	89	77	=	77	0
78	90	78	=	78	0

		0			CHA	CHA - 4	CHA - 8	CHA - 1
		1			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		2			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		3			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		4			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		5			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		6			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		7			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		8			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
		9			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

### ARCANE SPELL FAILURE THRESHOLD

%

## CHARGES

The image shows three groups of ten blocks (each group consisting of a vertical rod and ten small cubes) and two groups of one block (each consisting of a single small cube). This represents the number 12.

## CHARGES

A visual representation of the number 18 using three groups of ten blocks and two individual blocks. Each group of ten is formed by a 2x5 grid of blocks. There are three such groups, followed by two single blocks.

## CHARGES

## O

1

2


3


4

5

6


## POTIONS

[illegible]