SYNTHESIST

 \square Life bond

 $\ \square$ Split forms

☐ Greater aspect

□ Twin eidolon

□ -

_ -

□ Gate

14

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16

17 18

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Zauber-	1							
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stute	- 1							
otaic	- 1							

		LON

Use the eidolon's physical ability scores, base attack bonus, armour and natural armour bonuses, and modifiers to to the eidolon's special abilities and evolutions, and add its hit points to your own as

BEKANNTE ZAUBER

0

	(SUMMONER)			scores. Gain access prary hit points.
Summond Level	SUMMONER er Fused Eidolon Fused Link	Summon Monster I	Stufe 1	FUSED LINK As a free action, sac prevent damage that points to zero.
2	☐ Bond Senses			MAKER'S JUMP
3	□ -	II		ANZAHL
4	☐ Shielded meld		Stufe 6	PRO TAG
5		III		=
6	□ Maker's jump			□□ Uses □ today
7		IV		,
9		V		
10	☐ Aspect		*	
11		VI		
12	☐ Greater shielded meld			
13		VII		

VIII

IX

Stufe SHIELDED MELD

rifice your own hit points to would reduce eidolon's hit

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

+ 4

as a spell-like ability.

Synthesist Level

SCHRIFTROLLEN

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.

Stufe 16	ROUNDS PER DAY		Synthesist Level
		=	
			Rounds today

4		
	1	
	2	
per	3	
	4 	
	5	
	6	

Bekannte Zauber	RW gegen Zauber		Zauber pro Tag	=	Grund- Bonuszauber zauber
		0			CH - 4 CH - 8 CH - 12
		1			7777
		2			
		3			
		4			
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		7			
		8			
		9			
		9			

RW gegen Zauber (SG) = 10 + CH + Zaubergrad ARKANE ZAUBERPATZER THRESHOLD

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