

(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

%

The diagram illustrates three rows of cargo loading patterns. Each row is labeled 'CARGAS' and followed by a '#' symbol. The patterns are as follows:

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

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 **USOS** Synthesist
6 **AL DÍA** Level

= (÷ 6)

☐ ☐ Uses
☐ today

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