

# Synthesist Reborn

## *Summoner Archetype*

Rather than summon an eidolon to serve by his side, the synthesist fuses his eidolon's essence to his own. Instead of two creatures, the synthesist is a fusion of the summoner and eidolon into a single being.

**Fused Eidolon:** A synthesist summons the essence of a powerful outsider to meld with his own being. Instead of appearing as a separate creature next to the summoner, the eidolon appears around the synthesist, either as a translucent image or in a solid form as chosen by the synthesists at first level. Either way, the eidolon takes on aspects of the synthesist so that a fused-synthesist is easily identifiable. Additionally, while fused, the synthesist's arcane mark is doubled on his forehead and functions similarly to the normal summoners arcane mark. The synthesist directs all of the eidolon's actions while fused, perceives through its senses, and speaks through its voice, as the two are now one creature.

While fused with his eidolon, the synthesist gains a permanent enhancement bonus to his physical ability scores and natural armor depending on the base form (see table below). The synthesist uses the eidolons base speed and gains the eidolon's armor and natural armor bonuses and modifiers to physical ability scores. The synthesist also gains access to all the eidolon's special abilities and the eidolon's evolutions. The synthesist is still limited to the eidolon's maximum number of natural attacks. The eidolon has no skills, feats or hit points of its own. The eidolons Hit Dice are used to determine the DC of evolutions such as Web and Breath Weapon. The eidolon must be the same size or larger than the synthesist.

While fused, the synthesist counts as both his original type and as an outsider for any effect related to type, whichever is worse for the synthesist. Spells such as banishment or dismissal function normally on the eidolon, but the synthesist is unaffected. While fused, spells cast by the synthesist or allies affect himself as his original type or as an eidolon whichever is better for the synthesist. For example rejuvenate eidolon spells function on a fused synthesist if an ally or the synthesis casts it. Neither the synthesist nor his eidolon can be targeted separately, as they are fused into one creature. The synthesist and eidolon cannot take separate actions. While fused with his eidolon, the synthesist can use all of his own abilities and does not suffer from spell chance failure from the fused eidolon.

Any gear that cannot be carried or used normally by the new form is kept inside the eidolons protective shell and cannot be used while the synthesist remains fused, however items with continuous effects continue to function. Any armor worn by the synthesist ceases to provide any armor bonuses, though do still provide any other abilities and continues to encumber the synthesist.

In all other cases, this ability functions as the summoner's normal eidolon ability (for example, the synthesist cannot use his summon monster ability while the eidolon is present). This ability may be used as a prerequisite for any feat that requires the Eidolon class feature. This ability replaces the class's eidolon ability and bond senses.

The following class abilities function differently for synthesist summoners.

**Parting Gift (Su):** At 1st level, when a fused eidolon is banished for any reason, the synthesist may choose to heal 1d8 + his fused Constitution modifier points of damage just before it vanishes. At 4th level and every 4 levels thereafter this increases by 1d8 to a maximum of 6d8 + his Constitution modifier at 20th level. The synthesist may only heal in this way once per day, but he may make this choice regardless of whether he is asleep or unconscious. This ability replaces life link.

**Shielded Meld (Ex):** The fused eidolon reacts to dangers before the synthesist is aware of them. At 4th level, whenever the synthesist is fused with his eidolon, he gains a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This ability replaces shield ally.

**Maker's Jump (Sp):** At 6th level, whenever the synthesist is fused with his eidolon, the synthesist can cast dimension door as a spell-like ability using his caster level. This ability only affects the fused synthesist and eidolon. The synthesist can use this ability once per day at 6th level, plus one additional time per day for every six levels beyond 6th. This ability replaces maker's call and transposition.

**Evolution Shift (Su):** At 8th level, as a ritual that takes a minute to complete, the synthesist may deactivate a single evolution and divert half its evolution points to another already chosen evolution in order to increase its potency. Only evolutions that can be enhanced by spending additional evolution points may be enhanced this way and the enhancement cannot exceed what the synthesist qualifies for normally. The deactivated evolution ceases to function as if it was not chosen at all. The synthesist may dismiss the evolution shift as a free action. Only one such shift may be active at any one time. This ability replaces life bond.

**Greater Shielded Meld (Ex):** At 12th level, whenever the synthesist is fused with his eidolon, he gains a +4 shield bonus to his Armor Class and a +4 circumstance bonus on his saving throws. This ability replaces greater shield ally.

**Split Forms (Su):** At 16th level, as a swift action, the synthesist and his fused eidolon can split into two creatures: the synthesist and the eidolon. Both have the same evolutions and the synthesist maintains any bonuses obtained from the fused form. The eidolon appears in a square adjacent to the synthesist if possible. All effects and spells currently targeting the fused synthesist affect both the synthesist and the copy. The synthesist can use this ability for a number of rounds per day equal to his summoner level. The duration need not be consecutive. He can end this effect at any time as a free action. For the duration of this effect, the eidolon functions as a normal eidolon of the summoner's class level. This ability replaces merge forms.

## Base Forms

Base Form	Ability scores*	Natural Armor**	Base Speed* **	Attacks* **	Free Evolutions
Quadruped	+1 Str, +1 Dex, +2 Con	+2	40ft	bite(1d6)	bite, limbs(legs)(2)
Biped	+2 Str, +2 Con	+2	30ft	2 claws (1d4)	claws, limbs(arms), limbs(legs)
Serpentine	+2 Dex, +2 Con	+2	20ft (climb 20ft)	bite(1d6), tail(1d6)	bite, climb, reach(bite), tail, tail slap
Aquatic	+2 Str, +2 Con	+4	20ft (swim 40ft)	bite(1d6)	bite, improved natural armor, gills, swim(2)

\*Additional Small eidolon adjustments: +2 Dex, -2 Str, -1 natural AC, attack damage dice are reduced by 1 step and base speed is reduced by 1 step. This assumes the "small" racial trait is already applied to the synthesist since eidolons cannot be smaller than the synthesist.

\*\*These include the free evolution increases.

## Base Forms Growth

Base Form	Ability scores*
Quadruped	+1 Str, +1 Dex, +2 Con
Biped	+2 Str, +2 Con
Serpentine	+2 Dex, +2 Con
Aquatic	+2 Str, +2 Con

\*These are **not** adjusted again for Small eidolons.

## Fused Eidolon Base Statistics

Class Level	HD	Armor Bonus	Str/Dex Bonus*	Evolution Pool	Max Natural Attacks	Special**
1st	1	+0	+0	3	3	Darkvision, Limited Evolutions
2nd	2	+2	+1	4	3	Evasion
3rd	3	+2	+1	5	3	Base Form Growth (see table above)
4th	3	+2	+1	7	4	-
5th	4	+4	+2	8	4	Ability score increase, Bonus Feat
6th	5	+4	+2	9	4	Devotion
7th	6	+6	+3	10	4	-
8th	6	+6	+3	11	4	-
9th	7	+6	+3	13	5	Multiattack
10th	8	+8	+4	14	5	Ability score increase
11th	9	+8	+4	15	5	Bonus Feat
12th	9	+10	+5	16	5	-
13th	10	+10	+5	17	5	-
14th	11	+10	+5	19	6	Improved evasion
15th	12	+12	+6	20	6	Ability score increase
16th	12	+12	+6	21	6	link, share spells

17th	13	+14	+7	22	6	Bonus Feat
18th	14	+14	+7	23	6	-
19th	15	+14	+7	25	7	-
20th	15	+16	+8	26	7	-

\*The Str/Dex bonus increases the permanent enhancement bonus provided by the base form. Evolutions provide untyped bonuses as normal.

\*\*Special Abilities function as normal except as noted here:

**Limited Evolutions:** At 1st level, a synthesist cannot choose any evolutions that require a specific base form to be chosen (such as pounce or constrict). At 4th level this restriction is lifted.

**Ability Score Increase (Ex):** The fused synthesist adds +1 to any one of his ability scores. This bonus is untyped.

**Bonus Feat:** These feats are gained in addition to those gained through normal advancement. These feats can only be used while the synthesist is fused.

**Link** and **share spells** are only useful when the synthesist has an eidolon to link and share spells with at 16th level. Otherwise these function as normal.