

SUMMONER

While many who dabble in the arcane become adept at beckoning monsters from the farthest reaches of the planes, none are more skilled at it than the summoner.

Role:

Alignment: Any.

Hit Die: d8.

Class Skills

The summoner's class skills are [Craft](#) (Int), [Fly](#) (Dex), [Handle Animal](#) (Cha), [Knowledge](#) (all) (Int), [Linguistics](#) (Int), [Profession](#) (Wis), [Ride](#) (Dex), [Spellcraft](#) (Int), and [Use Magic Device](#) (Cha).

Skill Ranks per Level: 4 + Int modifier.

Level	BAB	Fort	Ref	Will	Special
1st	+0	+0	+0	+2	<i>Summon monster I</i> ,
2nd	+1	+0	+0	+3	Planar talent, Imbue
3rd	+2	+1	+1	+3	<i>Summon monster II</i>
4th	+3	+1	+1	+4	Planar talent
5th	+3	+1	+1	+4	<i>Summon monster III</i>
6th	+4	+2	+2	+5	Planar talent
7th	+5	+2	+2	+5	<i>Summon monster IV</i>

8th	+6/+1	+2	+2	+6	Planar talent
9th	+6/+1	+3	+3	+6	<i>Summon monster V</i>
10th	+7/+2	+3	+3	+7	Planar talent
11th	+8/+3	+3	+3	+7	<i>Summon monster VI</i>
12th	+9/+4	+4	+4	+8	Planar talent
13th	+9/+4	+4	+4	+8	<i>Summon monster VII</i>
14th	+10/+5	+4	+4	+9	Planar talent
15th	+11/+6/+1	+5	+5	+9	<i>Summon monster VIII</i>
16th	+12/+7/+2	+5	+5	+10	Planar talent
17th	+12/+7/+2	+5	+5	+10	<i>Summon monster IX</i>
18th	+13/+8/+3	+6	+6	+11	Planar talent
19th	+14/+9/+4	+6	+6	+11	<i>Gate</i>
20th	+15/+10/+5	+6	+6	+12	Master summoner, planar talent

Class Features

The following are the class features of the summoner.

Weapon and Armor Proficiency: Summoners are proficient with all simple weapons. Summoners are also proficient with light armor.

Spells: A Summoner's spell-like abilities allow her to act as though she had arcane spellcasting. She has an arcane caster level equal to her summoner level and she is considered to be able to cast spells of an equal level to her *Summon Monster I* spell-like ability.

***Summon Monster I (Sp)*:** Starting at 1st level, a summoner can cast *summon monster I* as a spell-like ability a number of times per day equal to her level + her Charisma modifier. She can cast this spell as a standard action and the creatures remain for 1 minute per level (instead of 1 round per level). At 3rd level, and every 2 levels thereafter, the power of this ability increases by one spell level, allowing her to summon more powerful creatures (to a maximum of *summon monster IX* at 17th level). At 19th level, this ability can be used as *gate* or *summon monster IX*. If used as *gate*, the summoner must pay any required material components. A summoner cannot have more than one *summon monster* or *gate* spell active in this way at one time. If this ability is used again, any existing *summon monster* or *gate* immediately ends. These summon spells are considered to be part of her spell list for the purposes of spell trigger and spell completion items. In addition, she can expend uses of this ability to fulfill the construction requirements of any magic item she creates, so long as she can use this ability to cast the required spell.

***Brief Summons(Sp)*:** Starting at 1st level, a summoner can summon a monster as standard action. The monster immediately takes a standard action and then dispels. She can use this ability a number of times per day equal to twice her level + her Charisma modifier. The kind of monsters she can summon with this ability is the same as the ones in her *Summon Monster I(Sp)*. If a summoner summons multiple monsters with this ability. Each monster takes its standard action and then dispels.

***Planar Talent(Su)*:** As a summoner gains experience, she learns a number of talents that expand the capability of her summoning. Starting at 2nd level, a summoner gains one planar talent. She gains an additional planar talent for every 2 levels of summoner attained after 2nd level. A summoner cannot select an individual talent more than once.

Augment Summoning(Ex) - All of the summoner's summoned monsters benefit from the feat augment summoning.

Aware Summons(Ex) - All of a summoner's summons gain a +4 enhancement bonus to wisdom. A summoner must have the *Augment Summoning* talent before selecting this talent.

Brilliant Summons(Ex) - All of a summoner's summons gain a +4 enhancement bonus to intelligence. A summoner must have the *Augment Summoning* talent before selecting this talent.

Enduring Aftermath(Su) - Spell effects from a monster summoned by the summoner do not automatically expire once the summon disappears. Spell effects that would normally end when the caster dies still do when the summon disappears.

Extended Summons(Sp) - Monsters summoned with the summoner's *summon monster* spell-like ability last for 10 minutes per level instead of one minute per level. A summoner must be at least 4th level before selecting this talent.

Fey Friend(Su) - A summoner adds the following creatures to the summon nature's ally list.

Summon nature's ally II: [gremlin](#) ([jinkin](#), [pugwampi](#), or [vexgit](#)).

Summon nature's ally III: [gremlin](#) ([nuglub](#)).

Summon nature's ally IV: [unicorn](#).

Summon nature's ally V: [pixie](#), [satyr](#).

Summon nature's ally VII: [nymph](#).

A summoner must have the *Nature's Ally* and *Natural Summons* talents before selecting this one.

Graceful Summons(Ex) - All of a summoner's summons gain a +4 enhancement bonus to dexterity. A summoner must have the *Augment Summoning* talent before selecting this talent.

Greater Mind Meld(Su) - A summoner is always telepathically connected with her summons regardless of distance or planar location. She may as a standard take direct control of the creature and receive its sensory information instead of her own. She may stop doing this as a free action. A summoner must have the *Mind Meld* talent before selecting this talent.

Lesser Summons(Sp) - A summoner can use her *Brief Summons* ability as a one-round action to summon a monster that last one round per level. All monsters summoned this way are treated as though they are on a summon monster list one level higher than normal. A summoner must have the *Short Summons* talent and be at least 6th level before selecting this talent.

Mage's Acumen(Ex) - All of a summoner's summons with spellcasting prepare and know spells of the summoners choosing instead of what is listed in their table. This does not affect SLAs. A summoner must have the *Augment Summoning* talent before selecting this talent.

Mind Meld(Su) - A summoner gains a telepathic link with any of her summoned monsters as long as they are within 100ft.

Nature's Ally(Sp) - A summoner with this talent can summon creatures off of the equivalent *summon nature's ally* list. A summoner must have the *Natural Summons* talent before selecting this one.

Natural Summons(Su) - A summoner can summon animals without the fiendish or celestial templates.

Necromancer's Call(Su) - A summoner adds the following creatures to the summon monster list.

Summon monster I: Human warrior skeleton, Kobold zombie

Summon monster II: Owlbear skeleton, Bugbear zombie

Summon monster III: Ghoul, Troll skeleton, Ogre zombie

Summon monster IV: Allip, Ghast, Wyvern zombie

Summon monster V: Mummy, Shadow, Vampire spawn, Wight

A summoner must have the *Necrotic Summoning* and *Necrotic Variant* talents before selecting this one.

Necromancy(Sp) - A summoner may expend a use of her *summon monster* spell-like ability to cast [Animate Dead](#). A summoner must have the *Necrotic Summoning*, *Necrotic Variant*, and *Necromancer's Call* talents and be at least 8th level before selecting this talent.

Necrotic Summoning(Su) - A summoner may apply to the skeleton or zombie templates to applicable monsters when using one of her spell-like abilities.

Necrotic Variant(Su) - A summoner may apply the Fast Zombie, Plague Zombie, Bloody Skeleton, or Burning Skeleton templates to applicable monsters when using one of her spell-like abilities. Monsters summoned this way are treated as though they are on a summon monster list one level higher than normal. A summoner must have the *Necrotic Summoning* talent and be at least 4th level before selecting this talent.

Persistent Summons(Sp) - Monsters summoned with the summoner's *summon monster* spell-like ability last for one hour per level. A summoner must have the *Extended Summons* talent and be at least 10th level before selecting this talent.

Short Summons(Sp) - A summoner can use her *Brief Summons* ability as a full-round action instead of standard action. Monsters summoned this way can take a full-round action before dispelling.

Splendid Summons(Ex) - All of a summoner's summons gain a +4 enhancement bonus to charisma. A summoner must have the *Augment Summoning* talent before selecting this talent.

Superior Summoning(Su) - All of a summoner's spell-like abilities benefit from the Superior Summoning feat.

Versatile Tactics (Su) - When summoning more than one monster from a lower list, a summoner may summon different singular kinds of monsters from that list or a lower list instead of summoning all of the same creature.

Unanchored Summons(Su) - Monsters summoned by the summoner can use their planar travel and teleportation abilities. A summoner must be at least 10th level before selecting this talent.

Undying Summons(Su) - Monsters summoned by the summoner do not disappear once they fall below 0 health. They still disappear once they die from hit point loss.

Imbue(Su): Starting at second level a summoner may imbue herself with a summon by expending one use of her summon monster SLA as a standard action. She gains all of the summon's supernatural, extraordinary, and spell-like abilities and qualities. She does not gain the feats, hit points, BAB, items, saves, or skill points of the summon. These abilities are still subject to same limitations that summon monsters normally have. All the abilities work off her own caster level, HD, and ability scores instead of the original summon. She retains her size, but her appearance is altered as needed to accommodate for these new abilities. Cosmetic details are left up to the summoner. This ability last as long as her summon monster SLA would. A summoner may only have one creature imbued at a time. This is a polymorph effect.

Master Summoner(Ex): Upon reaching 20th level, a summoner has become so proficient at summoning that she applies the [Advanced Template](#) to all of her summons.

New Feats: New feats added to the game with this class.

Extra Planar talent

Prerequisite: Planar Talent class feature.

Benefit: You gain another planar talent. This feat can be selected more than once.