

Bismarckian Subjugator

Taking to the skies, a bismarckian subjugator flies around on the back of the great white sky whale, Bismarck. Soaring up into the clouds and diving back down to the ground, the vanu vanu on its back slings spells at his foes below while commanding the battlefield.

The bismarckian subjugator is an archetype of the summoner class, available only to vanu vanu summoners.

Avatar (Su): At 1st level, a bismarckian subjugator begins play with the ability to summon his avatar, Bismarck. A bismarckian subjugator cannot change his avatar. Bismarck starts at 1st level as a large avatar, but does not gain any other bonuses, even maintaining its medium sized damage. At 7th level, Bismarck gains its 7th-level advancement as normal, however it does not increase in size.

This ability modifies avatar.

Flight Harness (Ex): At 1st level, a bismarckian subjugator gains Mounted Combat as a bonus feat.

This ability replaces summon gear.

Mounted Talents (Ex): At 2nd level, a bismarckian subjugator gains a mounted talent or a summon talent. He gains an additional talent at 4th level and every two summoner levels thereafter. A bismarckian subjugator counts his levels in summoner as his levels in chocobo knight for the purpose of mounted talent requirements. A bismarckian subjugator cannot select an individual talent more than once unless the talent specifies otherwise.

At 12th level and every two summoner levels thereafter, a bismarckian subjugator can choose advanced mounted talents in place of a mounted talent.

A complete list of mounted talents can be found here: [Mounted Talents](#)

This ability may replace summon talents and advanced summon talents.

Flight Caster (Ex): At 2nd level, a bismarckian subjugator can have Bismarck move both before and after they cast a spell, and cast a spell while his mount takes a run action, without needing to make a concentration check. The bismarckian subjugator gains a +2 bonus to any concentration check he is forced to make while mounted on Bismarck.

This ability replaces augment summoning.

Surge of Speed (Su): At 3rd level, a bismarckian subjugator can, as a move action, grant Bismarck an additional 30 feet of movement.

This ability replaces efficient summoning.

Sky Command (Ex): At 7th level, every time a bismarckian subjugator casts a summoning spell, he can choose any one teamwork feat he knows. All allies within 30 feet who can see and hear him are treated as if they had the chosen feat for all purposes, without needing to meet any prerequisites for 1 round. At 12th level and again at 17th level, the number of teamwork feats that he can choose when casting a summoning spell increases by 1. He cannot choose the same feat twice. At 20th level, all allies within 30 feet who can see and hear him are treated as if they knew all of the summoner's teamwork feats.

This ability replaces summon tactics.

Battlefield Agility (Ex): At 8th level, a bismarckian subjugator learns to be more aware of the threats that surround him in combat, and shares this awareness with Bismarck. Both the bismarckian subjugator and Bismarck gain Mobility as a bonus feat. If the bismarckian subjugator already has this feat, he may pick another Combat feat for which he must meet the prerequisites for.

This ability replaces superior summons.

Relentless Whale (Ex): At 9th level, Bismarck does not reduce its speed when carrying a medium or heavy load. The bismarckian subjugator may also reroll a Ride skill check or a saving throw made by Bismarck once per day, but must use the second roll even if it is worse.

This ability replaces balanced summoning.