

Caller

Most summoners forge a bond with a single, powerful avatar, but some summoners seek to control a variety of creatures. The caller sacrifices the power of his avatar in favor of summoning a plethora of otherworldly creatures to aid him.

The caller is an archetype of the summoner class.

Lesser Avatar: A caller's class level is halved (minimum 1) for the purposes of determining his avatar's abilities, Hit Dice, and so on. The avatar otherwise functions as normal.

This ability replaces the summoner's normal avatar ability.

Summoning Mastery (Sp): Starting at 2nd level, a caller can cast summon monster I as a spell-like ability a number of times per day equal to 5 + his Charisma modifier. The summoner can use this ability when his avatar is summoned. Only one summon monster spell may be in effect while the avatar is summoned. If the summoner's avatar is not summoned, the number of creatures that can be summoned with this ability is only limited by its uses per day. This ability otherwise functions as the summoner's normal summon monster I ability. Other than these restrictions, there is no limit to how many summon monster spells the summoner can have active at one time.). At 4th level, and every 2 levels thereafter, the power of this ability increases by one spell level, allowing him to summon more powerful creatures (to a maximum of summon monster IX at 18th level).

This ability replaces the summoner's normal summon monster abilities.