

Evoker

Some evokers choose to summon a planar creature rather than an aspect of a primal or deity.

The evoker is an archetype of the summoner class.

Esper (Su): At 1st level, an evoker has the ability to summon to his side a powerful outsider called an esper. The esper forms a link with the evoker, who, forever after, summons an aspect of the same creature. An esper has the same alignment as the evoker that calls it and can speak all of his languages. Espers are treated as summoned creatures, except that they are not sent back to their home plane until reduced to a number of negative hit points equal to or greater than their Constitution score. In addition, due to its tie to its evoker, an esper can touch and attack creatures warded by protection from evil and similar effects that prevent contact with summoned creatures.

An evoker can summon his esper in a ritual that takes 1 minute to perform. When summoned in this way, the esper hit points are unchanged from the last time it was summoned. The only exception to this is if the esper was slain, in which case it returns with half its normal hit points. The esper does not heal naturally. If the esper is sent back to its home plane due to death, it cannot be summoned again until the following day. The esper remains until dismissed by the evoker (a standard action). If the evoker is unconscious, asleep, or killed, his esper is immediately banished. The esper takes a form shaped by the evoker's desires. The esper's Hit Dice, saving throws, skills, feats, and abilities are tied to the evoker's class level and increase as the evoker gains levels. In addition, each esper receives a pool of evolution points, based on the evoker's level, which can be used to give the esper different abilities and powers. Whenever the evoker gains a level, he must decide how these points are spent, and they are set until he gains another level of evoker.

The esper's physical appearance is up to the evoker, but it always appears as some sort of fantastical creature. This control is not fine enough to make the esper appear like a specific creature. The esper also bears a glowing rune that is identical to a rune that appears on the evoker's forehead as long as the esper is summoned. While this rune can be hidden through mundane means, it cannot be concealed through magic that changes appearance. An evoker's esper counts as an avatar for the purposes of feats and class features.

This ability modifies and replaces avatar.

Mutate Esper (Su): At 9th level, an evoker can change his esper's evolutions as if he had gained a level. To mutate his esper, the evoker must perform an arcane ritual that requires 8 hours of uninterrupted concentration and costs 200 gil per summoner level in material components.

This ability replaces transposition.

Evolve Base Form (Su): Starting at 15th level, whenever the evoker gains a level, he can change his esper's base form to a new base form. Once chosen, this base form is set until the evoker gains another summoner level.

This ability replaces paragon summons.

Twin Esper (Su): At 20th level, an evoker and his esper share a true connection. As a standard action, the evoker can assume the shape of his esper, copying all of its evolutions, form, and abilities. His Strength, Dexterity, and Constitution scores change to match the base scores of his esper. He can choose to have any gear that he carries become absorbed by his new form. Items with continuous effects continue to function while absorbed in this way. The evoker loses his natural attacks and all racial traits (except bonus feats, skills, and languages) in favor of the abilities granted by his esper's evolutions. The evoker retains all of his class features. The evoker can keep this form for a number of minutes per day equal to his evoker level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. The evoker can end this effect as a free action.

This ability modifies and replaces twin avatar.

Espers

An esper's abilities are determined by the summoner's level and by the choices made using its evolution pool.

Table 3-17: Esper Base Statistics determines many of the base statistics of the esper. Each esper possesses a base form that modifies these base statistics. Espers are outsiders for the purpose of determining which spells affect them.

Table 3-17: Esper Base Statistics											
Class Level	HD	BAB	Good Saves	Bad Saves	Skills	Feats	Armor Bonus	Str/Dex Bonus	Evolution Pool	Max Attacks	Special
1 st	1	+1	+2	+0	4	1	+0	+0	1	3	Darkvision, link
2 nd	2	+2	+3	+0	8	1	+2	+1	2	3	Evasion
3 rd	3	+3	+3	+1	12	2	+2	+1	3	3	—
4 th	3	+3	+3	+1	12	2	+2	+1	3	4	—
5 th	4	+4	+4	+1	16	2	+4	+2	4	4	Ability score increase
6 th	5	+5	+4	+1	20	3	+4	+2	5	4	Devotion
7 th	6	+6	+5	+2	24	3	+6	+3	6	4	—
8 th	6	+6	+5	+2	24	3	+6	+3	6	4	—
9 th	7	+7	+5	+2	28	4	+6	+3	7	5	Multiattack
10 th	8	+8	+6	+2	32	4	+8	+4	8	5	Ability score increase
11 th	9	+9	+6	+3	36	5	+8	+4	9	5	—
12 th	9	+9	+6	+3	36	5	+10	+5	9	5	—
13 th	10	+10	+7	+3	40	5	+10	+5	10	5	—
14 th	11	+11	+7	+3	44	6	+10	+5	11	6	Improved evasion
15 th	12	+12	+8	+4	48	6	+12	+6	12	6	Ability score increase
16 th	12	+12	+8	+4	48	6	+12	+6	12	6	—
17 th	13	+13	+8	+4	52	7	+14	+7	13	6	—
18 th	14	+14	+9	+4	56	7	+14	+7	14	6	—
19 th	15	+15	+9	+5	60	8	+14	+7	15	7	—
20 th	15	+15	+9	+5	60	8	+16	+8	15	7	—

Class Level: This is the character's summoner level.

HD: This is the total number of 10-sided (d10) Hit Dice the esper possesses, each of which gains a Constitution modifier, as normal.

BAB: This is the esper's base attack bonus. An esper's base attack bonus is equal to its Hit Dice. Espers do not gain additional attacks using their natural weapons for a high base attack bonus.

Good/Bad Saves: These are the esper's base saving throw bonuses. An esper possesses two good saving throws and one bad saving throw, determined by the creature's base form.

Skills: This lists the esper's total skill ranks. An esper can assign skill ranks to any skill, but it must possess the appropriate appendages to use some skills. Espers with Intelligence scores above the base value modify these totals as normal (an esper receives a number of skill ranks equal to 6 + its Intelligence modifier per HD). An esper cannot have more ranks in a skill than it has Hit Dice. Esper skill ranks are set once chosen, even if the creature changes when the summoner gains a new level.

Esper Skills: The following skills are class skills for espers: Bluff (Cha), Craft (Int), Knowledge (planes) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex). In addition, at 1st level, the summoner can choose 4 additional skills to be class skills for his esper. Note that espers with a fly speed receive Fly (Dex) as a free class skill, even if they do not gain a fly speed until a later level.

Feats: This is the total number of feats possessed by an esper. Espers can select any feat that they qualify for, but they must possess the appropriate appendages to use some feats. Esper feats are set once chosen, even if the creature changes when the summoner gains a new level. If, due to changes, the esper no longer qualifies for a feat, the feat has no effect until the esper once again qualifies for the feat.

Armor Bonus: The number noted here is the esper's base total armor bonus. This bonus may be split between an armor bonus and a natural armor bonus, as decided by the summoner. This number is modified by the esper's base form and some options available through its evolution pool. An esper cannot wear armor of any kind, as the armor interferes with the evoker's connection to the esper.

Str/Dex Bonus: Add this modifier to the esper's Strength and Dexterity scores, as determined by its base form. Some options available through the esper's evolution pool might modify these scores.

Evolution Pool: The value given in this column is the total number of points in the esper's evolution pool. Points from this pool can be spent on a wide variety of modifications and upgrades that add new abilities, attacks, and powers to the esper. Whenever the summoner gains a level, the number in this pool increases and the evoker can spend these points to change the abilities of the esper. These choices are not set. The summoner can change them whenever he gains a level.

Max Attacks: This indicates the maximum number of natural attacks that the esper is allowed to possess at the given level. If the esper is at its maximum, it cannot take evolutions that grant additional natural attacks. This does not include attacks made with weapons.

Special: This includes a number of abilities gained by all espers as they increase in power. Each of these bonuses is described below.

- **Darkvision (Ex):** The esper has darkvision out to a range of 60 feet.
- **Link (Ex):** An evoker and his esper share a mental link allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the evoker to give orders to his esper at any time. In addition, magic items interfere with the evoker's connection to his esper. As a result, the evoker and his esper share magic item slots. For example, if the evoker is wearing a ring, his esper can wear no more than one ring. In case of a conflict, the items worn by the evoker remain active, and those used by the esper become dormant. The esper must possess the appropriate appendages to utilize a magic item.
- **Evasion (Ex):** If an esper is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.
- **Ability Score Increase (Ex):** The esper adds +1 to one of its ability scores.
- **Devotion (Ex):** An esper gains a +4 morale bonus on Will saves against enchantment spells and effects.
- **Multiattack:** An esper gains Multiattack as a bonus feat if it has 3 or more natural attacks and does not already have that feat. If it does not have the requisite 3 or more natural attacks (or it is reduced to less than

3 attacks), the esper instead gains a second attack with one of its natural weapons, albeit at a –5 penalty. If the esper later gains 3 or more natural attacks, it loses this additional attack and instead gains Multiattack.

- **Improved Evasion (Ex):** When subjected to an attack that allows a Reflex saving throw for half damage, an esper takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Espers and Alignment

Generally, the summoner controls the actions of his esper, even during combat, either through verbal commands or through the link ability, but this does not mean that the esper is a puppet that follows every command without question. Espers have been known to refuse actions that are against their ethos or alignments (subject to the GM's discretion) and are quick to chide the summoner about such requests. In addition, should the action of the summoner cause a shift in alignment such that the summoner's alignment is more than one step away from the esper's, the esper refuses the call of the summoner (although the summoner can still use his summon monster class feature). If the summoner manages to restore his alignment, the esper returns to his service.

Esper Subtypes

The first time a summoner calls his esper, he must decide on its subtype. The esper's subtype determines a number of its base statistics and abilities, as well as its overall look and theme. The subtype also determines what sort of evolutions the summoner can select for his esper using the evolution pool. Once the choice of subtype is made, it cannot be changed.

As a summoner gains levels, his esper gains specific evolutions based on its subtype. Each subtype entry below includes the following information.

Name: This is the name of the esper's subtype. The esper gains this as a subtype, but unless otherwise noted, it does not gain any of the features, abilities, or weaknesses of that subtype.

Description: This gives a basic overview of espers of this subtype, including general guidelines on appearance and personality.

Alignment: The esper is a creature of this alignment. If its alignment is chaotic, evil, lawful, or good, it gains that subtype.

Base Form: Espers of some subtypes are restricted in their choice of base form. Restrictions are spelled out here. The evolutions listed here are gained automatically, and do not cost points from the esper's evolution pool. (See page 34.)

Base Evolutions: This describes the base evolutions possessed by all espers of this subtype. Following the entry is a list of evolutions gained as the summoner gains levels; these evolutions are gained automatically, and do not cost points from the esper's evolution pool. In some cases, espers of certain subtypes will gain abilities that are not evolutions. Unless otherwise noted, such abilities function as described in the Universal Monster Rules.

Agathion

Patient and enlightened liaisons of the good-aligned Outer Planes, agathion espers seek to vanquish evil and protect that which is good. Agathion espers always have aspects of a single animal or creature, rather than a hodgepodge of several. Though they have patience for summoners with unorthodox methods and even those who stray from the path of good, they will not brook their powers being used for evil ends. An agathion esper seeks to bring its summoner closer to its own enlightenment.

Alignment: Neutral good.

Base Form: Biped (claws, limbs [arms], limbs [legs]) or quadruped (limbs [legs, 2], bite).

Base Evolutions: Starting at 1st level, agathion espers gain the resistance (lightning) evolution. They also gain a +4 bonus on saving throws against poison and petrification.

At 4th level, agathion espers gain ice resistance 10.

At 8th level, agathion espers gain lay on hands as paladins with levels equal to their Hit Dice.

At 12th level, agathion espers gain DR 5/evil. They also gain immunity to petrification and the truespeech ability (see the agathion subtype).

At 16th level, agathion espers lose the resistance (lightning) evolution, and instead gain the immunity (lightning) evolution. They also gain the agathion's speak with animals ability (see the agathion subtype).

At 20th level, agathion espers gain detect thoughts as a spell-like ability at will and also increase their damage reduction to DR 10/evil.

Angel

Hailing from the higher planes, angel espers are creatures of exquisite beauty. They usually appear in idealized humanoid forms, with smooth skin, shining hair, and bright eyes. Angel espers are impeccably honorable, trustworthy, and diplomatic, but they do not shy away from confrontation when facing off against evil and its minions.

Alignment: Any good.

Base Form: Biped (limbs [arms], limbs [legs], slam). **Base Evolutions:** At 1st level, angel espers gain the resistance (earth) and resistance (ice) evolutions. They also gain a +4 bonus on saving throws against poison.

At 4th level, angel espers gain lightning resistance 10 and fire resistance 10.

At 8th level, angel espers grow large, feathery wings, gaining the flight evolution.

At 12th level, angel espers gain DR 5/evil. They also gain immunity to petrification and the truespeech ability (see the angel subtype).

At 16th level, angel espers lose the resistance (earth) and resistance (ice) evolutions, and instead gain the immunity (earth) and immunity (ice) evolutions.

At 20th level, angel espers gain the protective aura ability (see the angel subtype).

Archon

Summoned from heaven, archon espers are the embodiments of righteousness. They often take on powerful, graceful forms, rippling with muscles but refined in their movements. Archon espers are totally dedicated to the cause of good, and have little patience for those who violate their oaths and ideals—including the summoner who called them. Archons will do whatever it takes to stop the advance of evil and protect the innocent.

Alignment: Lawful good.

Base Form: Biped (limbs [arms], limbs [legs], slam).

Base Evolutions: At 1st level, archon espers gain the resistance (lightning) evolution and the skilled (Intimidate) evolution. They also gain a +4 bonus on saving throws against poison.

At 4th level, archon espers add 1 point to their evolution pools.

At 8th level, archon espers gain the ability increase evolution, applied to an ability score the summoner chooses.

At 12th level, archon espers gain DR 5/evil. They also gain immunity to petrification and the truespeech ability (see the archon subtype).

At 16th level, archon espers lose the resistance (lightning) evolution and skilled (Intimidate) evolution, and instead gain the immunity (lightning) evolution. In addition, they gain the aura of menace ability (see the archon subtype).

At 20th level, archon espers gain the ability to use greater teleport at will, as the spell (caster level 14th), except they can teleport only themselves and up to 50 pounds of carried objects.

Azata

Embodiments of the untamable beauty and noble passion of Elysium, azata espers have wild and beautiful features. They often take graceful forms reminiscent of elves or fey, but they occasionally appear like lillends, with serpentine tails. Azata espers are flighty and independent, and they often have their own ideas about how to defeat evil or have a good time. Thus, an azata esper is likely to balk if its summoner commands it to perform offensive or nefarious actions. On the other hand, an azata esper in sync with its summoner is a passionate and devoted companion.

Alignment: Chaotic good.

Base Form: Biped (limbs [arms], limbs [legs]) or serpentine (limbs [arms], tail, tail slap).

Base Evolutions: At 1st level, azata espers gain the resistance (lightning) evolution and the 4-point weapon training evolution (proficiency in martial weapons).

At 4th level, azata espers gain ice resistance 10 and fire resistance 10.

At 8th level, azata espers grow large, feathery wings, gaining the flight evolution.

At 12th level, azata espers gain DR 5/evil. They also gain immunity to petrification and the truespeech ability (see the azata subtype).

At 16th level, azata espers lose the resistance (lightning) evolution, and instead gain the immunity (lightning) evolution. They also gain the ability increase evolution, applied to an ability score of the summoner's choice.

At 20th level, an azata esper gains the ability to switch between its normal form and an energy form as a standard action. In its energy form, an azata esper is incorporeal and doubles its fly speed, but it can't make natural or manufactured weapon attacks; it can, however, activate any spell-like ability evolutions it possesses.

Daemon

The agents of horrible deaths, daemon espers desire the utter annihilation of all things. Their forms vary wildly depending on which type of death they embody, and daemon espers sometimes represent a more obscure kind of death than the most famous daemons. Daemon espers wish to sow death and misery through a variety of means. Most are capable of seeing the big picture, and will obediently follow even a neutral summoner. Ending lives is a typical part of an adventurer's career, so following along with a summoner gives a daemon esper many opportunities to gather mortal soul energy for its own dark and inscrutable purposes.

Alignment: Neutral evil.

Base Form: Biped (claws, limbs [arms], limbs [legs]), quadruped (limbs [legs, 2], bite), or serpentine (bite, reach [bite], reach [sting], sting, tail).

Base Evolutions: Starting at 1st level, daemon espers gain the resistance (earth) evolution as well as a +4 bonus on saving throws against death effects, disease, and poison.

At 4th level, daemon espers gain ice resistance 10, lightning resistance 10, and fire resistance 10.

At 8th level, daemon espers add 1 point to their evolution pools.

At 12th level, daemon espers gain DR 5/good. They also gain immunity to death effects, disease, and poison.

At 16th level, daemon espers lose the resistance (earth) evolution, and instead gain the immunity (earth) evolution. They also gain telepathy.

At 20th level, as a standard action, a daemon esper can devour a portion of the soul of a dying creature or a creature that died no earlier than 1 round ago. This kills the creature and provides the daemon esper a profane bonus on attack rolls, saving throws, and skill checks for 24 hours. The bonus is equal to +1 per 5 Hit Dice the slain creature possessed. A creature whose soul was devoured in this way requires resurrection or more powerful magic to return from the dead.

Demon

Raw destruction given material substance, demon espers form out of the Abyss's stew of soul energy, leading some scholars to speculate that the summoner's arts are related to the magical tampering that gave rise to the first demons. Demon espers revel in causing destruction and inflicting suffering, and they will do so for their summoners without question, taking pleasure in whatever havoc they can create. For a demon esper, the means justify the ends.

Alignment: Chaotic evil.

Base Form: Biped (claws, limbs [arms], limbs [legs]), quadruped (limbs [legs, 2], bite), or serpentine (bite, improved damage [bite], reach [bite], tail, tail slap).

Base Evolutions: Starting at 1st level, demon espers gain the resistance (lightning) and resistance (fire) evolutions as well as a +4 bonus on saving throws against poison.

At 4th level, demon espers gain earth resistance 10 and ice resistance 10.

At 8th level, demon espers lose the +4 bonus on saving throws against poison and gain immunity to poison. They also add 1 point to their evolution pools.

At 12th level, demon espers gain DR 5/good. They also gain the ability increase evolution in an ability score of the summoner's choice.

At 16th level, demon espers lose the resistance (lightning) evolution, and instead gain the immunity (lightning) evolution. They also gain telepathy.

At 20th level, demon espers gain true seeing as a constant spell-like ability.

Devil

Corruptors, tempters, and despoilers, devil espers often serve their summoners obediently and efficiently, all in a long-term attempt to damn the summoner's soul to the deepest depths of Hell. While some types of devils have truly unusual forms, devil espers have found that the more traditional bipedal form allows them to build up a strong rapport with their summoners—and consequently to corrupt them—more easily than if they possessed a more monstrous appearance.

Alignment: Lawful evil.

Base Form: Biped (claws, limbs [arms], limbs [legs]).

Base Evolutions: Starting at 1st level, devil espers gain the resistance (fire) evolution and the skilled (Bluff) evolution. They also gain a +4 bonus on saving throws against poison.

At 4th level, devil espers gain earth resistance 10 and ice resistance 10.

At 8th level, devil espers gain the skilled (Diplomacy) evolution and gain immunity to poison.

At 12th level, devil espers gain DR 5/good. They also gain see in darkness (see the devil subtype).

At 16th level, devil espers lose the resistance (fire) evolution, and instead gain the immunity (fire) evolution. They also gain telepathy.

At 20th level, devil espers gain regeneration 5 (good weapons, good spells). They are still banished to Hell as normal for espers if they take enough damage.

Div

Formed of hatred and spite, div espers seek to despoil and ruin all things beautiful and joyous. Div espers particularly resent having mortal masters, and seek to doom their summoners to existences full of suffering and loss. Each div esper has a unique compulsion it must follow—usually something similar to the dour's obsession with secrets—that leads it to bargain its loyalty for something the summoner provides. The div's summoner uses his esper's compulsion to entrap and control the esper. Still, div espers never fully give in, and continue to plot ways they might corrupt that which their masters hold dearest.

Alignment: Neutral evil.

Base Form: Biped (claws, limbs [arms], limbs [legs]).

Base Evolutions: Starting at 1st level, div espers gain the resistance (fire) evolution. They also gain a +4 bonus on saving throws against poison.

At 4th level, div espers gain earth resistance 10 and lightning resistance 10.

At 8th level, div espers add 1 point to their evolution pools and immunity to poison.

At 12th level, div espers gain DR 5/good. They also gain see in darkness (see the div subtype).

At 16th level, div espers lose the resistance (fire) evolution, and instead gain the immunity (fire) evolution. They also gain telepathy.

At 20th level, div espers gain the ability to use greater teleport at will, as per the spell (caster level 14th), except they can teleport only themselves and up to 50 pounds of carried objects.

Elemental

Pulled in from one of the four elemental planes, these espers are linked to one of the four elements: air, earth, fire, or water. Generally, an elemental esper appears as a creature made entirely of one element, but there is some variation. Elemental espers are decidedly moderate in their views and actions. They tend to avoid the conflicts of others when they can and seek to maintain balance. The only exception is when facing off against emissaries of their opposing elements, which they hate utterly.

Alignment: Neutral.

Base Form: Biped (limbs [arms], limbs [legs], slam), quadruped (limbs [legs, 2], bite), or serpentine (bite, improved natural armor, reach [bite], tail, tail slap).

Base Evolutions: The base evolutions of an elemental esper depend entirely on its chosen element. When first summoning an elemental esper, the summoner must select air, earth, fire, or water. Once made, this choice cannot be changed. The esper gains the following evolutions and abilities, which can vary depending on its element.

At 1st level, all elemental espers gain immunity to paralysis and sleep. In addition, air elemental espers gain the immunity (lightning) evolution. Earth elemental espers gain the immunity (earth) evolution. Fire elemental espers gain the immunity (fire) evolution. Water elemental espers gain the immunity (ice) evolution.

At 4th level, all elemental espers add 1 point to their evolution pools.

At 8th level, air elemental espers gain the flight evolution (using magic) with a speed equal to their base speed. Earth elemental espers gain the burrow evolution. Fire elemental espers increase their base speed by 20 feet. Water elemental espers gain the swim evolution twice, gaining a swim speed equal to their base speed + 20 feet. They also gain the gills evolution, which allows them to breathe underwater.

At 12th level, all elemental espers gain immunity to bleed, poison, and stun. In addition, they can no longer be flanked.

At 16th level, all elemental espers gain immunity to critical hits and do not take additional damage from precision-based attacks, such as sneak attack.

At 20th level, an air elemental esper gains the whirlwind ability, with a maximum height of 15 feet (30 feet for a Large air elemental) and dealing 1d6 points of damage (1d8 for a Large air elemental). Earth elemental espers

gain the earth mastery ability and DR 5/—. Fire elemental espers gain the energy attacks (fire) evolution and the burn ability. Water elemental espers gain the drench and vortex abilities. The vortex ability works as the air elemental esper's whirlwind ability (except as noted in the vortex ability's description).

Inevitable

Implacable and ceaseless in their fight against chaos and those who break natural laws, inevitables make loyal, if literal-minded, companions for lawful summoners. Summoners of inevitables generally get along well with axiomites, who share their understanding of the process of forging and modifying an inevitable. Inevitable espers appear as a mixture between clockwork constructs and idealized humanoid statues.

Alignment: Lawful neutral.

Base Form: Biped (limbs [arms], limbs [legs], slam).

Base Evolutions: At 1st level, inevitable espers count as both constructs and outsiders for the purpose of effects such as the bane weapon special ability and the favored enemy class feature. They gain a +4 bonus on saving throws against death effects, disease, necromancy effects, paralysis, poison, sleep, and stun.

At 4th level, inevitable espers gain a +4 bonus on saving throws against mind-affecting effects and immunity to nonlethal damage, fatigue, and exhaustion.

At 8th level, inevitable espers gain immunity to death effects, disease, and poison.

At 12th level, inevitable espers gain DR 5/chaotic. They also gain immunity to sleep, as well as the true speech ability (see the inevitable subtype).

At 16th level, inevitable espers lose the +4 bonus on saving throws against necromancy effects and gain immunity to ability damage, ability drain, energy drain, and necromancy effects.

At 20th level, inevitable espers gain immunity to paralysis, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects).

Protean

Serpentine beings of pure chaos, proteans seek to reshape reality. Protean espers appreciate creative summoners who often rebuild their forms and make liberal use of the transmogrify spell. Beyond that, protean espers are happy to work with their summoners for any purpose, though they are quick to remind their summoners that while they have a mutually beneficial relationship, they are not servants.

Alignment: Chaotic neutral.

Base Form: Serpentine (bite, grab [tail slap], tail, tail slap).

Base Evolutions: At 1st level, protean espers gain the resistance (earth) evolution as well as the grab evolution, tied to an attack type of the summoner's choice. Whenever the summoner changes the protean esper's evolutions, he can also change the attack type for grab.

At 4th level, protean espers gain lightning resistance 10.

At 8th level, protean espers gain the constrict evolution.

At 12th level, protean espers gain DR 5/lawful. They also gain the blindsense evolution and the ability to fly without wings with perfect maneuverability, as the flight evolution with 4 points spent.

At 16th level, protean espers lose the resistance (earth) evolution and instead gain the immunity (earth) evolution. They also gain the amorphous anatomy ability (see the protean subtype).

At 20th level, protean espers gain constant freedom of movement and the protean version of the change shape (greater polymorph) ability (see the protean subtype).

Psychopomp

Stewards, chroniclers, and guides of all things that die, psychopomps make dispassionate yet loyal espers.

When they deal with the world of mortals, psychopomp espers nearly always wear masks. They do not tolerate summoners who traffic with daemons, undead, and other entities that interfere with the transmigration of souls, but otherwise they are comfortable with most actions on the summoner's part. When the summoner dies, a psychopomp esper personally escorts him to the afterlife and serves as an expert witness when it is time for him to be judged.

Alignment: Neutral.

Base Form: Biped (limbs [arms], limbs [legs], slam), quadruped (bite, limbs [legs, 2]), or serpentine (bite, pull [bite], reach [bite], tail, tail slap).

Base Evolutions: Starting at 1st level, psychopomp espers gain immunity to death effects, disease, and poison.

At 4th level, psychopomp espers gain ice resistance 10 and lightning resistance 10.

At 8th level, psychopomp espers gain the spirit touch ability (see the psychopomp subtype) and add 1 point to their evolution pools.

At 12th level, psychopomp espers gain DR 5/adamantine. They also gain the spiritsense ability (see the psychopomp subtype).

At 16th level, psychopomp espers gain the ability increase evolution, applied to an ability score of the summoner's choice. They also gain the ability to cast invisibility (self only) as a spell-like ability at will.

At 20th level, psychopomp espers increase their damage reduction to 10/adamantine and gain the immunity (ice) and immunity (lightning) evolutions.

Esper Base Forms

Each esper has one of three base forms that determines its starting size, speed, AC, attacks, and ability scores.

All natural attacks are made using the esper's full base attack bonus unless otherwise noted (such as in the case of secondary attacks). An esper's attacks add the esper's Strength modifier to the damage rolls, unless the esper has only one attack, in which case the attack adds 1-1/2 times the esper's Strength modifier.

Alternatively, any one of these base forms can be used to make a Small esper. If the esper is Small, it gains a +2 bonus to Dexterity. It takes a –4 penalty to Strength and a –2 penalty to Constitution. It also has a +1 size bonus

to AC and on attack rolls, a –1 penalty on combat maneuver checks and to CMD, a +2 bonus on Fly checks, and a +4 bonus on Stealth checks. Reduce the damage of all of its attacks by one step (for example, 1d6 becomes 1d4, and 1d4 becomes 1d3). If this choice is made, the esper can be made Medium whenever the summoner can change the esper's evolution pool (which causes it to lose these modifiers for being Small). Likewise, a Medium esper can be made Small whenever the summoner can change the esper's evolution pool.

Biped

Starting Statistics

Size: Medium; **Speed:** 30 ft.; **AC:** +2 natural armor; **Saves:** Fort (good), Ref (poor), Will (good); **Attack:** 2 claws (1d4); **Ability Scores:** Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11.

Quadruped

Starting Statistics

Size: Medium; **Speed:** 40 ft.; **AC:** +2 natural armor; **Saves:** Fort (good), Ref (good), Will (poor); **Attack:** bite (1d6); **Ability Scores:** Str 14, Dex 14, Con 13, Int 7, Wis 10, Cha 11.

Serpentine

Starting Statistics

Size: Medium; **Speed:** 20 ft., climb 20 ft.; **AC:** +2 natural armor; **Saves:** Fort (poor), Ref (good), Will (good); **Attack:** bite (1d6), tail slap (1d6); **Ability Scores:** Str 12, Dex 16, Con 13, Int 7, Wis 10, Cha 11.

Evolutions

Each esper gains a number of evolution points that can be spent to give the esper new abilities, powers, and other upgrades. These abilities, called evolutions, can be changed whenever the summoner gains a new level, but they are otherwise set. Some evolutions require that the esper have a specific base form or the summoner be of a specific level before they can be chosen. A number of evolutions grant the esper additional natural attacks. Natural attacks listed as primary are made using the esper's full base attack bonus and add the esper's Strength modifier on damage rolls. Natural attacks listed as secondary are made using the esper's base attack bonus – 5 and add half of the esper's Strength modifier on damage rolls (if positive). If the esper has only a single natural attack, the attack is made using its full base attack bonus, and it adds 1-1/2 times its Strength modifier on damage rolls made with that attack, regardless of the attack's type.

Evolutions are grouped by their cost in evolution points. Evolution points cannot be saved. All of the points must be spent whenever the summoner gains a level. Unless otherwise noted, each evolution can be selected only once.

1-Point Evolutions

The following evolutions cost 1 point from the esper's evolution pool.

Bite (Ex): The esper's maw is full of razor-sharp teeth, giving it a bite attack. This attack is a primary attack. The bite deals 1d6 points of damage (1d8 if Large, 2d6 if Huge). If the esper already has a bite attack, this evolution allows it to deal 1-1/2 times its Strength modifier on damage rolls made with its bite. **Prerequisites:** Agathion, daemon, demon, devil, div, elemental, protean, or psychopomp subtype.

Claws (Ex): The esper has a pair of vicious claws at the ends of its limbs, giving it two claw attacks. These attacks are primary attacks. The claws deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). The esper must have the limbs evolution to take this evolution. This evolution can be selected more than once, up to the number of limbs evolutions the esper possesses. This evolution can be applied to any number of limbs (arms)

evolutions, but no more than one limbs (legs) evolution. **Prerequisites:** Agathion, daemon, demon, devil, div, elemental, protean, or psychopomp subtype.

Climb (Ex): The esper becomes a skilled climber, gaining a climb speed equal to its base speed. This evolution can be selected more than once. Each additional time it is selected, increase the esper's climb speed by 20 feet.

Gills (Ex): The esper has gills and can breathe underwater indefinitely.

Improved Damage (Ex): One of the esper's natural attacks is particularly deadly. Select one natural attack form and increase the damage die by one step. This evolution can be selected more than once. Its effects do not stack. Each time the esper selects this evolution, it applies to a different natural attack.

Improved Natural Armor (Ex): The esper's hide grows thick fur, rigid scales, or bony plates, giving it a +2 bonus to its natural armor. This evolution can be taken once, plus one additional time for every 5 levels the summoner possesses. Each additional time it's taken, the bonus increases by 2.

Magic Attacks (Su): The esper is infused with magic, allowing it to treat all of its natural attacks as if they were magic for the purpose of overcoming damage reduction. If the summoner is 10th level or higher, all of the esper's natural attacks are treated as the alignment of the esper for the purpose of overcoming damage reduction.

Mount (Ex): The esper is properly skilled and formed to serve as a combat-trained mount. The esper must be at least one size category larger than its rider. **Prerequisites:** Daemon, demon, devil, elemental, or protean subtype; quadruped or serpentine base form.

Pincers (Ex): An esper grows large pincers at the ends of one pair of its limbs, giving it two pincer attacks. These attacks are secondary attacks. The pincers deal 1d6 points of damage (1d8 if Large, 2d6 if Huge). Espers with the grab evolution linked to their pincers gain a +2 bonus on combat maneuver checks to grapple. The esper must have the limbs (arms) evolution to take this evolution. Alternatively, the esper can replace the claws from its base form with pincers (this still costs 1 evolution point). This evolution can be selected more than once, up to the number of limbs (arms) evolutions the esper possesses. **Prerequisites:** Agathion, daemon, demon, devil, div, elemental, protean, or psychopomp subtype.

Pull (Ex): The esper gains the ability to pull creatures closer with a successful attack. Select one type of natural attack. Whenever the esper makes a successful attack of the selected type, it can attempt a free combat maneuver check. If the esper succeeds at this check, it pulls the target of the attack 5 feet closer to it. This ability works only on creatures of a size category equal to or smaller than the esper. Creatures pulled in this way do not provoke attacks of opportunity. This evolution can be selected more than once. Its effects do not stack. Each time an esper selects this evolution, it applies to a different natural attack. **Prerequisite:** Reach of 10 feet or more.

Push (Ex): The esper gains the ability to push creatures away with a successful attack. Select one type of natural attack. Whenever the esper makes a successful attack of the selected type, it can attempt a free combat maneuver check. If the esper succeeds at this check, it pushes the target of the attack 5 feet directly away from it. This ability works only on creatures of a size category equal to or smaller than the esper. Creatures pushed in this way do not provoke attacks of opportunity. This evolution can be selected more than once. Its effects do not stack. Each time an esper selects this evolution, it applies to a different natural attack.

Reach (Ex): One of the esper's attacks is capable of striking foes at a distance. Select one attack. The esper's reach with that attack increases by 5 feet.

Resistance (Ex): An esper's form takes on a resiliency to one particular elemental type, which is usually reflected in its physical body (ashen hide for fire, icy breath for ice, and so on). Pick one elemental type (dark,

earth, fire, ice, light, lightning, water, or wind). The esper gains elemental resistance 5 against that elemental type. This resistance increases by 5 for every 5 levels the summoner possesses, to a maximum of 15 at 10th level. This evolution can be selected more than once. Its effects do not stack. Each time an esper selects this evolution, it applies to a different outsider type.

Scent (Ex): The esper's sense of smell becomes quite acute. The esper gains the scent special quality, allowing it to detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if the opponent is downwind, the range drops to 15 feet. Strong scents can be detected at twice the normal range. Scent does not allow the esper to precisely locate the creature, only to detect its presence. It can detect the direction as a move action. The esper can pinpoint the creature's location if it is within 5 feet. The esper can use scent to track creatures.

Skilled (Ex): The esper becomes especially adept at a specific skill, gaining a +8 racial bonus on that skill. This evolution can be selected more than once. Its effects do not stack. Each time the esper selects this evolution, it applies to a different skill.

Slam (Ex): The esper can deliver a devastating slam attack. This attack is a primary attack. The slam deals 1d8 points of damage (2d6 if Large, 2d8 if Huge). The esper must have the limbs (arms) evolution to take this evolution. Alternatively, the esper can replace the claws from its base form with this slam attack (this still costs 1 evolution point). This evolution can be selected more than once, up to the number of the esper's limbs (arms) evolutions.

Sting (Ex): The esper possesses a long, barbed stinger at the end of its tail, granting it a sting attack. This attack is a primary attack. The sting deals 1d4 points of damage (1d6 if Large, 1d8 if Huge). This evolution can be selected more than once, up to the number of tail evolutions the esper possesses. **Prerequisites:** Agathion, daemon, demon, devil, div, elemental, protean, or psychopomp subtype; tail evolution.

Swim (Ex): The esper gains webbed hands, webbed feet, or powerful flippers, giving it a swim speed equal to its base speed. This evolution does not give the esper the ability to breathe underwater. This evolution can be selected more than once. Each additional time it is selected, increase the esper's swim speed by 20 feet.

Tail (Ex): The esper grows a long, powerful tail. This grants it a +2 racial bonus on Acrobatics checks to balance on a surface. This evolution can be selected more than once. **Prerequisites:** Agathion, daemon, demon, devil, div, elemental, protean, or psychopomp subtype.

Tail Slap (Ex): The esper can use its tail to bash nearby foes, granting it a tail slap attack. This attack is a secondary attack. The tail slap deals 1d6 points of damage (1d8 if Large, 2d6 if Huge). This evolution can be selected more than once, up to the number of tail evolutions the esper possesses. **Prerequisites:** Agathion, daemon, demon, devil, div, elemental, protean, or psychopomp subtype; tail evolution.

Tentacle (Ex): The esper possesses a long, sinuous tentacle, granting it a tentacle attack. This attack is a secondary attack. The tentacle attack deals 1d4 points of damage (1d6 if Large, 1d8 if Huge). This evolution can be selected more than once. **Prerequisites:** Daemon, demon, or protean subtype.

Wing Buffet (Ex): The esper learns to use its wings to batter foes, granting it two wing buffet attacks. These attacks are secondary attacks. The wing buffets deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). **Prerequisites:** Flight (wings) evolution.

2-Point Evolutions

The following evolutions cost 2 points from the esper's evolution pool.

Ability Increase (Ex): The esper grows larger muscles, gains faster reflexes, achieves greater intelligence, or acquires another increase to one of its abilities. Increase one of the esper's ability scores by 2. This evolution can be selected more than once. It can be applied only once to an individual ability score, plus one additional time for every 6 levels the summoner possesses.

Constrict (Ex): The esper gains powerful muscles that allow it to crush those it grapples. Whenever the esper successfully grapples a foe using the grab evolution, it deals additional damage equal to the amount of damage dealt by the attack the grab evolution is tied to. **Prerequisites:** Serpentine base form, grab evolution.

Elemental Attacks (Su): An esper's attacks become charged with elemental energy. Pick one elemental type: dark, earth, fire, ice, light, lightning, water, or wind. All of the esper's natural attacks deal 1d6 points of elemental damage of the chosen type on a successful hit. **Prerequisite:** The summoner must be at least 5th level before selecting this evolution.

Flight (Ex or Su): The esper grows large wings, like those of a bat, bird, insect, or dragon, gaining the ability to fly. The esper gains a fly speed equal to its base speed. The esper's maneuverability depends on its size. Medium or smaller espers have good maneuverability. Large espers have average maneuverability, while Huge espers have poor maneuverability. For 2 additional evolution points, the esper flies by means of magic. It loses its wings, but its maneuverability increases to perfect. If the esper flies by magic, this is a supernatural ability. The esper can increase its fly speed by spending additional evolution points, gaining a 20-foot increase to its fly speed for each additional point spent. **Prerequisite:** Summoner level 5th.

Gore (Ex): The esper grows a number of horns on its head, giving it a gore attack. This attack is a primary attack. The gore deals 1d6 points of damage (1d8 if Large, 2d6 if Huge). **Prerequisite:** Agathion, daemon, demon, devil, div, elemental, protean, or psychopomp subtype.

Grab (Ex): The esper becomes adept at grappling foes, gaining the grab ability. Select one of the following attacks: bite, claw, pincers, slam, tail slap, or tentacle. Whenever the esper makes a successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the esper grapples the target. This ability works only on creatures at least one size category smaller than the esper. Espers with this evolution gain a +4 bonus on combat maneuver checks to grapple.

Immunity (Su): An esper's body becomes extremely resilient to one elemental type, gaining immunity to that type. Pick one elemental type: dark, earth, fire, ice, light, lightning, water, or wind. The esper gains immunity to that elemental type. This evolution can be selected more than once. Its effects do not stack. Each time it applies to a different elemental type. **Prerequisite:** The summoner must be at least 7th level before selecting this evolution.

Limbs (Ex): The esper grows an additional pair of limbs. These limbs can take one of two forms. They can be made into legs, complete with feet. Each pair of legs increases the esper's base speed by 10 feet. Alternatively, they can be made into arms, complete with hands. The esper does not gain any additional natural attacks for an additional pair of arms, but it can take other evolutions that add additional attacks (such as claws or slam). Arms that have hands can be used to wield weapons, if the esper is proficient. This evolution can be selected more than once.

Minor Magic (Sp): An esper learns to cast a minor spell as a spell-like ability. Select one spell from the following list: *air bubble*, *cure*, *disappear (self only)*, *dread*, *flame breath*, *frostbite*, or *silent image*. This spell can be cast once per day as a spell-like ability. At 7th level, this spell can be cast three times per day by spending 2 additional evolution points. The caster level for this evolution is equal to the esper's Hit Dice – 2. The save DC for this spell is 10 + half of the esper's HD + the esper's Charisma modifier. The esper must have a Charisma score of at least 11 and must possess the basic magic evolution to take this evolution. This evolution

can be selected more than once. Each time an esper selects this evolution, it applies to a new spell from the above list. **Prerequisite:** The summoner must be at least 4th level before selecting this evolution.

Poison (Ex): The esper secretes toxic venom, gaining a poison attack. Select one bite or sting attack. Whenever the selected attack hits, the target is poisoned. **Prerequisites:** Summoner level 7th; daemon, demon, devil, elemental, or protean subtype; bite or sting evolution.

Esper Poison: Injury; save Fort negates; frequency 1/round for 4 rounds; effect 1d4 Str damage; cure 1 save. The save DC is equal to 10 + half of the esper's Hit Dice + the esper's Constitution modifier. For 2 additional evolution points, this poison deals Constitution damage instead. This poison can be used no more than once per round.

Rake (Ex): The esper grows dangerous claws on its feet, allowing it to make two rake attacks against foes it is grappling. These attacks are primary attacks. The esper can make these additional attacks each time it succeeds at a grapple check against the target. These rake attacks deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). This evolution counts as one natural attack toward the esper's maximum. **Prerequisites:** Summoner level 4th, quadruped base form.

Rend (Ex): The esper learns to rip and tear the flesh of those it attacks with its claws, gaining the rend ability. Whenever the esper makes two successful claw attacks against the same target in 1 round, its claws latch on to the flesh and deal extra damage. This damage is equal to the damage dealt by one claw attack plus 1-1/2 times the esper's Strength modifier. **Prerequisites:** Summoner level 6th, claws evolution.

Shadow Blend (Su): In any condition of illumination other than bright light, the esper disappears into the shadows, giving it concealment (20% miss chance). If it has the shadow form evolution, it instead gains total concealment (50% miss chance). The esper can suspend or resume this ability as a free action.

Shadow Form (Su): The esper's body becomes shadowy and more indistinct. This shadow form grants the esper constant concealment (20% miss chance), and its melee attacks affect incorporeal creatures as if it had the ghost touch weapon property. The esper's melee attacks deal only half damage to corporeal creatures.

Trample (Ex): The esper gains the ability to crush its foes underfoot, gaining the trample ability. As a full-round action, the esper can overrun any creature that is at least one size category smaller than itself. This works like the overrun combat maneuver, but the esper does not need to attempt a check; it merely has to move over opponents in its path. The creatures take 1d6 points of damage (1d8 if Large, 2d6 if Huge), plus 1-1/2 times the esper's Strength modifier. Targets of the trample can make attacks of opportunity at a -4 penalty. If a target forgoes this attack of opportunity, it can attempt a Reflex save for half damage. The DC of this save is 10 + half of the esper's Hit Dice + the esper's Strength modifier. A trampling esper can deal trampling damage to a specific creature only once per round. **Prerequisite:** Biped or quadruped base form.

Tremorsense (Ex): The esper becomes attuned to vibrations in the ground, gaining tremorsense with a range of 30 feet. This works like the blindsense evolution, but only if both the esper and the creature to be pinpointed are in contact with the ground. **Prerequisite:** Summoner level 7th.

Trip (Ex): The esper becomes adept at knocking foes to the ground with its bite, granting it a trip attack. Whenever the esper makes a successful bite attack, it can attempt a free combat maneuver check. If the esper succeeds at this check, the target is knocked prone. If the esper fails, it is not tripped in return. This ability works only on creatures of a size category equal to or smaller than the esper. **Prerequisites:** Daemon, demon, devil, elemental, or protean subtype; bite evolution.

Weapon Training (Ex): The esper learns to use a weapon, gaining Simple Weapon Proficiency as a bonus feat. If 2 additional evolution points are spent, it gains proficiency with all martial weapons as well.

3-Point Evolutions

The following evolutions cost 3 points from the esper's evolution pool.

Blindsense (Ex): The esper's senses become incredibly acute, giving it blindsense with a range of 30 feet. This ability allows the esper to pinpoint the location of creatures that it can't see without having to attempt a Perception check, but such creatures still have total concealment from the esper. Visibility still affects the esper's movement, and it is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. **Prerequisite:** Summoner level 9th.

Burrow (Ex): The esper grows thick and gnarled claws, allowing it to move through the earth. The esper gains a burrow speed equal to 1/2 its base speed. It can use this speed to move through clay, dirt, earth, and sand. It does not leave a hole behind, nor is its passage marked on the surface. **Prerequisite:** Summoner level 9th.

Damage Reduction (Su): The esper's body becomes more resistant to harm. Increase the damage reduction granted by the esper's subtype by 5. **Prerequisites:** Summoner level 15th, damage reduction granted by the esper's subtype.

Frightful Presence (Ex): The esper becomes unsettling to its foes, gaining the frightful presence ability. The esper can activate this ability as part of an offensive action, such as a charge or attack. Opponents within 30 feet of the esper must succeed at a Will save or become shaken for 3d6 rounds. The DC of this save is equal to 10 + half of the esper's Hit Dice + the esper's Charisma modifier. If the esper has at least 4 more Hit Dice than an opponent that fails this save, that opponent becomes frightened instead. Foes with more Hit Dice than the esper are immune to this effect. **Prerequisite:** Summoner level 11th.

Major Magic (Sp): An esper learns to cast a major spell as a spell-like ability. Select one spell from the following list: *burning arc*, *cure II*, *darkness*, *defensive shock*, *restore*, *levitate*, *minor image*, *see invisibility*, *vanish (self only)*, or *wall climb*. This spell can be cast once per day as a spell-like ability. At 10th level, this spell can be cast three times per day by spending 2 additional evolution points. The caster level for this evolution is equal to the esper's Hit Dice – 2. The save DC for this spell is 10 + half of the esper's HD + the esper's Charisma modifier. The esper must have a Charisma score of at least 12 and must possess the minor magic evolution to take this evolution. This evolution can be selected more than once. Each time an esper selects this evolution, it applies to a new spell from the above list. **Prerequisite:** The summoner must be at least 7th level before selecting this evolution.

Pounce (Ex): The esper gains quick reflexes, allowing it to make a full attack after a charge. **Prerequisites:** Summoner level 7th, quadruped base form.

Sacrifice (Su): An esper can sacrifice its own health to heal another creature. As a standard action, the esper can sacrifice up to 2 hit points per Hit Die and then touch the target creature, thereby healing the creature for half the amount sacrificed.

Swallow Whole (Ex): The esper gains the swallow whole ability, giving it the ability to consume its foes. If the esper begins its turn with a creature grappled using its bite attack (see the grab evolution), it can attempt a combat maneuver check to swallow the creature. The creature must be at least one size category smaller than the esper. Swallowed creatures take an amount of bludgeoning damage equal to the esper's bite damage each round + 1d6 points of damage. A swallowed creature keeps the grappled condition, but can attempt to cut its way free with a light piercing or slashing weapon. The amount of damage needed to cut free is equal to 1/10 the esper's total hit points. The esper's AC against these attacks is equal to 10 + 1/2 its natural armor bonus. If a

swallowed creature cuts its way out, the esper loses this ability until it heals this damage. Alternatively, the swallowed creature can attempt to escape the grapple as normal. Success indicates that it has returned to the esper's mouth, where it can attempt to escape or can be swallowed again. **Prerequisites:** Summoner level 9th; agathion, daemon, demon, devil, div, elemental, protean, or psychopomp subtype; grab (bite) evolution.

Web (Ex): The esper gains a pair of spinnerets, giving it the ability to spin webs. The esper can use these webs to support itself plus one creature of up to the same size. It can throw webbing as a ranged touch attack up to eight times per day, entangling a creature up to one size larger than the esper. The webbing has a range of 50 feet and a 10-foot range increment. Creatures entangled by the web can escape with a successful Escape Artist check, or with a Strength check at a –4 penalty. The DC of these checks is equal to 10 + half of the esper's Hit Dice + the esper's Constitution modifier. The webs have a hardness of 0 and a number of hit points equal to the esper's total Hit Dice. The esper can climb its own webs at its climb speed and can pinpoint the location of any creature touching its webs. **Prerequisites:** Summoner level 7th; daemon, demon, or protean subtype; climb evolution.

4-Point Evolutions

The following evolutions cost 4 points from the esper's evolution pool.

Blindsight (Ex): The esper's senses sharpen even further, granting it blindsight with a range of 30 feet. The esper can maneuver and attack as normal, ignoring darkness, invisibility, and most forms of concealment as long as it has line of effect to the target. **Prerequisites:** Summoner level 11th, blindsense evolution.

Breath Weapon (Su): An esper learns to exhale a cone or line of magical energy, gaining a breath weapon. Select either dark, earth, fire, ice, light, lightning, water, or wind. The esper can breathe a 30-foot cone (or 60-foot line) that deals 1d6 points of damage of the selected type per HD it possesses. Those caught in the breath weapon can attempt a Reflex save for half damage. The DC is equal to 10 + half of the esper's HD + the esper's Constitution modifier. The esper can use this ability once per day. The esper can use this ability 1 additional time per day by spending an additional 1 evolution point (maximum 3/day). **Prerequisite:** The summoner must be at least 9th level before selecting this evolution.

Fast Healing (Su): The esper's body gains the ability to heal wounds very quickly, giving it fast healing 1. The esper heals 1 point of damage per round, just like via natural healing. Fast healing does not restore hit points lost due to starvation, thirst, or suffocation, nor does it allow the esper to regrow lost body parts (or to reattach severed parts). Fast healing functions as long as the esper is alive. This fast healing does not function when the esper is not on the same plane as its summoner. This healing can be increased by 1 point per round for every 2 additional evolution points spent (to a maximum of 5 points per round). **Prerequisite:** Summoner level 11th.

Incorporeal Form (Sp): Once per day, an esper can become incorporeal for 1 round per summoner level. While in this form, the esper gains the incorporeal subtype and incorporeal quality. It only takes half damage from corporeal sources as long as they are magic (it takes no damage from nonmagical weapons and objects). Likewise, its spells or spell-like abilities deal only half damage to corporeal creatures. Spells and other effects that do not deal damage function normally. **Prerequisite:** The summoner must be at least 15th level before selecting this evolution.

Large (Ex): The esper grows in size, becoming Large. The esper gains a +4 bonus to Strength, a +2 bonus to Constitution, and a +2 bonus to its natural armor. It takes a –2 penalty to Dexterity. This size change also gives the creature a –1 size penalty to AC and on attack rolls, a +1 bonus on combat maneuver checks and to CMD, a –2 penalty on Fly checks, and a –4 penalty on Stealth checks. If the esper has the biped base form, it also gains a reach of 10 feet. Any reach evolutions the esper possesses are added to this total. If 6 additional evolution points are spent, the esper instead becomes Huge. The esper gains a +8 bonus to Strength, a +4 bonus to Constitution, and a +5 bonus to its natural armor. It takes a –4 penalty to Dexterity. This size change also gives

the creature a –2 size penalty to AC and on attack rolls, a +2 bonus on combat maneuver checks and to CMD, a 10-foot reach, a –4 penalty on Fly checks, and a –8 penalty on Stealth checks. If the esper has the biped base form, its reach increases to 15 feet instead of 10 feet. Any reach evolutions the esper possesses are added to this total. These bonuses and penalties replace, and do not stack with, those gained from becoming Large. The ability increase evolution costs twice as much (4 evolution points) when adding to the Strength or Constitution scores of a Large or Huge esper. **Prerequisites:** Summoner level 8th (13th for Huge), Medium size.

Limit Break (Su): The esper gains a Limit Break. Pick an area of effect: 30-ft.-cone, 60-ft.-line, or 30-ft.-burst. Select either dark, earth, fire, ice, light, lightning, water, or wind. The esper deals 1d6 points of elemental damage per hit dice it possesses of the chosen elemental type to the area of effect chosen, a Reflex save (DC 10 + half of the esper's HD + the esper's Constitution modifier) for half damage. Like normal Limit Breaks, this ability can only be used once per day as a swift action while under half maximum health. **Prerequisite:** The summoner must be at least 9th level before selecting this evolution.

No Breath (Ex): An esper no longer needs to breathe. The esper does not breathe, and is immune to effects that require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing. **Prerequisite:** The summoner must be at least 11th level before selecting this evolution.

Spell Resistance (Ex): The esper is protected against magic, gaining spell resistance. The esper's spell resistance is equal to 11 + the summoner's level. This spell resistance does not apply to spells cast by the summoner. **Prerequisite:** Summoner level 9th.

Ultimate Magic (Sp): An esper learns to cast a powerful spell as a spell-like ability. Select one spell from the following list: bio, cure III, daylight, fire, fly, haste, ice spears, lightning bolt, major image, tongues, or water breathing. This spell can be cast once per day as a spell-like ability. The caster level for this evolution is equal to the esper's Hit Dice – 2. The save DC for this spell is 10 + half of the esper's HD + the esper's Charisma modifier. The esper must have a Charisma score of at least 13 and must possess the major magic evolution to take this evolution. This evolution can be selected more than once. Each time an esper selects this evolution, it applies to a new spell from the above list. **Prerequisite:** The summoner must be at least 11th level before selecting this evolution.