

## Iconic Summoner

*These summoners form a pact with an iconic hero instead of an avatar.*

The iconic summoner is an archetype of the summoner class.

**Iconic Hero (Su):** The iconic summoner can summon an iconic hero. Iconic heroes are individuals who achieved great deeds in life, who have become summonable servants. The iconic summoner must choose which iconic hero to form a pact with and begin play. Once chosen, the iconic hero forms a link with the iconic summoner. An iconic hero has its own alignment, stats, gear, and languages. Iconic heroes 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. The iconic summoner may only have one pact with a specific iconic hero.

Unlike a summoner's normal avatar, the iconic hero stays with the iconic summoner until killed or until the iconic summoner is killed. The iconic hero's Hit Dice, saving throws, skills, feats, and abilities are tied to the iconic summoner's summoner level and increase as the iconic summoner gains levels except at 3rd level and every four summoner levels thereafter, it does not gain a level, effectively capping out at 15th level. If the iconic hero is killed, the iconic summoner must perform a ritual that requires 8 hours of uninterrupted concentration and costs 100 gil per summoner level in material components to summon the same iconic hero.

All equipment and items summoned with the iconic hero disappear if dropped or otherwise removed and reappear on the iconic hero unless the item is used (such as a potion). Skills and feats follow a predetermined path according to the iconic's effective level. An iconic summoner's iconic hero counts as an avatar for the purposes of feats and class features. Any equipment given to the iconic hero will arrive with the iconic hero when summoned.

This ability replaces avatar.

**Linking (Su):** The linking ability does not restrict the iconic hero from using magical items.

This ability modifies linking.

**Bolster Hero (Su):** At 2nd level, as a standard action, an iconic summoner can touch his iconic hero and infuse it with heroism. The iconic hero gains a +1 circumstance bonus on all attack rolls and saving throws, and 2 temporary hit points per Hit Die. The bonus on attack rolls and saving throws increases by +1 for every three summoner levels after 2nd. These bonuses last for a number of rounds equal to half his summoner level plus his Charisma modifier. He can use this ability a number of times per day equal to 3 + his Charisma modifier. At 5th level, the iconic summoner can use this ability as a move action. At 10th level, the iconic summoner can use this ability as a swift action.

This ability replaces summon monster.