

Master Caller

Those who can give their life in dedication to their god earns their respect and can call upon multiple gods to summon their avatars. These summoners come from all forms of life, and can summon the will of the gods in all forms as well.

The master caller is an archetype of the summoner class.

Avatar (Su): At 1st level, a master caller begins play with the ability to summon to his side a powerful outsider called an avatar. The master caller is able choose which avatar to summon, from the following: Alexander, Anima, Bahamut, Bismarck, Carbuncle, Diabolos, Fenrir, Garuda, Ifrit, Ixion, Leviathan, Odin, Phoenix, Ramuh, Shiva, Siren, Titan, Valefor, or Yojimbo.

Once chosen, the avatar forms a link with the master caller, who summons an aspect of the same creature. An avatar has the same alignment as the master caller that calls it and can speak all of his languages. Avatars 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 master caller may change out which avatar he wants to summon at any time as a standard action but the new avatar retains the damage from the other avatar as well as any limit breaks used.

A master caller can summon his avatar in a ritual that takes 1 minute to perform. When summoned in this way, the avatar hit points are unchanged from the last time it was summoned. The only exception to this is if the avatar was slain, in which case it returns with half its normal hit points. The avatar does not heal naturally. If the avatar is sent back to its home plane due to death, it cannot be summoned again until the following day. The avatar remains until dismissed by the master caller (a standard action) or changed out for another avatar (also a standard action). If the master caller is unconscious, asleep, or killed, his avatar is immediately banished. The avatar's Hit Dice, saving throws, skills, feats, and abilities are tied to the master caller's class level and increase as the master caller gains levels except at 3rd level and every four summoner levels thereafter, it does not gain a level, effectively capping out at 15th level. In addition, each avatar receives improvements, based on the summoner's level, which can be used to upgrade the avatar's abilities and powers.

See Avatars for more information on the individual avatars.

This ability modifies avatar.

Call (Su): At 2nd level, as a standard action, a master caller can call forth any avatar (using the same effective level of his current avatar, summoned or not) who appears within 30 feet of the master caller. The avatar can take a full-round worth of actions and disappears at the end of the round. The master caller can use this ability a number of times per day equal to 3 + his Charisma modifier.

This ability replaces summon monster.