

Servant Conjurer

These summoners summon a heroic spirit from the past instead of an avatar.

The servant conjurer is an archetype of the summoner class.

Heroic Spirit (Su): The servant conjurer can conjure a powerful outsider called a Heroic Spirit. Heroic spirits are spirits of heroes who achieved great deeds in life, having become objects of worship after their deaths. The servant conjurer must choose which heroic spirit to form a pact with and begin play with, from the following: Archer, Assassin, Berserker, Caster, Lancer, Rider, Ruler, Saber, or Shielder. Once chosen, the heroic spirit forms a link with the servant conjurer. A heroic spirit has the same alignment as the servant conjurer that calls it and can speak all of his languages. Heroic spirits 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 servant conjurer may only have one pact with a specific heroic spirit.

Unlike a summoner's normal avatar, the heroic spirit stays with the servant conjurer until killed or until the servant conjurer is killed. The heroic spirit's Hit Dice, saving throws, skills, feats, and abilities are tied to the servant conjurer's summoner level and increase as the servant conjurer gains levels. If the heroic spirit is killed, the servant conjurer must perform a ritual that requires 8 hours of uninterrupted concentration and costs 100 gil per summoner level in material components to summon a new heroic spirit of the same type. A servant conjurer's heroic spirit counts as an avatar for the purposes of feats and class features. When the servant conjurer's heroic spirit is summoned, it is equipped with a set of equipment from the *Summon Equipment* spell (armor, shield, and weapon, if applicable) based on the summoner's level which determines the level of the summon equipment spell.

Archer

Starting Statistics

Size: Medium; **Speed:** 30 ft.; **AC:** +1 natural armor; **Ability Scores:** Str 12, Dex 16, Con 10, Int 14, Wis 10, Cha 10; **Primary Ability Scores:** Dexterity, Intelligence; **Secondary Ability Score:** Strength; **Special Qualities:** Darkvision (60'), gains Aim as an archer of the same level as its hit dice – 3 (minimum of 1), can use Armor and Weapon Proficiencies as an archer.

Assassin

Starting Statistics

Size: Medium; **Speed:** 30 ft.; **AC:** +1 natural armor; **Ability Scores:** Str 12, Dex 16, Con 10, Int 14, Wis 10, Cha 10; **Primary Ability Scores:** Dexterity, Intelligence; **Secondary Ability Score:** Strength; **Special Qualities:** Darkvision (60'), gains Sneak Attack as a thief of the same level as its hit dice – 3 (minimum of 1), can use Armor and Weapon Proficiencies as a thief.

Berserker

Starting Statistics

Size: Medium; **Speed:** 30 ft.; **AC:** +1 natural armor; **Ability Scores:** Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10; **Primary Ability Scores:** Strength, Constitution; **Secondary Ability Score:** Dexterity; **Special Qualities:** Darkvision (60'), gains Rage as a berserker of the same level as its hit dice – 3 (minimum of 1), can use Armor and Weapon Proficiencies as a berserker.

Caster

Starting Statistics

Size: Medium; **Speed:** 30 ft.; **AC:** +1 natural armor; **Ability Scores:** Str 10, Dex 14, Con 12, Int 16, Wis 10, Cha 10; **Primary Ability Scores:** Dexterity, Intelligence; **Secondary Ability Score:** Constitution; **Special Qualities:** Darkvision (60'), gains a MP pool and spells as a black mage of the same level as its hit dice – 3 (minimum of 1) with a capped spell level of 6th, can use Armor and Weapon Proficiencies as a black mage.

Lancer

Starting Statistics

Size: Medium; **Speed:** 30 ft.; **AC:** +1 natural armor; **Ability Scores:** Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10; **Primary Ability Scores:** Strength, Constitution; **Secondary Ability Score:** Dexterity; **Special Qualities:** Darkvision (60'), gains Deadly Lancer and Jump as a dragoon of the same level as its hit dice – 3 (minimum of 1), can use Armor and Weapon Proficiencies as a dragoon.

Rider

Starting Statistics

Size: Medium; **Speed:** 30 ft.; **AC:** +1 natural armor; **Ability Scores:** Str 16, Dex 14, Con 12, Int 10, Wis 10, Cha 10; **Primary Ability Scores:** Strength, Dexterity; **Secondary Ability Score:** Constitution; **Special Qualities:** Darkvision (60'), gains Chocobo Mount as a chocobo knight of the same level as its hit dice – 3 (minimum of 1), can use Armor and Weapon Proficiencies as a chocobo knight.

Ruler

Starting Statistics

Size: Medium; **Speed:** 30 ft.; **AC:** +1 natural armor; **Ability Scores:** Str 10, Dex 14, Con 12, Int 10, Wis 10, Cha 16; **Primary Ability Scores:** Dexterity, Charisma; **Secondary Ability Score:** Constitution; **Special Qualities:** Darkvision (60'), gains Bardic Performance and all abilities related to Bardic Performance as a bard of the same level as its hit dice – 3 (minimum of 1), can use Armor and Weapon Proficiencies as a bard.

Saber

Starting Statistics

Size: Medium; **Speed:** 30 ft.; **AC:** +1 natural armor; **Ability Scores:** Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10; **Primary Ability Scores:** Strength, Constitution; **Secondary Ability Score:** Dexterity; **Special Qualities:** Darkvision (60'), gains Chosen Weapon as a fighter of the same level as its hit dice – 3 (minimum of 1), can use Armor and Weapon Proficiencies as a fighter.

Shielder

Starting Statistics

Size: Medium; **Speed:** 30 ft.; **AC:** +1 natural armor; **Ability Scores:** Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 10; **Primary Ability Scores:** Strength, Constitution; **Secondary Ability Score:** Charisma; **Special Qualities:** Darkvision (60'), gains Defensive Stance as a knight of the same level as its hit dice – 3 (minimum of 1), can use Armor and Weapon Proficiencies as a knight.

Table: Heroic Spirit Base Statistics

Class Level	HD	BAB	Fort	Ref	Will	Skills	Feats	Armor Bonus	Primary Ability Bonus	Secondary Ability Bonus	Special
1 st	1	+1	+0	+2	+2	4	1	+0	+0	+0	Weapon proficiency, darkvision, link
2 nd	2	+2	+0	+3	+3	8	1	+1	+1	+0	Evasion
3 rd	3	+3	+1	+3	+3	12	2	+1	+1	+0	—
4 th	3	+3	+1	+3	+3	12	2	+1	+1	+0	Ability score increase
5 th	4	+4	+1	+4	+4	16	2	+2	+2	+1	—
6 th	5	+5	+1	+4	+4	20	3	+2	+2	+1	—
7 th	6	+6	+2	+5	+5	24	3	+3	+3	+1	Devotion
8 th	6	+6	+2	+5	+5	24	3	+3	+3	+1	Ability score increase
9 th	7	+7	+2	+5	+5	28	4	+3	+3	+1	—
10 th	8	+8	+2	+6	+6	32	4	+4	+4	+2	—
11 th	9	+9	+3	+6	+6	36	5	+4	+4	+2	—
12 th	9	+9	+3	+6	+6	36	5	+5	+5	+2	Ability score increase
13 th	10	+10	+3	+7	+7	40	5	+5	+5	+2	—
14 th	11	+11	+3	+7	+7	44	6	+5	+5	+2	Improved Evasion
15 th	12	+12	+4	+8	+8	48	6	+6	+6	+3	—
16 th	12	+12	+4	+8	+8	48	6	+6	+6	+3	Ability score increase
17 th	13	+13	+4	+8	+8	52	7	+7	+7	+3	—
18 th	14	+14	+4	+9	+9	56	7	+7	+7	+3	—
19 th	15	+15	+5	+9	+9	60	8	+7	+7	+3	—
20 th	15	+15	+5	+9	+9	60	8	+8	+8	+4	Ability score increase

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

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

BAB: This is the heroic spirit's base attack bonus. A heroic spirit's base attack bonus is equal to its Hit Dice.

Fort/Ref/Will: These are the heroic spirit's base saving throw bonuses. A heroic spirit has good Reflex and Will saves.

Skills: This lists the heroic spirit's total skill ranks. A heroic spirit can assign skill ranks to any skill. Heroic spirits with Intelligence scores above the base value modify these totals as normal (a heroic spirit receives a number of skill ranks equal to 6 + its Intelligence modifier per HD). A heroic spirit cannot have more ranks in a skill than it has Hit Dice. Heroic spirit skill ranks are set once chosen.

The following skills are class skills for heroic spirits: Bluff (Cha), Craft (Int), Knowledge (planes) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex). In addition, at 1st level, the servant conjurer can choose 4 additional skills to be class skills for his heroic spirit.

Feats: This is the total number of feats possessed by a heroic spirit. Heroic spirits can select any feat that they qualify for. Heroic spirit feats are set once chosen.

Armor Bonus: The number noted here is the heroic spirit's base total armor bonus. This bonus may be split between an armor bonus and a natural armor bonus, as decided by the servant conjurer. This number is modified by the heroic spirit's base form.

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

Primary Ability Bonus: Add this bonus to the heroic spirit's two primary ability scores. The heroic spirit's primary ability scores are determined by its based form.

Secondary Ability Bonus: Add this bonus to the heroic spirit's secondary ability score. The heroic spirit's secondary ability score is determined by its based form.

Ability Score Increase (Ex): The heroic spirit adds +1 to any one of its ability scores.

Darkvision (Ex): The heroic spirit has darkvision out to a range of 60 feet.

Weapon Proficiency (Ex): The heroic spirit is proficient with all simple and martial weapons.

Link (Ex): A servant conjurer and his heroic spirit 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 servant conjurer to give orders to his heroic spirit at any time. In addition, magic items interfere with the servant conjurer's connection to his heroic spirit. As a result, the servant conjurer and his heroic spirit share magic item slots. For example, if the servant conjurer is wearing a ring, his heroic spirit can wear no more than one ring. In case of a conflict, the items worn by the servant conjurer remain active, and those used by the heroic spirit become dormant.

Evasion (Ex): If a heroic spirit 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.

Devotion (Ex): A heroic spirit gains a +4 morale bonus on Will saves against charm spells and effects.

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

This ability replaces avatar.

Command Spell (Su): Starting at 2nd level, as a full-round action, a servant conjurer can cause their heroic spirits to use their limit breaks depending on the type of heroic spirit, up to 3 times per day. The servant conjurer chooses one of the limit breaks based on the class that their heroic spirit draws its ability from, and he can use it regardless of their health.

This ability replaces all summon monster class features.