

## Summoner

While many who dabble in magic become adept at beckoning monsters from the farthest reaches of the planes, none are more skilled at it than the summoner. This practitioner of the magic arts forms a close bond with one particular outsider, known as an avatar, which gains power as the summoner becomes more proficient at his summoning. Over time, the two become linked, eventually even sharing a shard of the same soul.

**Role:** Summoners spend much of their time exploring the arcane arts alongside their avatars. While their power comes from within, they rely heavily on their avatar companions in dangerous situations. While a summoner and his avatar function as individuals, their true power lies in what they can accomplish together.

**Alignment:** Any.

**Hit Die:** d6.

**Starting Wealth:**  $2d6 \times 10$  gil (average 70 gil.) In addition, each character begins play with an outfit worth 10 gil or less.

### Class Skills

The summoner's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha).

**Skill Points Per Level:** 4 + Int modifier.

| Level            | Base Attack Bonus | Fort Save | Reflex Save | Will Save | Special  | MP | Spell Level     |
|------------------|-------------------|-----------|-------------|-----------|--|----|-----------------|
| 1 <sup>st</sup>  | +0                | +0        | +0          | +2        | Avatar, Spell Proficiency, Cantrips, Summon Gear, Limit Breaks   | 1  | 1 <sup>st</sup> |
| 2 <sup>nd</sup>  | +1                | +0        | +0          | +3        | Life Link, Summon Monster I, Augment Summoning, Summon Talent    | 2  | 1 <sup>st</sup> |
| 3 <sup>rd</sup>  | +1                | +1        | +1          | +3        | Blood Pact, Bond Senses, Efficient Summoning                     | 3  | 2 <sup>nd</sup> |
| 4 <sup>th</sup>  | +2                | +1        | +1          | +4        | Summon Monster II, Detect Summons, Summon Talent                 | 5  | 2 <sup>nd</sup> |
| 5 <sup>th</sup>  | +2                | +1        | +1          | +4        | Clear Mind I, Shield Ally  | 8  | 3 <sup>rd</sup> |
| 6 <sup>th</sup>  | +3                | +2        | +2          | +5        | Summon Monster III, Counter-Summon, Summon Talent                | 11 | 3 <sup>rd</sup> |
| 7 <sup>th</sup>  | +3                | +2        | +2          | +5        | Maker's Call, Summon Tactics                                     | 15 | 4 <sup>th</sup> |
| 8 <sup>th</sup>  | +4                | +2        | +2          | +6        | Summon Monster IV, Superior Summons, Summon Talent               | 20 | 4 <sup>th</sup> |
| 9 <sup>th</sup>  | +4                | +3        | +3          | +6        | Transposition, Balanced Summoning                                | 26 | 5 <sup>th</sup> |
| 10 <sup>th</sup> | +5                | +3        | +3          | +7        | Clear Mind II, Summon Monster V, Faster Summoning, Summon Talent | 32 | 5 <sup>th</sup> |
| 11 <sup>th</sup> | +5                | +3        | +3          | +7        | Greater Blood Pact, Greater Shield Ally                          | 39 | 6 <sup>th</sup> |
| 12 <sup>th</sup> | +6/+1             | +4        | +4          | +8        | Summon Monster VI, Weaken Summons, Advanced Summon Talent        | 47 | 6 <sup>th</sup> |
| 13 <sup>th</sup> | +6/+1             | +4        | +4          | +8        | Life Bond, Transpositioning                                      | 56 | 7 <sup>th</sup> |
| 14 <sup>th</sup> | +7/+2             | +4        | +4          | +9        | Summon Monster VII, Summoner's Charm, Advanced Summon Talent     | 65 | 7 <sup>th</sup> |

|                  |        |    |    |     |   |     |                 |
|------------------|--------|----|----|-----|---|-----|-----------------|
| 15 <sup>th</sup> | +7/+2  | +5 | +5 | +9  | Clear Mind III, Paragon Summons                                       | 75  | 8 <sup>th</sup> |
| 16 <sup>th</sup> | +8/+3  | +5 | +5 | +10 | Summon Monster VIII, Master of Matter, Advanced Summon Talent         | 86  | 8 <sup>th</sup> |
| 17 <sup>th</sup> | +8/+3  | +5 | +5 | +10 | Tireless Pact, Superior Shield Ally                                   | 98  | 9 <sup>th</sup> |
| 18 <sup>th</sup> | +9/+4  | +6 | +6 | +11 | Summon Monster IX, Advanced Summon Talent                             | 110 | 9 <sup>th</sup> |
| 19 <sup>th</sup> | +9/+4  | +6 | +6 | +11 | Merge Forms, Summoning Mastery  | 122 | 9 <sup>th</sup> |
| 20 <sup>th</sup> | +10/+5 | +6 | +6 | +12 | Clear Mind IV, Mighty Blood Pact, Twin Avatar, Advanced Summon Talent | 135 | 9 <sup>th</sup> |

## Class Features

All of the following are class features of the summoner.

**Weapon and Armor Proficiency:** Summoners are proficient with all simple weapons including whips, scorpion whips, power rods and power staves, but not with any type of armor or shield. Heavier armor interferes with a summoner's movements, which can cause her spells with somatic components to fail.

**Limit Breaks (Su):** At 1st level, the summoner receives the Limit Breaks (Avatar Mastery and Avatar Protection).

*Avatar Mastery (Su):* This Limit Break allows the summoner to summon an avatar or heal his avatar to full health.

*Avatar Protection (Su):* This Limit Break allows the summoner's avatar to take any attacks aimed at the summoner. For a duration of 1 round + 1 round per four summoner levels after 1st, as long as the summoner is adjacent to his avatar, the avatar intercepts any attacks, using its AC instead. For the duration of this limit break, the avatar gains a damage reduction of 2/- and additional 2/- per four summoner levels after 1st. This limit break requires only a swift action.

**Spells:** A summoner casts summon spells which are drawn from the summoner spell list. A summoner begins play with 3 1st level summon spells of his choice. The summoner also selects a number of additional 1st-level spells equal to his Charisma modifier to add to his list of spells. Each time a character attains a new summoner level, he gains two spells of his choice to add to his list of spells. The free spells must be of spell levels he can cast. Unlike the other mages, a summoner cannot purchase or find scrolls to add spells to his spells known list, but he can learn new summon spells from another summoner.

To learn or cast a summoner spell, the summoner must have a Charisma score equal to at least 10 + the spell level (Cha 11 for 1st-level spells, Cha 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a summoner's spell is 10 + the spell level + the summoner's Charisma modifier. In addition, a summoner gains additional MP for having a high attribute (Charisma).

**Spell Proficiency (Ex):** Summoners are considered to have the Precise Shot feat while casting spells, using class features that require ranged touch or using any magical items that require ranged touch.

**Cantrips:** Summoners learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume MP and may be used again. Summoners begin with 4 0-level spells and gain an additional 0-level spell every three levels after 1st level.

**Avatar (Su):** At 1st level, a summoner begins play with the ability to summon to his side a powerful outsider called an avatar. The summoner must choose which avatar to form a pact with, 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 summoner, who summons an aspect of the same creature. An avatar has the same alignment as the summoner 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 summoner may only have one pact with a specific avatar. To change the summoner's pact, he must defeat an incarnation of the avatar he wishes to form a pact with (up to GM's discretion on how this comes about). Once the summoner gains the new pact, he loses the old pact.

A summoner 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 summoner (a standard action). If the summoner 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 summoner's class level and increase as the summoner gains levels. In addition, each avatar receives improvements, based on the summoner's level, which can be used to upgrade the avatar's abilities and powers.

The avatar and the summoner must remain within 100 feet of one another for the avatar to remain at full strength. If the avatar is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. If the avatar is more than 1,000 feet away but closer than 10,000 feet, its current and maximum hit point totals are reduced by 75%. If the avatar is more than 10,000 feet away, it is immediately returned to its home plane. Current hit points lost in this way are not restored when the avatar gets closer to its summoner, but its maximum hit point total does return to normal.

### *Alexander*

#### Starting Statistics

**Size:** Medium; **Speed:** 20 ft.; **AC:** +2 natural armor; **Attack:** 2 slams (1d6); **Ability Scores:** Str 14, Dex 12, Con 16, Int 10, Wis 8, Cha 16; **Special Qualities:** Light immunity. Go here to see more information:

<http://www.finalfantasy20.com/Alexander.pdf>

#### 7th level Advancement

**Size:** Large; **AC:** +3 natural armor; **Attack:** 2 slams (1d8); **Ability Scores:** Str +4, Dex -2, Con +4

### *Anima*

#### Starting Statistics

**Size:** Medium; **Speed:** 10 ft.; **AC:** +2 natural armor; **Attack:** bite (1d6), 2 claws (1d4); **Ability Scores:** Str 16, Dex 10, Con 14, Int 10, Wis 10, Cha 16; **Special Qualities:** Elemental resistance (equal to summoner's level).

#### 7th Level Advancement

**Size:** Large; **Reach:** 10 ft; **AC:** +3 natural armor; **Attack:** bite (1d8), 2 claws (1d6); **Ability Scores:** Str +4, Dex -2, Con +2, Cha +2.

### *Bahamut*

#### Starting Statistics

**Size:** Medium; **Speed:** 30 ft. Fly 60 ft. (poor); **AC:** +1 natural armor; **Attack:** bite (1d6), 2 claws (1d4); **Ability Scores:** Str 14, Dex 13, Con 16, Int 10, Wis 10, Cha 12; **Special Qualities:** Elemental resistance (equal to summoner's level). Go here to see more information: <http://www.finalfantasy20.com/Bahamut.pdf>

### 7th level Advancement

**Size:** Large; **AC:** +3 natural armor; **Attack:** bite (1d8), 2 claws (1d6); **Ability Scores:** Str +8, Dex -2, Con +2

#### *Bismarck*

##### Starting Statistics

**Size:** Medium; **Speed:** 30 ft. Fly 60 ft. (poor) Swim 60 ft.; **AC:** +1 natural armor; **Attack:** bite (1d4 + 1d6 water) or slam (1d8), tail slap (1d4 + 1d6 wind); **Ability Scores:** Str 16, Dex 10, Con 16, Int 8, Wis 10, Cha 12; **Special Qualities:** Water and Wind immunity. Go here to see more information:

<http://www.finalfantasyd20.com/Bismarck.pdf>

### 7th level Advancement

**Size:** Large; **AC:** +2 natural armor; **Attack:** bite (1d6 + 1d6 water) or slam (1d10), tail slap (1d6 + 1d6 wind); **Ability Scores:** Str +4, Dex -2, Con +2, Cha +2

#### *Carbuncle*

##### Starting Statistics

**Size:** Medium; **Speed:** 30 ft.; **AC:** +1 natural armor; **Attack:** bite (1d6), 2 claws (1d4); **Ability Scores:** Str 10, Dex 16, Con 12, Int 10, Wis 13, Cha 16; **Special Qualities:** Light immunity. Go here to see more information:

<http://www.finalfantasyd20.com/Carbuncle.pdf>

### 7th level Advancement

**Size:** Medium; **AC:** +2 natural armor; **Attack:** bite (1d6), 2 claws (1d4); **Ability Scores:** Dex +4, Cha +4

#### *Diabolos*

##### Starting Statistics

**Size:** Medium; **Speed:** 30 ft. Fly 60 ft. (average); **AC:** +1 natural armor; **Attack:** 2 slams (1d6); **Ability Scores:** Str 12, Dex 14, Con 13, Int 10, Wis 10, Cha 16; **Special Qualities:** Dark immunity. Go here to see more information:

<http://www.finalfantasyd20.com/Diabolos.pdf>

### 7th level Advancement

**Size:** Large; **AC:** +2 natural armor; **Attack:** 2 slams (1d8); **Ability Scores:** Str +4, Dex -2, Con +2, Cha +2

#### *Fenrir*

##### Starting Statistics

**Size:** Medium; **Speed:** 40 ft.; **AC:** +1 natural armor; **Attack:** bite (1d4 + 1d6 ice + trip); **Ability Scores:** Str 14, Dex 16, Con 16, Int 10, Wis 10, Cha 10; **Special Qualities:** Earth and Ice immunity. Go here to see more information:

<http://www.finalfantasyd20.com/Fenrir.pdf>

### 7th level Advancement

**Size:** Large; **AC:** +2 natural armor; **Attack:** bite (1d6 + 1d6 ice + trip); **Ability Scores:** Str +4, Dex -2, Con +4

#### *Garuda*

##### Starting Statistics

**Size:** Medium; **Speed:** 30 ft. Fly 60 ft. (average); **AC:** +1 natural armor; **Attack:** bite (1d6), 2 talons (1d4 + trip); **Ability Scores:** Str 12, Dex 16, Con 14, Int 12, Wis 9, Cha 12; **Special Qualities:** Wind immunity. Go here to see more information:

<http://www.finalfantasyd20.com/Garuda.pdf>

### 7th level Advancement

**Size:** Large; **AC:** +2 natural armor; **Attack:** bite (1d8), 2 talons (1d6 + trip); **Ability Scores:** Str +2, Dex +4, Con +2, Cha +2

#### *Ifrit*

##### Starting Statistics

**Size:** Medium; **Speed:** 30 ft.; **AC:** +1 natural armor; **Attack:** 2 slams (1d6); **Ability Scores:** Str 16, Dex 13, Con 16, Int 11, Wis 7, Cha 14; **Special Qualities:** Fire immunity. Go here to see more information: <http://www.finalfantasyd20.com/Ifrit.pdf>

### 7th level Advancement

**Size:** Large; **AC:** +2 natural armor; **Attack:** 2 slams (1d8); **Ability Scores:** Str +4, Dex -2, Con +2, Cha +2

#### *Ixion*

##### Starting Statistics

**Size:** Medium; **Speed:** 60 ft.; **AC:** +1 natural armor; **Attack:** gore (1d6), 2 hooves (1d4); **Ability Scores:** Str 12, Dex 16, Con 14, Int 8, Wis 10, Cha 16; **Special Qualities:** Lightning immunity. Go here to see more information: <http://www.finalfantasyd20.com/Ixion.pdf>

### 7th level Advancement

**Size:** Large; **AC:** +2 natural armor; **Attack:** gore (1d8), 2 hooves (1d6); **Ability Scores:** Str +4, Dex -2, Con +2, Cha +2

#### *Leviathan*

##### Starting Statistics

**Size:** Medium; **Speed:** 30 ft. Swim 60 ft.; **AC:** +1 natural armor; **Attack:** bite (1d6 + grab) or slam (1d6), tail slap (1d4 + grab); **Ability Scores:** Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 14; **Special Qualities:** Water immunity. Go here to see more information: <http://www.finalfantasyd20.com/Leviathan.pdf>

### 7th level Advancement

**Size:** Large; **AC:** +2 natural armor; **Attack:** bite (1d8 + grab), or slam (1d8), tail slap (1d6 + grab); **Ability Scores:** Str +4, Dex -2, Con +2, Cha +2

#### *Odin*

##### Starting Statistics

**Size:** Medium; **Speed:** 60 ft.; **AC:** +1 natural armor; **Attack:** longsword (1d8), 2 hooves (1d4); **Ability Scores:** Str 14, Dex 14, Con 16, Int 10, Wis 10, Cha 14; **Special Qualities:** DR 5/-. Go here to see more information: <http://www.finalfantasyd20.com/Odin.pdf>

### 7th level Advancement

**Size:** Large; **AC:** +3 natural armor; **Attack:** longsword (2d6), 2 hooves (1d6); **Ability Scores:** Str +4, Dex -2, Con +2, Cha +2

#### *Phoenix*

##### Starting Statistics

**Size:** Medium; **Speed:** 10 ft. Fly 90 ft. (perfect); **AC:** +1 natural armor; **Attack:** 2 talons (1d3 + 1d6 fire), bite (1d4 + 1d6 fire); **Ability Scores:** Str 10, Dex 13, Con 15, Int 10, Wis 10, Cha 16; **Special Qualities:** Fire and Light immunity. Go here to see more information: <http://www.finalfantasyd20.com/Phoenix.pdf>

#### 7th level Advancement

**Size:** Large; **AC:** +2 natural armor; **Attack:** bite (1d6 + 1d6 fire), 2 talons (1d4 + 1d6 fire); **Ability Scores:** Str +2, Dex +4, Con +2, Cha +2

#### *Ramuh*

##### Starting Statistics

**Size:** Medium; **Speed:** 30 ft.; **AC:** +1 natural armor; **Attack:** staff (1d6 + 1d6 lightning); **Ability Scores:** Str 9, Dex 16, Con 12, Int 16, Wis 12, Cha 12; **Special Qualities:** Lightning immunity. Go here to see more information: <http://www.finalfantasyd20.com/Ramuh.pdf>

#### 7th level Advancement

**Size:** Large; **AC:** +2 natural armor; **Attack:** staff (1d8 + 1d6 lightning); **Ability Scores:** Str +2, Dex -2, Con +2, Int +2, Cha +2

#### *Shiva*

##### Starting Statistics

**Size:** Medium; **Speed:** 30 ft.; **AC:** +1 natural armor; **Attack:** slam (1d6), kick (1d4); **Ability Scores:** Str 13, Dex 14, Con 14, Int 14, Wis 12, Cha 14; **Special Qualities:** Ice immunity. Go here to see more information: <http://www.finalfantasyd20.com/Shiva.pdf>

#### 7th level Advancement

**Size:** Large; **AC:** +2 natural armor; **Attack:** slam (1d8), kick (1d6); **Ability Scores:** Str +2, Dex -2, Con +2, Wis +2, Cha +2

#### *Siren*

##### Starting Statistics

**Size:** Medium; **Speed:** 30 ft.; **AC:** +1 natural armor; **Attack:** slam (1d6), kick (1d4); **Ability Scores:** Str 12, Dex 15, Con 12, Int 12, Wis 12, Cha 16; **Special Qualities:** Water immunity. Go here to see more information: <http://www.finalfantasyd20.com/Siren.pdf>

#### 7th level Advancement

**Size:** Large; **AC:** +2 natural armor; **Attack:** slam (1d8), kick (1d6); **Ability Scores:** Str +2, Dex -2, Con +2, Cha +4

#### *Titan*

##### Starting Statistics

**Size:** Medium; **Speed:** 30 ft.; **AC:** +2 natural armor; **Attack:** 2 slams (1d6); **Ability Scores:** Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 14; **Special Qualities:** Earth immunity. Go here to see more information: <http://www.finalfantasyd20.com/Titan.pdf>

#### 7th level Advancement

**Size:** Large; **AC:** +3 natural armor; **Attack:** 2 slams (1d8); **Ability Scores:** Str +4, Dex -2, Con +4

## Valefor

### Starting Statistics

**Size:** Medium; **Speed:** 10 ft. Fly 60 ft.; **AC:** +1 natural armor; **Attack:** 2 claws (1d4), bite (1d6); **Ability Scores:** Str 12, Dex 16, Con 13, Int 10, Wis 10, Cha 14; **Special Qualities:** Wind immunity. Go here to see more information: <http://www.finalfantasyd20.com/Valefor.pdf>

### 7th level Advancement

**Size:** Large; **AC:** +2 natural armor; **Attack:** bite (1d6), 2 claws (1d4); **Ability Scores:** Dex +4, Cha +4

## Yojimbo

### Starting Statistics

**Size:** Medium; **Speed:** 30 ft.; **AC:** +1 natural armor; **Attack:** Katana (1d8); **Ability Scores:** Str 16, Dex 11, Con 14, Int 10, Wis 12, Cha 15; **Special Qualities:** Fire immunity. Go here to see more information: <http://www.finalfantasyd20.com/Yojimbo.pdf>

### 7th level Advancement

**Size:** Large; **AC:** +3 natural armor; **Attack:** Large Katana (2d6); **Ability Scores:** Str +4, Dex -2, Con +4

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

- *Class Level:* This is the character's summoner level.
- *HD:* This is the total number of 10-sided (d10) Hit Dice the avatar possesses, each of which gains a Constitution modifier, as normal.
- *BAB:* This is the avatar's base attack bonus. An avatar's base attack bonus is equal to its Hit Dice. Avatars do not gain additional attacks using their natural weapons for a high base attack bonus.
- *Fort/Ref/Will:* These are the avatar's base saving throw bonuses. An avatar has good Reflex and Will saves.

- *Skills*: This lists the avatar's total skill ranks. An avatar can assign skill ranks to any skill. Avatars with Charisma scores above the base value modify these totals as normal (an avatar receives a number of skill ranks equal to 6 + its Charisma modifier per HD). An avatar cannot have more ranks in a skill than it has Hit Dice. Avatar skill ranks are set once chosen.

The following skills are class skills for avatars: 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 avatar. Note that avatars with a fly speed receive Fly (Dex) as a free class skill.

- *Feats*: This is the total number of feats possessed by an avatar. Avatars can select any feat that they qualify for, but they must possess the appropriate appendages to use some feats. Avatar feats are set once chosen.
- *Armor Bonus*: The number noted here is the avatar'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 avatar's base form. An avatar cannot wear armor of any kind, as the armor interferes with the summoner's connection to the avatar.

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

- *Ability Score Increase (Ex)*: The avatar adds +1 to one of its ability scores.
- *Darkvision (Ex)*: The avatar has darkvision out to a range of 60 feet.
- *Link (Ex)*: A summoner and his avatar 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 summoner to give orders to his avatar at any time. In addition, magic items interfere with the summoner's connection to his avatar. As a result, the summoner and his avatar share magic item slots. For example, if the summoner is wearing a ring, his avatar can wear no more than one ring. In case of a conflict, the items worn by the summoner remain active, and those used by the avatar become dormant. The avatar must possess the appropriate appendages to utilize a magic item.
- *Evasion (Ex)*: If an avatar 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)*: An avatar 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, an avatar takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

**Summon Gear (Su)**: Also at 1st level, a summoner can summon any object that weighs no more than 1 pound per summoner level he possesses. Creating an object in this way is a standard action. The Item remains for 1 minute before fading away, although it disappears after one round if it leaves his possession. Creating an Item to an exact specification might require a Craft skill check, subject to GM discretion. The object must be made of simple materials, such as wood, stone, glass, or metal, and cannot contain any moving parts. The summoner could use this ability to summon a dagger, but not a vial of alchemist's fire. He can use this ability a number of times per day equal to 3 + his Charisma modifier.

**Life Link (Su)**: At 2nd level, a summoner forms a close bond with his avatar. Whenever the avatar takes enough damage to send it back to its home plane, as a reaction to the damage, the summoner can sacrifice any number of hit points he has without using an action. Each hit point sacrificed in this way prevents 1 point of damage done to the avatar. This can prevent the avatar from being sent back to its home plane.

**Summon Monster I (Sp)**: Starting at 2nd level, a summoner can cast summon monster I as a spell-like ability a number of times per day equal to 3 + his Charisma modifier. Drawing upon this ability uses up the same power



as the summoner uses to call his avatar. As a result, he can only use this ability when his avatar is not summoned. He can cast this spell as a standard action and the creatures remain for 1 minute per level (instead of 1 round per level). 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). A summoner cannot have more than one summon monster spell active in this way at one time. If this ability is used again, any existing summon monster immediately ends. These summon spells are considered to be part of his spell list for the purposes of spell trigger and spell completion items. In addition, he can expend uses of this ability to fulfill the construction requirements of any magic item he creates, so long as he can use this ability to cast the required spell.

**Augment Summoning:** At 2nd level, a summoner gains Augment Summoning as a bonus feat. He does not have to meet any requirements for this feat. If the summoner already has this feat, he may pick another Non-Combat feat for which he meets the prerequisites for.

**Summon Talents (Ex or Su):** As a summoner gains experience, he learns a number of talents that assist him in manipulating spells and other forms of magic. At 2nd level and every two summoner levels thereafter, a summoner gains one summon talent. A summoner cannot select an individual talent more than once. Talents marked with an asterisk add effects to a summoner's spellcasting ability. Only one of these talents can be applied to an individual spell and the decision must be made before the spell is cast.

*Additional Monster (Su):* The summoner summons an additional monster of the lowest CR from his summon monster class feature or from spell. This talent stacks with Superior Summoning. **Prerequisite:** The summoner must have the summon monster class feature or spell to select this talent.

*Arcane Fighter (Ex):* The summoner's levels stack with any fighter levels he possesses for the purposes of meeting the prerequisites for feats that specifically select his spells, such as Weapon Specialization (ray). The summoner treats his spells as weapons for the purposes of taking feats like Improved Critical, or using feats like Arcane Strike.

*Arcane Pool (Su):* The summoner gains an arcane pool, as if he was a red mage of the same level as his summoner level. The summoner does not naturally gain any ruby arcana, but may select extra ruby arcana feat. The summoner treats his summoner level as his red mage level for all ruby arcana, and must meet their prerequisites. The summoner does not gain any other red mage class feature (such as spell combat, spellstrike, or spell recall), and cannot select ruby arcana that affect or depend on these abilities. **Prerequisite:** Must not possess an Arcane Pool to select this talent.

*Augment Avatar (Su):* The summoner's avatar gains the benefit of the Augment Summoning feat. **Prerequisite:** The summoner must have the Augment Summoning feat to select this talent.

*Avatar Magic (Su):* The summoner gains a pool of extra MP equal to what he gains from having high Charisma. This extra MP can only be used by the avatar for using its abilities. This pool fully refreshes when the summoner gains his MP back after resting for the day. If the summoner has the Yojimbo avatar, this MP can be used as gil at a rate of 1 MP per 50 gil needed.

*Balanced Summoning (Su):* The summoner maintains balance by calling on opposing forces when summoning. Whenever the summoner casts a summon monster spell or uses the summon monster ability, he can summon two creatures from a single list 1 or more levels lower than the level of the spell. The two creatures must have alignments that are opposite along at least one axis (chaotic and lawful or evil and good).

*Concentrate (Ex):* The summoner can reroll any concentration check he has just made with a +4 bonus. He must use this ability after the roll is made, but before the roll's outcome is determined. The summoner must take the second roll, even if it is worse. The summoner can use this ability once per day.

*Creative Destruction (Su)\*:* The summoner has learned how to use destructive energy to empower himself. When he casts an elemental spell that deals damage, he gains a number of temporary hit points equal to the total number of dice used to determine the damage caused by the spell. Temporary hit points gained from this talent do not stack and disappear after 1 hour.

*Dazzling Spell (Su)\*:* As a free action, the summoner adds an element of bright energy to a spell he is casting. Any target that fails its save against the spell is dazzled for 1 round per level of the spell. The summoner may use this ability a number of times per day equal to 3 + his Charisma modifier.

*Defensive Feedback (Su)\*:* Rather than dissipate damaging energy, the summoner can redirect some of it back to its source. When an enhancing spell the summoner casts prevents damage (with damage reduction or energy resistance), if the attacking creature is within 30 feet of the protected creature, the foe takes 1d6 points of damage for every 10 points of damage prevented.

*Empowered Magic (Su):* The summoner can cast one spell per day as if it were modified by the Empower Spell feat. This does not increase the MP cost or the level of the spell.

*Extended Magic (Su):* The summoner can cast one spell per day as if it were modified by the Extended Spell feat. This does not increase the MP cost or the level of the spell.

*Familiar (Ex):* The summoner forms a powerful bond with a familiar. A familiar is a magical pet that enhances the summoner's skills and senses and can aid him in magic. See this link for more information on familiars: <http://www.finalfantasyd20.com/magic/familiars/>

*Flexible Augmentation (Su):* When casting any Summon Monster spell, the summoner can choose any two ability scores to receive the bonus granted by Augment Summoning. This choice applies to all creatures summoned by the spell. A summoner with the augment avatar summon talent may apply the effects of this summon talent to his avatar upon performing the summoning ritual. **Prerequisite:** The summoner must have the augment summoning feat to select this talent.

*Improved Shield Ally (Ex):* The summoner's shield ally ability now extends out to 15 feet from the avatar. **Prerequisite:** The summoner must have the shield ally class feature to select this talent.

*Increased Avatar Range (Su):* The summoner's avatar can go further than normal before its health decreases. The avatar can move 100 additional feet further away from the summoner. This talent can be selected more than once.

*Reach Magic (Su):* The summoner can cast one spell per day as if it were modified by the Reach Spell feat. This does not increase the MP cost or the level of the spell.

*Silent Magic (Su):* The summoner can cast one spell per day as if it were modified by the Silent Spell feat. This does not increase the MP cost or the level of the spell.

*Spell Lore (Ex):* The summoner adds his level to all Spellcraft checks made to identify a spell being cast. (This is most often useful when attempting to counterspell.)

*Spell Restraint (Ex)\*:* Whenever the summoner cast a spell with an area described as a radius, he may decide to make the radius smaller. He may reduce the radius down by any number of 5-foot increments, to a minimum of a 5-foot-radius.

*Spell Sage (Ex)*: When the summoner attempts a Use Magic Device check to cast a spell from a materia, he gains a +4 competence bonus to the check.

*Still Magic (Su)*: The summoner can cast one spell per day as if it were modified by the Still Spell feat. This does not increase the MP cost or the level of the spell.

*Summon Accuracy (Ex)\**: When the summoner casts a spell with an area, as a free action he may exclude a number of targets equal to his Charisma modifier that would normally be affected. The summoner must be able to see the target to exclude it. He may do this a number of times per day equal to 3 + his Charisma modifier.

*Summoner Training*: The summoner may select an item creation or metamagic feat. The summoner must still meet all prerequisites for a bonus feat, including caster level minimums. This talent may be taken more than once. Each time, a different feat must be selected.

*Swift Summons (Su)*: The summoner can select a summoning spell, he casts it as a standard action. The summoner can use this ability a number of times per day equal to his Charisma modifier. At 10th level, when the summoner gains the Faster Summoning class feature, this talent, instead, allows the summoner to cast a standard action summoning spell as a swift action, once per day.

**Bond Senses (Su)**: Starting at 3rd level, a summoner can, as a standard action, share the senses of his avatar, hearing, seeing, smelling, tasting, and touching everything the avatar does. He can use this ability a number of rounds per day equal to his summoner level. There is no range to this effect, but the avatar and the summoner must be on the same plane. The summoner can end this effect as a free action.

**Blood Pact (Su)**: At 3rd level, a summoner can enter a blood pact with his avatar, calling upon his avatar's inner reserves of strength and ferocity or defense and tenacity. For a number of times per day equal to the summoner's Charisma modifier, as a swift action, the summoner can cause his avatar to enter a blood pact for 1 minute.

- *Rage*: While in rage, an avatar gains a +4 morale bonus to its Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, it takes a -2 penalty to Armor Class. The increase to Constitution grants the avatar 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, an avatar cannot use any Charisma-, Dexterity-, or Charisma-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. This ability cannot be used with blood pact: ward.
- *Ward*: While in ward, an avatar gains a +2 dodge bonus to its AC, +2 resistance bonus to all saving throws, and a damage reduction of 2/-. In addition, it takes a -2 penalty to Attack and Damage rolls. While in ward, an avatar cannot use any Charisma-, Dexterity-, or Charisma-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. This ability cannot be used with blood pact: rage.

When the blood pact ends, the avatar is fatigued for a minute after. A summoner cannot cause his avatar to enter a new blood pact while fatigued or exhausted but can otherwise cause his avatar to enter a blood pact multiple times during a single encounter or combat. If an avatar falls unconscious, its blood pact immediately ends, placing it in peril of death.

**Efficient Summoning (Su)**: Starting at 3rd level, whenever the summoner casts a summon spell that summons a creature, (such as *summon monster*) he may cast the spell as a standard action and the creatures remain for 1 minute per summoner level (instead of 1 round per level).

**Detect Summons (Su):** At 4th level, as a swift action, a summoner can target a single creature he can see and determine if it has been summoned to its current plane from another. This ability reveals if the target has been conjured by a summoning spell, and allows the summoner to attempt a Spellcraft check to identify the spell that conjured it (using the same DC as if the summoner had witnessed the spell being cast).

**Clear Mind (Ex):** At 5th level, a summoner can regain his MP quicker. The summoner must be relaxed and must be free from overt distractions, such as combat raging nearby or other loud noises. For example, he could be riding in the back of a carriage and benefit from this ability. The summoner does not gain this recovery if he is asleep or unconscious. The summoner regains 1 MP per hour. This increases by 1 for every five summoner levels after 5th.

**Shield Ally (Ex):** At 5th level, whenever a summoner is within his avatar's reach, the summoner receives a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This bonus does not apply if the avatar is grappled, helpless, paralyzed, stunned, or unconscious.

**Counter-Summon (Su):** At 6th level, a summoner can attempt to counter a summoning spell cast by another creature. He must identify the spell being cast as normal for counterspelling. If he does so, he can attempt to counter the spell as a swift or immediate action. To counter the spell, the summoner must attempt a dispel check as if using *dispel*. If the spell being countered is a summon monster or summon nature's ally spell, the summoner gains a +5 bonus on the dispel check. The summoner can use this ability a number of times per day equal to 3 + his Charisma modifier.

**Maker's Call (Su):** At 7th level, as a standard action, a summoner can call his avatar to his side. The avatar must be within 120 feet. When used, the avatar appears adjacent to the summoner (or as close as possible if all adjacent spaces are occupied). If the avatar is out of range, the ability is wasted. The summoner can use this ability once per day at 7th level, plus one additional time per day for every four levels beyond 7th.

**Summon Tactics (Su):** At 7th level, every time a summoner casts a summoning spell that summons a creature or uses his summon monster ability, he can choose any one teamwork feat he knows. All creatures summoned by the spell or ability are treated as if they had the chosen feat for all purposes, without needing to meet any prerequisites. At 12th level and again at 17th level, the number of teamwork feats that he can choose when casting a summoning spell or using his summon monster ability increases by 1. He cannot choose the same feat twice. At 20th level, all creatures summoned by the spell or ability are treated as if they knew all of the summoner's teamwork feats.

**Superior Summons:** At 8th level, the summoner receives the Superior Summoning feat for free, even if he does not meet the prerequisites. If the summoner already has this feat, he may pick another Non-Combat feat for which he meets the prerequisites for.

**Balanced Summoning (Su):** At 9th level, the summoner maintains balance by calling on opposing forces when summoning. Whenever he casts a summon monster spell or uses his summon monster ability, he can summon two creatures from a single list 1 or more levels lower than the level of the spell. The two creatures must have alignments that are opposite along at least one axis (chaotic and lawful or evil and good). For example, if the summoner casts summon monster III, he could summon a celestial wolf and a fiendish hyena from the 2nd-level list.

**Transposition (Su):** At 9th level, a summoner can use his maker's call ability to swap locations with his avatar. If it is larger than him, he can appear in any square occupied by the avatar. The avatar must occupy the square that was occupied by the summoner if able, or as close as possible if it is not able.

**Faster Summoning (Ex):** At 10th level, a summoner can now cast any summoning spells with a full-round action as a standard action instead. Summoning spells with a longer casting time than a full-round action are unaffected.

**Greater Blood Pact (Su):** At 11th level, when a summoner makes a blood pact with his avatar, the bonuses increases.

- *Rage:* The morale bonus to the avatar's Strength and Constitution increases to +6 and the morale bonus on its Will saves increases to +3.
- *Ward:* The dodge bonus to the avatar's AC increases to +4, the resistance bonus to saving throws increases to +4, and the damage reduction increases to 4/-.

**Greater Shield Ally (Su):** At 11th level, whenever an ally is within an avatar's reach, the ally receives a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. If this ally is the summoner, these bonuses increase to +4. This bonus does not apply if the avatar is grappled, helpless, paralyzed, stunned, or unconscious.

**Weaken Summons (Su):** At 12th level, as a standard action, a summoner can attempt to weaken a summoned creature within 60 feet. The targeted creature takes a -2 penalty on attack and damage rolls and to Armor Class for 1 minute per summoner level. A successful Will save (DC 10 + half of the summoner's level + his Charisma modifier) negates this effect. A given summoned creature can't be targeted by this ability more than once per 24-hour period.

**Advanced Summon Talents (Ex or Su):** At 12th, and every two summoner levels thereafter, a summoner learns further talents to assist him in manipulating spells and other forms of magic. He may choose one of the following advanced summon talents in place of a summon talent. Talents marked with an asterisk add effects to a summoner's spellcasting ability. Only one of these talents can be applied to an individual spell and the decision must be made before the spell is cast.

*Augment Spell (Ex)\*:* Any spell the summoner knows that has a variable that increases by caster level which has a maximum, that maximum is increased by the equivalent of one additional caster level. Thus, a summoner with this talent deals a maximum of 6d6 non-elemental damage with *energy beam*.

*Energetic Recharge (Su):* Once per day, as an immediate action, when the summoner would take damage from earth, fire, ice, lightning, water, or wind damage, he can convert the damage into MP, at a rate of 1 MP per 10 damage. He suffers none of the converted damage, but may not gain more than half his caster level in MP. For example, if a 14th level summoner suffers 80 points of ice damage, he may convert up to 70 points of that damage into 7 MP. He takes the remaining 10 points of ice damage as normal.

*Improved Augment Avatar (Su):* The avatar now gains double the bonuses granted by Augment Summoning. **Prerequisites:** The summoner must have the augment summoning feat and the augment avatar summon talent to select this talent.

*Improved Life Bond (Su):* Effects from spells, spell-like abilities, or supernatural abilities that causes status effects now affect the avatar instead of the summoner. **Prerequisite:** The summoner must have the life bond class feature to select this talent.

*Improved Monsters (Su):* Creatures summoned by the summoner's summon monster class feature or spell now gain double the bonuses granted by Augment Summoning. **Prerequisite:** The summoner must have the augment summoning feat to select this talent.

*Improved Weaken Summons (Su)*: The penalty for the summoner's weaken summons ability changes to –

4. **Prerequisite**: The summoner must have the weaken summons class feature to select this talent.

*Maximized Magic (Su)*: The summoner can cast one spell per day as if it were modified by the Maximize Spell feat. This does not increase the MP cost or the level of the spell.

*Quickened Magic (Su)*: The summoner can cast one spell per day as if it were modified by the Quicken Spell feat. This does not increase the MP cost or the level of the spell.

*Spell Diligence (Su)\**: As a free action, the summoner may focus all his attention on casting a single spell. Only spells with a casting time of 1 standard action and a range of personal or touch may be cast in this way. The summoner adds his level to any concentration check made to cast a spell when using spell diligence. The summoner may use this ability a number of times per day equal to 3 + his Charisma modifier.

*Staff-Like Wand (Ex)*: The summoner's research has unlocked a new power in conjunction with using a wand. Similar to using a magic staff, he uses his own Charisma score and relevant feats to set the DC for saves against spells he casts from a wand, and he can use his caster level when activating the power of a wand if it's higher than the caster level of the wand. **Prerequisite**: He must have the Craft Staff feat to select this talent.

*Summon Focus (Su)\**: When the summoner casts a spell with an area, as a free action he may choose to focus the entire might of the spell on a single target. The spell's save DC is increased by +2, but only one target is affected by the spell. He may do this a number of times per day equal to 3 + his Charisma modifier on a single target within that area.

*Twincast (Ex)\**: Once per day, the summoner may cast two spells as a standard action, but the combined MP cost cannot exceed his caster level. The two spells must have the same casting time (standard or less) and if they have a target, the targets for the spells may be different.

**Life Bond (Su)**: At 13th level, a summoner's life becomes linked to his avatar's. As long as the avatar has 1 or more hit points, the summoner is protected from harm. Damage in excess of that which would reduce the summoner to fewer than 0 hit points is instead transferred to the avatar. This damage is transferred 1 point at a time, meaning that as soon as the avatar is reduced to a number of negative hit points equal to its Constitution score, all excess damage remains with the summoner. Effects that cause death but not damage are unaffected by this ability. This ability does not affect spells like *Statue*, *Doom*, *Death* or other spells that do not cause actual damage.

**Transpositioning (Su)**: At 13th level, the summoner may touch a single ally as a swift action. He may then use an immediate action in a later round to instantly teleport to his ally's position while he appears in the summoner's location. Once he touches his ally, this ability to transport locations lasts for a number of rounds equal to half his summoner level. When activating the swapping action, neither the summoner nor his ally is subject to attacks of opportunity, though any other actions may provoke as normal. The summoner must have line of sight to the chosen ally in order to trigger this power. This ability may be used a number of times per day equal to his Charisma modifier, though he may only use it with one ally at a time. If he uses this power with another ally while it is still active with a previous ally, the connection to the previous ally is automatically lost.

**Summoner's Charm (Su)**: Starting at 14th level, whenever the summoner casts a summoning spell that summons a creature, he increases the duration by a number of rounds equal to half his summoner level (rounded down). This increase is not doubled by Extend Spell. At 20th level, the summoner can change the duration of all summon monster spells to permanent. He can have no more than one summon monster spell made permanent in this way at one time. If he designates another summon monster spell as permanent, the previous spell immediately ends.

**Paragon Summons (Ex):** At 15th level, three times per day, the summoner can take the maximum for all hit dice of a single creature summoned when determining starting hit points. At 17th level and 19th level, the summoner can use this ability one additional time per day.

**Master of Matter (Su):** At 16th level, when the summoner casts a summoning spell with a duration of at least 1 hour/level (such as the *minor summoning* spell), the object created becomes permanent. If the duration of the object created is less than 1 hour/level, he may use this power to extend the duration by an additional number equal to his Charisma modifier. Thus if casting *major summoning* to create gold, the duration would be extended an additional 20 minutes multiplied by his Charisma modifier. This only functions on inanimate objects and he may use this power to make a created object permanent a number of times per day equal to his Charisma modifier.

**Tireless Pact (Su):** Starting at 17th level, an avatar no longer becomes fatigued at the end of its blood pact.

**Superior Shield Ally (Su):** At 17th level, whenever an ally is within the avatar's reach, the ally receives a damage reduction of 2/-, in addition to the bonuses to AC and saving throws. If this ally is the summoner, the damage reduction increases to 5/-.

**Merge Forms (Su):** At 19th level, as a full-round action, a summoner can touch his avatar and the two can merge forms. This transformation includes all of the summoner's gear. While merged in this way, the summoner is protected from harm and cannot be the target of spells or effects. All effects and spells currently targeting the summoner are suspended until the summoner emerges from the avatar (although durations continue to expire). The summoner can cast spells while inside the avatar by taking control of the avatar for the duration of the casting. Any material components used for these spells are taken from the summoner's gear, even though they are otherwise inaccessible. The summoner can direct all of the avatar's actions while merged, can perceive through its senses, and can speak through its voice. The summoner can use this ability for a number of minutes per day equal to half his summoner level. He can end this effect at any time as a swift action. The summoner emerges in a square adjacent to the avatar if able. If the avatar is returned to its home plane while the summoner is merged with it, the summoner is immediately ejected, taking 4d6 points of damage, and is stunned for 1 round.

**Summoning Mastery (Su):** At 19th level, the summoner's skill at summoning is without peer. The summoner may treat any spell from the summon monster line in all ways as though it were 1 level lower than it actually is, including allowing her to cast *summon monster I* as one of his cantrips. In addition, whenever a metamagic or summoning feat would increase the effective spell level of a spell the summoner casts from the summoning school, the summoner may treat the total effective level adjustment and MP cost as up to two lower, though this cannot change the base level of the spell (for example, a summoner wanting to cast a quickened *summon monster I* would only need to spend 2 MP).

**Mighty Blood Pact (Su):** At 20th level, when a summoner makes a blood pact with his avatar, the bonuses increases.

- *Rage:* The morale bonus to the avatar's Strength and Constitution increases to +8 and the morale bonus on its Will saves increases to +4.
- *Ward:* The dodge bonus to the avatar's AC increases to +6, the resistance bonus to saving throws increases to +6, and the damage reduction increases to 6/-.

**Twin Avatar (Su):** Also at 20th level, a summoner and his avatar share a true connection. As a standard action, the summoner can assume the shape of his avatar, copying all of its abilities. His Strength, Dexterity, and Constitution scores change to match the base scores of his avatar. 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 summoner loses his natural attacks and all racial traits (except bonus feats, skills, and languages) in

favor of the abilities granted by his avatar. The summoner retains all of his class features. The summoner can keep this form for a number of minutes per day equal to his summoner level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. The summoner can end this effect as a free action.