

# THE SUMMONER'S CIRCLE

BY SIGFRIED TRENT



**Pathfinder**  
ROLEPLAYING GAME COMPATIBLE

**OPEN DESIGN™**



## Advanced Feats: The Summoner's Circle

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# Expanded Options and Builds for the Summoner

## Introduction

More than just a list of feats, **Advanced Feats: the Summoner's Circle** conjures forth knowledge and insight into the delightfully complicated summoner class. With a class breakdown, 30 new feats, an eidolon record sheet, and three character builds showing you how to put it all together, the *Advanced Feats* series takes character building to a higher level.

The *Advanced Feats* series takes the idea of a feats supplement to a new level. Instead of providing a dry list of feats, *Advanced Feats* helps you put them into context to build interesting and powerful characters in your *Pathfinder* RPG campaign. For the advanced player, we hope to spark your imagination. For the casual player, we hope to show you the path to making fun characters. For the GM, *Advanced Feats* provides feats that your players can use without slowing down or unbalancing your adventures.

*Advanced Feats* draws heavily on the *Netbook of Feats*, an Open Gaming License (OGL) publication for feats in the d20 system. As its chief editor, I have more than 10 years of experience crafting and editing feats for playability, accuracy, and balance. Before publication, feats in the *Netbook of Feats* are reviewed by a panel of experienced rules experts, and only a select number are accepted for publication.

*Advanced Feats* takes this a step further by selecting the best and most applicable feats for the class highlighted. Each feat in this book has been either carefully re-worked to be fully compatible with the *Pathfinder Roleplaying Game* or created specifically for this book based on the new *Advanced Player's Guide* classes.

## Examining the Summoner

The summoner is a wonderful class for players who love building characters and tinkering around with the game rules. With the summoner, you are really building two characters that work together as a team – and every round of combat, you get to make twice as many decisions. A clever player can really leverage this multitude of actions every turn to dominate the battlefield.

## Eidolon

The summoner's eidolon is nearly a second character, and playing it as such is the key to using it well. Like a good party, summoner and eidolon team is stronger than each is alone, so designing your character and eidolon to work together and coordinating their attacks in combat is what makes this such a powerful class. Because the eidolon acts according to your wishes but of its own will, the summoner essentially gets twice as many actions and twice the hp of most characters.

This is not without peril. If the summoner goes down the eidolon is gone as well. A perceptive foe will strike the more vulnerable and critical member of the team, but a crafty summoner can even turn that into

an advantage by making himself an attractive but elusive target. For instance, the maker's call and transposition class abilities help mitigate threats to the summoner or the eidolon and forcing an enemy to deal with the other half of the team.

From a purely roleplaying perspective, the ability to design the look and personality of your eidolon to be nearly anything you like is a delightful way to let your creativity shine and make an utterly unique character. While some players may treat their eidolons as just another weapon, the creature could well have a complicated and engaging personality and story of its own.

Building an eidolon is almost as challenging as building a second character, and the rules involved are often considerably different than that used by most character classes or push the boundaries of the rules in interesting ways. Questions like “can my mount tumble while I'm riding on it?” and “what if it holds on to me with its tentacles?” can make for fascinating rules discussions.

## Summoning

The summoning spell-like ability ensures that, even if an eidolon goes down, the summoner is not defenseless. Since these summons last 1 minute/level and you command several of them (3 + Cha bonus per day), a summoner has little chance of running out in a typical day's adventuring. The only disadvantage is that the summoner can have only one such summoned creature in play at a time – including their eidolon. Since the eidolon is likely more powerful than most summons of

