

FANTASTIC FEATS

- VOLUME XXVI -

SUMMONERS



Preface

Fantastic Feats Volume 26

Summoners

Fantastic:

Adjective - Strange, different; imaginary

Characters in rpgs often have abilities are not tied to their class, race or skill, although they may be related/useful to it. These are called Feats.

They may be combat related, a way to tweak spells or even to do with the crafting of an item. Some will be useful to almost everyone, others only in very certain circumstances.

This edition of "Fantastic Feats" – a series of feats based around a certain theme or subject – is about the Summoner, those magic users who summon and control powerful beings.

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Summoner Feats

Summoner feats, as you can imagine, require access to the Summoner class in addition to any other requirements.

If the Summons stats ever drop below the requirements, then access to the feat is temporarily suspended until the requirements are once again met.

Damage Stability

Through studying ancient tomes and records, the Summoner knows how to stabilise their damage output, sacrificing the possible highs to improve the lows.

Prerequisite

1st level, INT 14

Benefit

The minimum damage from attacks is increased by +1, but the maximum damage is reduced by 1 point. So a range of 1-6 becomes 2-5 etc.

Pick one of the following options for this feat:

- Melee Evolutions(Eidolon Only)
- Spells(Summoner only)
- Spell like abilities (Summoner or Eidolon)

Special

Can be taken multiple times, either apply to the same option or one of the others, but increase the stat requirement by +2 each time.

Devoted Eidolon

The bond between a Summoner and their Eidolon is strong at the best of times. A few though are truly devoted to each other and this results in a stronger mind for both beings.

Prerequisite

1st level, CHA 14+

Benefit

This feat benefits both the Summoner and his Eidolon.

Eidolon

The morale bonus to Will Saves vs. Enchantment spells and effects is at +2, making it +6 instead of +4

Summoner

The Summoner gains +2 to any Will saves vs. enchantments

Special

Can be taken once

Greater Bond Senses

A summon can bond their senses with the Eidolon. Some have become quite adapt at doing this and can do it more than times per day.

Prerequisite

2nd level, INT 14+

Benefit

The number of times Bond Senses can be used is increased by +1

Special

Can be taken multiple times

Spell Amplifier

A few Eidolons are more open to being used as an arcane conduit. They are able to slightly amplify the energies flowing through or at them, making it stronger.

Prerequisite

2nd level, INT 14+ or CHA 14+

Benefit

Once per day, any spells cast on or through the Eidolon can have a random component re-rolled and the better result taken.

Special

Can be taken multiple times for multiple uses per day.

Stronger Eidolon

Through guile, knowledge or simple charisma, the Summoner has figured out how to improve their summoned companion.

Prerequisite

1st level, INT or CHA 12+

Benefit

The Summoner is treated as being one level higher for one of the following options for their Eidolon:

- E-Points
- HD
- Skills
- Stat Determination

Special

Can only be picked once.

Stronger Evolutions

Through chance, superior knowledge or simple will power, the Summoner has managed to tweak or evolve their Eidolon in ways that are better than their peers.

Prerequisite

1st level, CHA 14+

Benefit

Any evolutions that have an effect based off levels are treated as if the Summoner level is +1.

Stronger Summons

The knowledge gained through summoning their Eidolon gives the Summoner insights into the process of summoning as a whole. Other magic users that can summon can sometimes pick up on these tricks to improve their summons as well.

Prerequisite

3rd level, INT 14+

Benefit

Any non-Eidolon summons used is treated as if the caster is one level higher for level based effects.

Special

Can be used by a non-Summoner class that can cast normal summon spells, but the INT requirement becomes 16+

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