

Summoner

In the midst of battle, a small figure stands. Facing off against the huge Death Slaad. He waves his left hand and shouts phrases in Draconian. Suddenly the battlefield is engulfed in flames, the Red Dragon Settling down and immediately using his fire breath against the Slaad.

Summoning the Dragon is just one of many of the Summoner's powers. However, Summoners start off such as wizards, having maybe one good spell, and very weak. As their level increases, so does their power to summon. They are un-like any other known class. Sorcerers, and Druids can have familiars, but a Summoner, if powerful enough, can have a Juvenile Red Dragon Steed. Most Summoners put their power to good use, however some, usually Drow, use it for sheer destruction. The gift of Summoning is found in so little people as a gift, however some can see it as a burden. Most Summoner's don't even realize their gift until they are at the age of adolescence. When they can be conversing and accidentally say a word in Draconian, or Ignan.

Hit Die: 1d8

Preferred Deities: Summoner's often worship Gods and Goddesses of Nature, or Elements, or that have some kind of tie in with animals and the like. Many Drow Summoners worship Tiamat.

Races: Any Race can be a summoner, however the art of summoning is found in more Elven folk than any other race.

Proficiencies: Small or Medium Axes and Half spear

Hindrances: Any character using the Summon ability for destructive purposes, or are of an Evil, not Chaotic, alignment cannot summon the Celestial Beings, or Dragons that are of a Good alignment. Instead they can only summon Vermin, and Evil Dragons. Summoners who have a good alignment, cannot summon Evil aligned dragons. Neutral can summon either, but if using power for destruction, can only summon vermin.

Languages: Summoners start off automatically knowing the following six languages, however, they cannot learn another language until 6th level.

Aquan- Water-based Beings, Unique Alphabet

Auran- Sky-based Beings, Draconic Alphabet

Celestial- Good Outsiders, Unique Alphabet

Draconian- Kobolds, Lizardfolk, Dragons, and Wizards, Unique Alphabet

Ignan- Fire-based Beings, Draconic Alphabet

Terran- Earth-based Beings, Dwarf Alphabet

Starting Package:

Armor: None

Weapons: Hand Axe or Half Spear, and Throwing Axe

Weapon Finesse: Hand Axe or Half Spear, and Throwing Axe

Weapon Focus: Hand Axe or Half Spear, and Throwing Axe

Skill Points: 5+(Dex mod)x3

Skill Selection: Alchemy (INT), Animal Empathy (CHA), Concentration (CON), Craft (INT), Decipher Script (INT), Handle Animal (CHA), Heal (WIS), Knowledge-Nature (INT), Knowledge-Arcana (INT), Profession (WIS), Ride (DEX), Spell Craft (INT), Use Magic Device (CHA), Wilderness Lore (WIS)

Gear: Backpack, Chalk, Flint & Steel, Hammer, Ink, Parchment, Quill, Pouch belt

Gold: 2d8

Level Statistics

Level	Attack Bonus	Fortitude	Reflex	Will	Class Features
1	0	2	1	0	Summon Familiar, S Element Summon
2	0	0	2	0	Quicken Spell, Bonus Feat
3	0	3	0	1	Summon D, T, & S Celestial Beings
4	1	0	0	0	Summon Wyrmling
5	0	0	3	2	Summon M Element
6	2	4	0	0	Summon M Celestial Beings, Bonus Feat
7	0	0	0	3	
8	3	0	0	0	Summon Very Young Dragon
9	0	0	0	0	Summon L Celestial Beings
10	0	5	4	0	Summon L Element
11	0	0	0	0	
12	4	0	5	4	Summon H Celestial Beings
13	0	0	0	0	
14	0	0	0	0	Summon G Celestial Beings
15	5	0	0	5	
16	0	0	0	0	Summon C Celestial Beings
17	0	0	0	0	
18	0	0	0	0	
19	0	0	0	0	
20	0	0	0	0	

Summoning: A Summoner can call upon creatures to add him greatly in battle. However, there is one drawback. A Summoner can't summon a creature over the size he's permitted. For example, a level Summoner can summon a Small Element. The Summoner wouldn't be able to get a Medium, or Large until 5th and 10th level. Also, this is with Celestial Beings only, a Summoner must make a successful Handle Animal check against any Summoned Celestial beings with a higher Max HP. For example: A Celestial Badger has 1d8+2, which comes to a total of 10 Max HP, to successfully summon, he must make a successful Handle Animal check against 5 for Diminutive, Small or Tiny, 10 for Medium, 15 for Large, 20 for Huge, 25 for Gargantuan, 30 for Colossal.

Dragon Steed: If the Summoner gets 8 ranks in the riding skill he's provided with, he can choose to take a month out of questing to bond with a Very Young, or Juvenile Dragon of any type, provided he's at the proper level to summon a Juvenile or Very Young Dragon and also if his alignment permits it. Everyday for 30 days, the character must make a successful check of DC 10 for Very Young, and DC 15 for Juvenile. If he fails 11+ of the checks, the Dragon attempts to escape. He will attack if provoked in the slightest way. After that, this cannot be attempted for another month.

Familiar: The summoner is entitled to have 1 Tiny Elemental Familiar.
 Air -- +2 to Initiative checks (stacks with improved initiative)
 Fire -- +1 Natural Armor
 Earth -- +3 Resistance bonus to saving throws against Fire Attacks
 Water -- +1 to Fortitude checks

Elemental Traits: Immune to poison, paralysis, sleep, and stunning; not subject to critical hits or flanking; Darkvision 60ft; cannot be raised or resurrected (though a wish or miracle spell can bring them back); Save DC against Tiny Air Elemental's Whirlwind is 9, damage is 1d3, and the Whirlwinds height is 10ft; Save DC against Tiny Fire Elemental's burn is 10; Save DC against Tiny Water Elemental's Vortex is 11, damage is 1d3, vortex's height is 10ft.

Stats ↓	Tiny Air Elemental	Tiny Fire Elemental
Hit Dice	1d8	1d8
Initiative	+6	+5
Speed	Fly 100ft. (Perfect)	50ft.
AC	16	15
Attacks	Slam +4 melee	Slam +3 melee
Damage	Slam 1d3-1	Slam 1d3-1, 1d3 Fire
Special Attacks	Whirlwind	Burn
Special Qualities	Air mastery, elemental traits	Elemental Traits, fire subtype
Saves	Fort +0, Ref +4, Will +0	Fort +0, Ref +4, Will +0
Abilities	Str 8, Dex 15, Con 10, Int 4, Wis 11, Cha 11	Str 8, Dex 13, Con 10, Int 4, Wis 11, Cha 11
Skills	Hide +10, Listen +4, Spot +4	Hide +9, Listen +4, Spot +4
Feats	Flyby Attack, Improved Initiative, Weapon Finesse (slam)	Improved Initiative, Weapon Finesse (slam)
Stats ↓	Tiny Earth Elemental	Tiny Water Elemental
Hit Die	1d8+1	1d8+1
Initiative	+1	+0
Speed	20ft.	20ft., Swim 90ft.
AC	16	16
Attacks	Slam +4 melee	Slam +3 melee
Damage	Slam 1d3+3	Slam 1d3+1
Special Attacks	Push	Drench, vortex
Special Qualities	Earth mastery, elemental traits	Water mastery, elemental traits
Saves	Fort +3, Ref +1, Will +0	Fort +3, Ref +0, Will +0
Abilities	Str 15, Dex 8, Con 13, Int 4, Wis 11, Cha 11	Str 12, Dex 10, Con 13, Int 4, Wis 11, Cha 11
Skills	Hide +7, Listen +4, Spot +4	Hide +8, Listen +4, Spot +4
Feats	Power Attack	Power Attack

Spells

Total	Level								
	1	2	3	4	5	6	7	8	9
5	5								
6	5	1							
7	5	1	1						
8	5	1	1	1					
9	5	1	1	1	1				
10	5	1	1	1	1	1			
11	5	1	1	1	1	1	1		
12	5	1	1	1	1	1	1	1	
13	5	1	1	1	1	1	1	1	1

Spell Selection

Lvl 1	Lvl2	Lvl3
Animal Friendship	Animal Messenger	Summon Monster 3
Calm Animals	Animal Trance	Summon Nature's Ally 3
Summon Monster 1	Summon Monster 2	Sepia Snake Sigil
Summon Nature's Ally 1	Summon Nature's Ally 2	
Speak w/ Animals	Summon Swarm	
Lvl4	Lvl5	Lvl6
Charm Monster	Animal Growth	Summon Monster 6
Giant Vermin	Summon Monster 5	Summon Nature's Ally 6
Summon Monster 4	Summon Nature's Ally 5	
Summon Nature's Ally 4		
Lvl7	Lvl8	Lvl8
Change Staff	Animal Shapes	Summon Monster 9
Summon Monster 7	Summon Monster 8	Summon Nature's Ally 9
Summon Nature's Ally 7	Summon Nature's Ally 8	

Spell Selection: Summoner's are not like Wizards and Sorcerers; they don't have the freedom of selecting their own spells. Since the gift of summoning was given to them, they have a limited, but powerful array of spells.

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Send all comments, complaints, and compliments to

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Remember, if e-mailing me, there's a thin line between creative criticism and insults

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