

## Nikos Everblade, Dwarven Summoner

Hill Dwarf, Fighter 4, Wizard (conjurer variant) 10

Str 15, Dex 14, Con 14, Int 16 (20), Wis 12, Cha 12, Hit Points 89

BAB/Grp +9/+11; Move 20 ft; HD 10d6 +4d12 +28 (90 hp)

**Possessions:** *chain mail +1 (SR 13, light fortification); dwarven waraxe +3; headband of intellect +4*

**Skills & Feats:** Extend Spell, Still Spell, Eschew Materials, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe), Scribe Scroll, Spell Penetration, Augment Summoning, Spell Focus (conjuration), Hit Die Boost, Improved Augment Summoning

### Rapid Summoning (Ex)

Any time a conjurer using this variant casts a *summon monster* spell, its casting time is 1 standard action rather than 1 full round. (Creatures so summoned can only take a standard action in the round they are summoned.) Conjurers using this variant gain the normal benefits from enhancing a *summon monster* spell with the *Quickened Spell* feat.

A conjurer using this variant permanently gives up the ability to obtain a familiar.

### Spontaneous Summoning (Ex)

Conjurers using this variant can "lose" a prepared spell to cast any *summon monster* spell of a lower level. For example, a conjurer who has prepared *greater invisibility* (a 4th-level spell) may lose that

spell to cast *summon monster I*, *summon monster II*, or *summon monster III*.

A conjurer using this variant does not gain additional spells per day for being a specialist wizard.

*Note:* Since conjurers using this variant obviously *summon monsters* frequently, the game master should require the conjurer's player to prepare simple record sheets ahead of time for each monster that the character commonly summons. It is also important to emphasize speedy play on the part of the conjurer and his summoned monsters.

### Hit Die Boost [General]

The character is tougher than normal.

**Prerequisites:** Base Fortitude +1 or better.

**Benefit:** The character's racial and class hit dice are all increased one die size; d4 becomes d6, d6 to d8, d8 to d10, and d10 to d12. A character who would roll 1d12 for hit points (when taking a level in barbarian, for instance) rolls 1d12+2.

If taken at 1st level, the character gains maximum hit points using the new die type. If taken after 1st level, all the character's hit dice are enlarged retroactively, but the character does not get to reroll those dice. Instead, add +1 hit point per hit die the character had before taking this feat (representing the average difference between the original die size and the new die size).

### Improved Augment Summoning [General]

**Prerequisite:** Augment Summoning, Spell Focus (conjuration), caster level 5th.

**Benefit:** Each creature the caster conjures with any *summon spell* gains a +2 enhancement bonus to natural armor, a +1 insight bonus to attack rolls, and a +2 competence bonus to Listen and Spot checks for the duration of the spell that summoned it.

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Release 1.0

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