



SECRETS OF MAGIC

CLASS PLAYTEST

You've found the not-so-secret playtest for *Pathfinder Secrets of Magic*! This upcoming sourcebook, scheduled for July 2021, brings you loads of new spells, magic items, special types of magic, and information about the inner workings of magic. But this playtest? It's all about the two new classes! Your insight into these classes will be vital as we prepare them for the final book.

- The **magus** combines spells with attacks. The classic concept of the warrior-mage hybrid lives here. The test will show whether this class outshines martial characters or spellcasters, or whether it balances its two sides in a satisfying way that feels special. The magus gets fewer spell slots, though the slots' spell levels get as high as a wizard's!
- The **summoner** is for the player who wants to adventure alongside a cool sidekick! A powerful entity called an eidolon holds a supernatural connection with the summoner, sharing health and working in tandem. This class also casts spells but has fewer per day than other spellcasting classes.

HOW TO PLAYTEST

The playtest will run until October 16, 2020. We're looking for your feedback, comments, and criticisms regarding these classes, but we're focusing our attention on feedback from play. Make new characters, use them as PCs or adversaries, and run a few game sessions or encounters incorporating them!

Anything can change based on the results of the playtest! These are early iterations of the new classes; some abilities might be a bit extreme or stretch some assumptions of the game, and the best way to find out if we've gone too far (or in the wrong direction) is for us to deliver these classes into your hands. We don't expect to release any changes to these classes during the playtest itself, only in the final version of the book.

Once you've had a chance to try these classes, you can submit your feedback in the following ways.

- **Surveys:** Head to <https://www.surveymonkey.com/r/SoMClassSurvey> and <https://www.surveymonkey.com/r/SoMOpenResponse> to take surveys that will allow us to gather your responses. These surveys will be available starting Tuesday, September 8, 2020, and they will remain open until the end of the playtest.
- **Forums:** On paizo.com, you'll find a Secrets of Magic Playtest subforum with threads for discussion and announcements, plus threads for each of the two new classes. When you post to the forums, look for existing threads on your topic before starting a new one. Remember that every poster is trying to make the game better for everyone, so please be polite and respectful.

We'd like to thank you for participating in the *Secrets of Magic* playtest. We're looking forward to seeing what you think and using your feedback to make these classes the best they can be!

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ICONIC

MAGUS

The physicality and technique of combat are thrilling, and the intricacies and power of arcane magic impressive, but the combination of the two is where things get really interesting. You're a polymath, schooled in both spells and strikes. A hefty spellbook boasts your arcane research, and your skill on the battlefield shows how you've trained your body. Combining these two arts, you can channel spells into your weapon or body to inflict on your foes with your attacks.

KEY ABILITY

STRENGTH OR DEXTERITY

At 1st level, your class gives you an ability boost to your choice of Strength or Dexterity.

HIT POINTS

8 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You place spells into your weapon or body to hit enemies with a powerful Strike and spell combination. Because your spells per day are limited, you rely on trusty, carefully chosen cantrips. Even without spells, you can hold your own in battle.

DURING SOCIAL ENCOUNTERS...

Your education and breadth of experience make you knowledgeable about many subjects. You can contribute information, especially about magic, but you might not have the strongest skills of persuasion.

WHILE EXPLORING...

Your flexibility means you might look for magical auras, remain on guard, or even sneak around. Your ability to fill different niches means that your particular role often depends on the talents of the other members of your group.

IN DOWNTIME...

You split your time between magical pursuits, like researching spells and crafting items, and martial practice, such as retraining combat abilities to learn new techniques.

YOU MIGHT...

- Continually refine your spell and item selections to improve your personal style, or prepare battle plans and spell lists for a variety of situations.
- Socialize with both scholars of magic and veteran combatants alike, and otherwise learn from people of different backgrounds.
- Overreach with ambitious plans that pull you into too many directions at once.

OTHERS PROBABLY...

- Wonder how you can keep on top of two disparate disciplines at the same time.
- Believe you have a broad enough skill set to take care of yourself in most situations.
- Expect you to fill the place of other spellcasters or martial warriors if they're absent or injured.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You're untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Expert in Fortitude

Trained in Reflex

Expert in Will

SKILLS

Trained in Arcana

Trained in a number of additional skills equal to 2 plus your Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

DEFENSES

Trained in light armor

Trained in medium armor

Trained in unarmored defense

SPELLS

Trained in arcane spell attacks

Trained in arcane spell DCs

TABLE 1-1: MAGUS ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, initial proficiencies, arcane spellcasting, battle spells, Striking Spell, magus synthesis
2	Magus feat, skill feat
3	2nd-level spells, general feat, skill increase
4	Magus feat, skill feat
5	3rd-level spells, ability boosts, ancestry feat, lightning reflexes, skill increase, weapon expertise
6	Magus feat, skill feat
7	4th-level spells, general feat, skill increase, weapon specialization
8	Magus feat, skill feat
9	5th-level spells, alertness, ancestry feat, resolve, skill increase
10	Ability boosts, magus feat, skill feat
11	6th-level spells, expert spellcaster, general feat, medium armor expertise, skill increase
12	Magus feat, skill feat
13	7th-level spells, ancestry feat, skill increase, weapon mastery
14	Magus feat, skill feat
15	8th-level spells, ability boosts, general feat, greater weapon specialization, juggernaut, skill increase
16	Magus feat, skill feat
17	9th-level spells, ancestry feat, medium armor mastery, skill increase
18	Magus feat, skill feat
19	Double spellstrike, general feat, master spellcaster, skill increase
20	Ability boosts, magus feat, skill feat

CLASS FEATURES

You gain these abilities as a magus. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

ARCANE SPELLCASTING

You study spells so you can combine them with your attacks or solve problems that martial might alone can't handle. You can cast arcane spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells.

At 1st level, you can prepare one 1st-level spell and five cantrips each morning from the spells in your spellbook (page 5). Prepared spells remain available to you until you cast them or until you prepare your spells again. The number of spells you can prepare is called your spell slots.

As you increase in level as a magus, your number of spell slots and the highest level of spells you can cast from spell slots increase, shown in Table 1-2: Magus Spells per Day.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Your spell attack rolls and spell DCs use your Intelligence modifier. Details on calculating these statistics appear on page 447 of the *Core Rulebook*.

TABLE 1-2: MAGUS SPELLS PER DAY

Your Level	Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	5	1	—	—	—	—	—	—	—	—
2	5	2	—	—	—	—	—	—	—	—
3	5	2	1	—	—	—	—	—	—	—
4	5	2	2	—	—	—	—	—	—	—
5	5	—	2	2	—	—	—	—	—	—
6	5	—	2	2	—	—	—	—	—	—
7	5	—	—	2	2	—	—	—	—	—
8	5	—	—	2	2	—	—	—	—	—
9	5	—	—	—	2	2	—	—	—	—
10	5	—	—	—	2	2	—	—	—	—
11	5	—	—	—	—	2	2	—	—	—
12	5	—	—	—	—	2	2	—	—	—
13	5	—	—	—	—	—	2	2	—	—
14	5	—	—	—	—	—	2	2	—	—
15	5	—	—	—	—	—	—	2	2	—
16	5	—	—	—	—	—	—	2	2	—
17	5	—	—	—	—	—	—	—	2	2
18	5	—	—	—	—	—	—	—	2	2
19	5	—	—	—	—	—	—	—	2	2
20	5	—	—	—	—	—	—	—	2	2

HEIGHTENING SPELLS

When you get spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level, heightening it to match the spell slot. Many spells have specific improvements when they're heightened to certain levels.

CANTRIPS

A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to half your level rounded up—this is usually equal to the highest level of spell you can cast as a magus. For example, as a 1st-level magus, your cantrips are 1st-level spells, and as a 5th-level magus, your cantrips are 3rd-level spells.

SPELLBOOK

Every arcane spell has a written version, usually recorded in a spellbook. You start with a spellbook worth 10 sp or less (as detailed on page 291 of the *Core Rulebook*), which you receive for free and must study to prepare your spells each day. The spellbook contains your choice of eight arcane cantrips and four 1st-level arcane spells. You choose these from the common spells on the arcane spell list or from other arcane spells you gain access to. Your spellbook's form and name are up to you. It might be anything from a sturdy book with a secure latch entitled *Theses on the Stratagems of Supernatural Warfare* to a tattered pamphlet with your name scrawled on the cover.

Each time you gain a level, you add two more arcane spells to your spellbook, of any level of spell you can cast. You can also use the Arcana skill to add other spells that you find in your adventures, as described on page 241 of the *Core Rulebook*.

If you have a spellbook from multiple sources (such as being a magus with Wizard Dedication), you can use the same spellbook for all your spells.

BATTLE SPELLS

You learn the *magus potency* battle spell (page 11). Battle spells are magus-specific spells created for combat. They're a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to study your spellbook.

Focus spells are automatically heightened to half your level rounded up. Focus spells don't require spell slots, nor can you cast them using spell slots. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 points. The full rules are on page 300 of the *Core Rulebook*.

STRIKING SPELL

You've learned the fundamental magus technique that

STRIKING SPELL SPECIFICS

The rules you normally need for Striking Spell are in its stat block. This sidebar clarifies some special circumstances.

The spell's effect is the same as it would've been when you cast it, except that it targets only the target you hit with your Strike, even if it could potentially target or affect more than one creature or object.

Ancillary Effects: It still has any non-targeted effects that might affect creatures other than the target, and any ongoing effects starting from the moment you hit with the Strike. For example, *acid splash* would still deal its splash damage to creatures other than the target, *tanglefoot's* penalty would last for its normal duration, and *vampiric touch* still gives you temporary Hit Points. The spell takes effect after the Strike deals damage; if the Strike has other special effects, the GM determines whether they happen before or after the spell.

Multiple Targets: Some feats let you discharge your spell against more than one target. In these cases, each of those creatures gets its normal defense against the spell (such as a saving throw) and any non-targeted effects that would affect other creatures apply only once, using the worst effect if the effects would be different. For example, hitting multiple creatures with *acid splash* in this way couldn't cause a creature to take the splash damage more than once.

Invalid Target: If the target you hit wouldn't be a valid target for the spell, the spell is still expended but doesn't affect the target.

Variable Actions: Some spells have different effects based on the number of actions you spend to cast them; in such cases, the number of actions you actually spent to Cast the Spell determines the effect for Striking Spell.

lets you combine magic and martial attacks together. You gain the Striking Spell metamagic action. From start to finish, using the effects of Striking Spell is a three-step process. First, you use the Striking Spell free action. Second, you Cast a Spell into your body or weapon, using Striking Spell's metamagical properties. And third, you Strike with that weapon or your unarmed attack and discharge the spell at your target.

STRIKING SPELL

CONCENTRATE MAGUS METAMAGIC

Frequency once per round

You drastically alter a spell to combine it with a martial attack. If the next action you use is to Cast a Spell that can target one creature or object, instead of casting it as normal, you place its magic into one melee weapon you're wielding or into your body to use with an unarmed attack.

If you hit with a melee Strike using the receptacle for the spell, the spell is discharged, affecting only the target you hit. The spell still requires its normal spell attack roll or saving throw, but you don't increase your multiple attack penalty until after attempting both the discharging Strike and the spell attack roll. If your discharging Strike was a critical success, the

degree of success is one better than you rolled for a spell attack roll or one worse than the target rolls for a saving throw.

If you don't expend the stored spell with a Strike before the end of your next turn, it is lost and dissipates harmlessly. The same thing happens if you take the Striking Spell action again or if the weapon is used for a non-melee Strike (such as a thrown weapon Strike). A spell stored with Striking Spell can't be discharged by anyone but the caster.

MAGUS SYNTHESIS

Each magus uses Striking Spell to blend magic with their preferred fighting style and weapon. This particular combination of styles is your magus synthesis. The syntheses presented in this book are as follows.

SHOOTING STAR

A typical magus must retain a physical connection to their weapon to discharge a Striking Spell, but you can extend your magic further to use ranged weapons.

You can place a spell in a ranged or thrown weapon when using Striking Spell and discharge the spell if you hit with a ranged Strike. If the weapon uses ammunition, the magic is delivered through that ammunition. The spell has its effect on a hit only if the target is in range of the stored spell. For instance, if you hit with a ranged attack at 30 feet, you could trigger the stored spell if it had a range of 30 feet, but not if it had a range of 15 feet or touch.

SLIDE CASTING

You capture a portion of your spell's magic to forcefully propel yourself while storing a spell. Each magus chooses how they do this, such as propelling themselves with telekinesis or filling their body with magical speed.

After you use Striking Spell and start Casting a Spell that takes 1 action or more to cast, you can Stride or Step as part of that Cast a Spell activity. You choose whether to move before or after the other parts of Casting the Spell. Disrupting this movement doesn't disrupt the spell, and disrupting the spell doesn't disrupt the movement. You can Stride or Step only if you're storing your spell in a one-handed weapon or your body, and only if you have your other hand free.

SUSTAINING STEEL

The clamor and carnage of battle call to you. The process of channeling your arcane power into a large and dangerous weapon fills your body with extra vitality.

If you use Striking Spell to store a spell in a two-handed weapon, when you finish Casting the Spell you gain temporary Hit Points equal to either the twice spell's level if you used a spell slot, or its level if your spell didn't use a spell slot (such as a cantrip or focus spell). These temporary HP last until the end of your next turn.

MAGUS FEATS

2ND

At 2nd level and every even-numbered level thereafter, you gain a magus class feat.

SKILL FEATS

2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat.

SKILL INCREASES

3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to become trained in one skill you're untrained in, or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

ABILITY BOOSTS

5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

ANCESTRY FEATS

5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

LIGHTNING REFLEXES

5TH

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

WEAPON EXPERTISE

5TH

You've dedicated yourself to learning the intricacies of your weapons. Your proficiency ranks for simple weapons and martial weapons increase to expert.

WEAPON SPECIALIZATION

7TH

You can inflict greater injuries with your favored weapons. You deal 2 additional damage with weapons and unarmed attacks in which you're an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

ALERTNESS

9TH

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

RESOLVE

9TH

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

EXPERT SPELLCASTER

11TH

Your understanding of magic improves, making your

spells harder to resist. Your proficiency ranks for arcane spell attack rolls and spell DCs increase to expert.

MEDIUM ARMOR EXPERTISE 11TH

You've learned to defend yourself better against attacks. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

WEAPON MASTERY 13TH

You fully understand your weapons. Your proficiency ranks for simple and martial weapons increase to master.

GREATER WEAPON SPECIALIZATION 15TH

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

JUGGERNAUT 15TH

Your body is accustomed to physical hardship and resistant to a wide range of ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

MEDIUM ARMOR MASTERY 17TH

Your skill with light and medium armor improves, increasing your ability to avoid blows. Your proficiency ranks for light and medium armor, as well as for unarmed defense, increase to master.

MASTER SPELLCASTER 19TH

You fortify your spells with masterful prowess. Your proficiency ranks for arcane spell attack rolls and spell DCs increase to master.

DOUBLE SPELLSTRIKE 19TH

You can extend the magic of spells you store with Striking Spell. The first time you discharge a spell with Striking Spell, you retain an echo of the spell, keeping it stored in your body or weapon. You get the full effects of discharging it, but the spell remains stored in the weapon to be used one more time. If you hit a second time while the spell is still stored, you can discharge the spell again, fully expending it this time. This second effect is somewhat weaker than the original. You use a degree of success one worse than you rolled for a spell attack roll, or the target uses a degree of success one better than the result of their saving throw. If this Strike is a critical hit, the spell has its normal effects based on the result of the spell attack roll or saving throw, rather than an increased effect.

MAGUS FEATS

At every level that you gain a magus feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

ARCANE FISTS

FEAT 1

MAGUS

You value physical perfection as much as mental. The damage die for your fist changes to 1d6 instead of 1d4. Most people take a -2 circumstance penalty when making a lethal attack with nonlethal unarmed attacks because they find it hard to use their fists with deadly force. You don't take this penalty when making a lethal attack with your fist or any other unarmed attacks.

You also gain the critical specialization effects of unarmed attacks in the brawling group and weapons in the brawling group.

COMBAT ASSESSMENT

FEAT 1

MAGUS

You make a telegraphed attack to learn about your foe. Make a melee Strike. On a hit, you can immediately attempt a check to Recall Knowledge about the target. On a critical hit, you gain a +2 circumstance bonus to the check to Recall Knowledge. The target is temporarily immune to Combat Assessment for 1 day.

ESCHUE MATERIALS

FEAT 1

MAGUS

You can use clever workarounds to replicate the arcane essence of certain materials. When Casting a Spell that requires material components, you can provide these material components without a spell component pouch by drawing intricate replacement sigils in the air. Unlike when providing somatic components, you still must have a hand completely free. This ability doesn't remove the need for any materials listed in the spell's cost entry.

FAMILIAR

FEAT 1

MAGUS

You make a pact with creature that serves you and assists your spellcasting. You gain a familiar (*Core Rulebook* 217).

RAISE A TOME

FEAT 1

MAGUS

Requirements You're holding a book.

You raise up the book you're holding and flip it open to defend yourself and expedite your studies. The book remains raised until the start of your next turn. While you have a book raised, you gain a +1 circumstance bonus to AC and to Recall Knowledge on a subject relevant to the book (such as arcane magic if you're using your spellbook).

If you're a master in the skill you're using to Recall Knowledge, the circumstance bonus to the Recall Knowledge check is +2 instead.

2ND LEVEL

CANTRIP EXPANSION

FEAT 2

MAGUS

Dedicated study allows you to prepare a wider range of simple spells. You can prepare two additional cantrips each day.

ENHANCED FAMILIAR

FEAT 2

MAGUS

Prerequisites a familiar

You infuse your familiar with additional magical energy. You can select four familiar or master abilities each day, instead of two.

SPIRIT SHEATH

FEAT 2

ARCANE CONJURATION EXTRADIMENSIONAL MAGUS

You've magically constructed an extradimensional sheath for your weapon, typically accessed through a pocket, sleeve, or clothing seam. This sheath is hard to notice, granting a +2 circumstance bonus to your Stealth checks to Conceal an Item within it. A spirit sheath can hold only one weapon at a time, and the weapon must be 1 Bulk or less.

You can draw or return a weapon in a spirit sheath as an Interact action, as can anyone else holding the object bearing the sheath. When you Cast a Spell affected by Striking Spell, you can draw the weapon from your spirit sheath into your hand or hands as part of the Cast a Spell activity, storing your spell within the weapon.

4TH LEVEL

BESPELL STRIKES

FEAT 4

MAGUS

Frequency once per turn

Requirements Your most recent action was to cast a non-cantrip spell.

You siphon spell energy into one weapon you're wielding. Until the end of your turn, the weapon deals an extra 1d6 damage of a type depending on the school of the spell you just cast. You can choose to put the spell energy into your body instead of a weapon, conferring the damage on your unarmed attacks.

- **Abjuration** force damage
- **Conjuration or Transmutation** same type as the weapon
- **Divination, Enchantment, or Illusion** mental damage
- **Evocation** a type the spell dealt, or force damage if the spell didn't deal damage
- **Necromancy** negative damage

SPELL PARRY

FEAT 4

MAGUS

Requirements You're wielding only a single one-handed melee weapon and have your other hand or hands free.

You can parry both physical and magical assaults. You gain a +1 circumstance bonus to AC and to saving throws against spells that target you until the start of your next turn as long as you continue to meet the requirements.

STEADY SPELLCASTING

FEAT 4

MAGUS

Confident in your technique, you don't easily lose your concentration when you Cast a Spell. If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

STRIKER'S SCROLL

FEAT 4

MAGUS

You can attach a scroll to your weapon to blend its spell into an attack, carefully folding it around a part of the weapon or pasting it to the weapon's surface. Attaching a scroll requires using the Affix a Talisman action (a 10-minute exploration activity with the manipulate trait found on page 565 of the *Core Rulebook*). You can have only one scroll affixed to a weapon at a time, and you can't have both a talisman and scroll attached.

You can Cast the Spell from the scroll after using Striking Spell to store the scroll's spell in the attached weapon. You can't Cast the Spell in any other way while it's affixed, though you can use Affix a Talisman again to remove the scroll and use it as a normal—if a bit crumpled—scroll.

6TH LEVEL

ENERGIZE STRIKES

FEAT 6

MAGUS

Requirements Your most recent action was to Cast a Spell with the acid, cold, electricity, fire, or sonic trait.

You energize one weapon you're wielding with a spell. For 1 minute, your Strikes with that weapon deal 1 additional damage per weapon damage die. The damage type matches the spell's trait. If the spell had more than one of the eligible traits, you choose the type when you Energize your Strikes. You can instead put the spell energy into your body, conferring this additional damage on your unarmed attacks.

MARTIAL CASTER

FEAT 6

MAGUS

Prerequisites ability to cast 3rd-level magus spells

You've strengthened your spellcasting to power you in combat. You gain two 1st-level spell slots, but you can prepare only certain spells in them: *fleet step*, *jump*, *mage armor*, *magic weapon*, and *true strike*. Automatically add these spells to your spellbook.

When you can cast 4th-level magus spells, the extra slots increase to 2nd level and you add the spells *resist energy*, *spider climb*, and *water breathing*. When you can cast 5th-level magus spells, the extra slots increase to 3rd level and you add the spells *feet to fins* and *haste*. When you can cast 6th-level magus spells, the extra slots increase to 4th level and you add the spells *fly* and *freedom of movement*.

SPELL COUNTERMEASURES

FEAT 6

MAGUS

Prerequisites focus pool

You can protect yourself against magic. You learn the *spell countermeasures* battle spell (page 11). Increase the number of Focus Points in your focus pool by 1.

8TH LEVEL

CAPTURE SPELL

FEAT 8

MAGUS

Prerequisites Spell Parry

Trigger You succeed at your save against a foe's harmful spell targeting you, or a foe fails a spell attack roll against you from a harmful spell.

Requirements You're benefiting from Spell Parry.

When you resist a spell, you capture the magic in your weapon. You store the spell in the parrying weapon as though you had used Striking Spell (losing any spell currently stored in the weapon, as normal). This doesn't change any of the spell's effects based on the result of your saving throw; for instance, you'd still take half damage if you succeeded at a basic save.

STANDBY SPELL

FEAT 8

MAGUS

One spell is your favored combat technique, and you've practiced it enough that you no longer need to prepare it to cast it. Choose a spell in your spellbook that you could use with Striking Spell and that has a level no higher than the highest-level magus spell slot you have. You can Cast this Spell without having it prepared ahead of time by expending a spell slot of a sufficient level to cast the spell.

You can change this spell when you add new spells to your spellbook or by studying your spellbook for 1 hour per level of the newly chosen spell.

RUNIC IMPRESSION

FEAT 8

MAGUS

Prerequisites focus pool

You can temporarily replicate the effects of a property rune for your weapon or unarmed attacks. You learn the *runic impression* battle spell (page 11). Increase the number of Focus Points in your focus pool by 1.

SPELL SWIPE

FEAT 8

MAGUS

You attack in an arc and can adapt your stored spell to harm everyone you hit. Make a melee Strike and compare the attack roll result to the AC of up to two foes, each of whom must be within your melee reach and adjacent to each other. Roll damage only once and apply it to each creature you hit. A Spell Swipe counts as two attacks for your multiple attack penalty.

If you had a spell stored in the weapon you attacked with (or in your body if you made an unarmed Strike), discharging it affects all foes you hit, not just the first target.

If you're using a weapon with the sweep trait, its modifier applies to all your Spell Swipe attacks, including spell attack rolls.

10TH LEVEL

CASCADING RAY

FEAT 10

MAGUS

Trigger You discharge a stored spell that deals acid, cold, electricity, fire, force, negative, positive, or sonic damage.

Magical energy overflows from your Striking Spell, spilling out to extend beyond the creature you struck. This overflowing energy creates a ray targeting a creature within

60 feet of the creature you damaged. Make a spell attack roll against this new target, applying your multiple attack penalty normally. On a hit, the creature takes the same damage the spell deals of one of the triggering types (double damage on a critical hit).

If the spell deals more than one eligible type of damage, you choose one of these types, and the ray deals only the amount of damage from that type. Unlike the spell discharged, your success with the Cascading Ray's spell attack roll isn't improved if your initial Strike was a critical hit. This ray has the attack trait, the school and tradition traits of the original spell, and the trait matching the damage type.

COMET SPELL

FEAT 10

ARCANE EVOCATION MAGUS

Prerequisites shooting star magus synthesis

Trigger You hit with a ranged Strike and discharge a stored spell that you had cast from a spell slot.

You create a trail of magical energy that flows from your target back to you. Each creature in a line between you and the target, not including you or the target, takes force damage equal to the spell's level. If the triggering spell was of the evocation school, increase the damage by half the spell's level and change the damage type to one type dealt by the spell (your choice).

HEALER'S STEEL

FEAT 10

ARCANE HEALING MAGUS NECROMANCY POSITIVE

Prerequisites sustaining steel magus synthesis

Trigger You gain temporary Hit Points from Casting a Spell altered by Striking Spell using a spell slot.

Rather than just protecting you, the spells you channel into your weapon actually heal you. In addition to the temporary Hit Points you gain from sustaining steel, you can either regain Hit Points equal to twice the spell's level or end any persistent negative damage you have. If the spell was of the necromancy school, you can both heal yourself and end persistent negative damage.

PORTAL SLIDE

FEAT 10

ARCANE CONJURATION MAGUS TELEPORTATION

Prerequisites slide casting magus synthesis

Trigger You begin Casting a Spell altered by Striking Spell from a spell slot.

You can rapidly make a portal to step through as you store a spell. Rather than Striding or Stepping as part of your Cast a Spell activity, you teleport up to half your Speed to a clear space you can see (this doesn't trigger reactions). If this would bring another creature with you, the spell is lost. If the spell you cast is of the conjuration or transmutation school, double the maximum distance you can teleport.

QUICKENED SPELLSTRIKE

FEAT 10

CONCENTRATE MAGUS

Frequency once per day

You can muster intense focus to rapidly store a spell. You use

Striking Spell. If your next action is to Cast a Spell to store in your body or a weapon, reduce the number of actions required to cast the spell by 1 (to a minimum of 1 action).

12TH LEVEL

BESPELLED PERSISTENCE

FEAT 12

MAGUS

Prerequisites Bespell Strikes

When you use Bespell Strikes, the weapon or unarmed attacks also deal 1d6 persistent damage. This persistent damage is of the same type Bespell Strikes deals, except in the case of physical damage, which causes persistent bleed damage.

MAGIC SENSE

FEAT 12

ARCANE

DETECTION

DIVINATION

MAGUS

You have a literal sixth sense for ambient magic in your vicinity. You can sense the presence of magic auras as though you were always using a 1st-level *detect magic* spell. This detects magic in your field of vision only. When you Seek, you gain the benefits of a 3rd-level *detect magic* spell on things you see (in addition to the normal benefits of Seeking). You can turn this sense off and on with a free action at the start or the end of your turn.

OVERWHELMING SPELLSTRIKE

FEAT 12

MAGUS

You pierce through your foe's resistance. Strike a foe. If your Strike discharges a stored spell that deals damage, the spell ignores an amount of the target's resistance to acid, cold, electricity, fire, or sonic damage equal to your level. This applies to all damage the spell deals, including persistent damage and damage caused by an ongoing effect of the spell, such as the wall created by *wall of fire*. A creature's immunities are unaffected.

14TH LEVEL

SCHOOL SHROUD

FEAT 14

MAGUS

Frequency once per turn

Requirements Your most recent action was to cast a non-cantrip spell.

Your spell has a powerful aftereffect, briefly granting you the effects of a certain spell depending on the school of the spell you cast. This aftereffect lasts until the end of your next turn instead of its usual duration. Using School Shroud again ends any existing spell benefit you gained from School Shroud.

- **Abjuration** *stoneskin*
- **Conjuration** *blink*
- **Divination** *see invisibility*
- **Enchantment** *heroism*
- **Evocation** *fire shield*
- **Necromancy** *false life*
- **Transmutation** *fleet step*
- **Illusion** *invisibility* (ends after a hostile action as normal)

HASTED ASSAULT

FEAT 14

MAGUS

Prerequisites focus pool

You can speed yourself up to move and attack more swiftly. You learn the *hasted assault* battle spell (page 11). Increase the number of Focus Points in your focus pool by 1.

PRETERNATURAL PARRY

FEAT 14

MAGUS

Prerequisites Spell Parry

Trigger You're targeted by a Strike or a spell attack roll, or you're about to roll a saving throw against a spell effect.

Requirements You're wielding only a single one-handed melee weapon and have your other hand or hands free.

You snap your blade into place to ward off harm at the last second. You gain a +2 circumstance bonus to AC and saving throws against the triggering effect until the start of your next turn.

16TH LEVEL

DISPELLING SPELLSTRIKE

FEAT 16

MAGUS

Requirements You have a spell stored in your weapon or body from Striking Spell.

Your stored spell tries to force out the magic affecting a creature you hit. Make a Strike against a creature. If this Strike discharges the stored spell, you also attempt to counteract a single spell (of your choice) active on the target. The counteract level of Dispel Spellstrike is equal to the level of the stored spell, and the counteract check modifier is the standard modifier for counteracting with a spell (your Intelligence modifier plus your spellcasting proficiency bonus, plus any bonuses or penalties that specifically apply to counteract checks).

EFFORTLESS CONCENTRATION

FEAT 16

MAGUS

Trigger Your turn begins.

You've trained your mind to maintain a spell with hardly a thought. You immediately gain the effects of the Sustain a Spell action, allowing you to extend the duration of one of your active magus spells.

18TH LEVEL

SECOND CHANCE STRIKE

FEAT 18

MAGUS

When your target proves resilient to your magic, you can recall the magic back into your weapon or body to strike again. Whenever you discharge a spell from Striking Spell, if the target takes no effect (from a critical success on their save, a failed spell attack roll, immunity, etc), the spell isn't discharged and you can continue to attempt to discharge it with a later Strike. The spell must be discharged before the end of your next turn, as normal for Striking Spell.

VERSATILE SPELLSTRIKE

FEAT 18

MAGUS

You can channel the entire realm of possibilities of your spellbook into an attack. Once during your daily preparations, you can use a spell slot to hold that infinite potential, rather than using it to prepare a spell. When you use Striking Spell to alter a spell, instead of casting a prepared spell, you can expend this spell slot to cast any spell from your spellbook that's at least 2 levels lower than the slot's level. The spell acts in all ways as a spell of 2 levels lower. You don't have any particular spell prepared in that slot until you cast it.

20TH LEVEL

SUPREME SPELLSTRIKE

FEAT 20

MAGUS

You've made it almost effortless to cast Striking Spells. You're permanently quickened. You can use your extra action only to Strike with the unarmed attack or weapon storing a spell from Striking Spell.

WHIRLWIND SPELL

FEAT 20

MAGUS

You combine the might of a multitarget spell with a whirling flurry of attacks. You use Striking Spell, then Cast a Spell with a casting time of 1 or 2 actions, then make a melee Strike against each enemy within your reach. Each attack counts toward your multiple attack penalty but doesn't increase your penalty until you've made all your attacks. If you discharge the spell, you can affect each creature you hit with a Strike, up to the spell's normal maximum targets.

BATTLE SPELLS

HASTED ASSAULT

FOCUS 7

UNCOMMON MAGUS TRANSMUTATION

Cast somatic

Duration 1 minute

You call upon your magic to speed up your attacks. You gain the quickened condition and can use the extra action each round only for Strike actions.

MAGUS POTENCY

FOCUS 1

UNCOMMON EVOCATION MAGUS

Cast somatic

Range touch; **Targets** you or one weapon you're wielding

Duration 1 minute

The target gains the benefit of a +1 *weapon potency* rune, granting a +1 item bonus to attack rolls with the targeted weapon or your unarmed attacks, if you targeted yourself. If cast on a weapon, this spell ends if you cease holding the weapon.

Heightened (3rd) The unarmed attacks or weapons are +1 *striking*.

Heightened (4th) The unarmed attacks or weapons are +2 *striking*.

Heightened (7th) The unarmed attacks or weapons are +3 *greater striking*.

RUNIC IMPRESSION

FOCUS 4

UNCOMMON EVOCATION MAGUS

Cast somatic

Range touch; **Targets** you or one weapon you're wielding

Duration 1 minute

Your unarmed attacks or your weapon gain the benefits of a weapon rune you choose when you cast this spell: *corrosive*, *flaming*, *frost*, *ghost touch*, *returning*, *shifting*, *shock*, or *thundering*. If this spell would give a weapon more property runes than its normal maximum, one of the existing property runes (you choose) is suppressed until the spell ends. For unarmed attacks, if this spell would give you more property runes than you could have from *handwraps of mighty blows*, one of the existing property runes is similarly suppressed. one of the existing property runes (you choose), if any, is suppressed until the spell ends. If cast on a weapon, this spell ends if you cease holding the weapon.

Heightened (7th) Add *keen* to the list of runes you can choose, as well as the greater types of *corrosive*, *flaming*, *frost*, *shock*, and *thundering*.

SPELL COUNTERMEASURES

FOCUS 3

UNCOMMON ABJURATION MAGUS

Cast somatic

Trigger You are targeted by a spell or in the area of a spell.

You quickly create a magical protection for yourself, tailored to a spell about to harm you. Against the triggering spell, you gain a +2 status bonus to AC and saving throws, and you gain resistance 5 against the spell's damage.

Heightened (+1) Increase the resistance by 2.



PZ02108 SUMMONER II

ICONIC

SUMMONER

You're the mortal conduit for a powerful being called an eidolon, which you can summon into your world. Whether your eidolon is a friend, a servant, or even a personal god, your connection to them shapes the course of your life and marks you as someone extraordinary.

KEY ABILITY

CHARISMA

At 1st level, your class gives you an ability boost to Charisma.

HIT POINTS

10 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You and your eidolon fight together as one. You can rely on your eidolon to take care of mundane challenges, saving your spells for when they're needed most.

DURING SOCIAL ENCOUNTERS...

You and your eidolon might each engage with others in different ways. Your powerful Charisma allows you to take a lead position in negotiations. Even if the eidolon stays silent, they're an ever-present reminder to those around you of your power.

WHILE EXPLORING...

You and your eidolon explore together, whether you're investigating strange magic or keeping an eye out for trouble.

IN DOWNTIME...

You might attempt to learn more about the nature of your eidolon and delve deeper into the secrets of their magical tradition to Learn a Spell, Craft magic items with your eidolon's help, or make further allies with your social skills.

YOU MIGHT...

- Rely on your eidolon to accomplish physical tasks while you handle the mental ones yourself.
- Begin to develop attitudes and mannerisms in line with your eidolon's way of thinking, even as your own beliefs and nature begin to change your eidolon.
- Consider your eidolon a close friend, a guiding figure, a protector, or a rival bound to you.

OTHERS PROBABLY...

- View you with awe or fear because of the powerful and monstrous eidolon that accompanies you.
- Expect that since you know about your eidolon, you might know about other sorts of strange monsters.
- Feel safe with you (and your eidolon) at their side.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You're untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Trained in Perception

SAVING THROWS

Expert in Fortitude

Trained in Reflex

Expert in Will

SKILLS

Trained in one or more skills

determined by your eidolon

Trained in a number of additional

skills equal to 3 plus your

Intelligence modifier

ATTACKS

Trained in simple weapons

Trained in unarmed attacks

DEFENSES

Trained in unarmored defense

SPELLS

Trained in spell attack rolls of

your spellcasting tradition, as

indicated by your eidolon

Trained in spell DCs of your

spellcasting tradition, as

indicated by your eidolon

TABLE 2-1: SUMMONER ADVANCEMENT

Your Level	Class Features
1	Ancestry and background, initial proficiencies, eidolon, spellcasting, conduit spells
2	Skill feat, summoner feat
3	2nd-level spells, eidolon unarmed expertise, general feat, shared vigilance, signature spells, skill increase
4	Skill feat, summoner feat
5	3rd-level spells, ability boosts, ancestry feat, eidolon unarmed expertise, skill increase
6	Skill feat, summoner feat
7	4th-level spells, eidolon symbiosis, eidolon weapon specialization, general feat, skill increase
8	Skill feat, summoner feat
9	5th-level spells, ancestry feat, shared reflexes, skill increase
10	Ability boosts, skill feat, summoner feat
11	6th-level spells, expert spellcaster, general feat, simple weapon expertise, skill increase, twin juggernaut
12	Skill feat, summoner feat
13	7th-level spells, ancestry feat, defensive robes, eidolon unarmed mastery, skill increase, weapon specialization
14	Skill feat, summoner feat
15	8th-level spells, ability boosts, eidolon greater weapon specialization, general feat, shared resolve, skill increase
16	Skill feat, summoner feat
17	9th-level spells, ancestry feat, eidolon transcendence, skill increase
18	Skill feat, summoner feat
19	Eidolon defensive mastery, general feat, master spellcaster, skill increase
20	Ability boosts, skill feat, summoner feat

CLASS FEATURES

You gain these abilities as a summoner. Abilities gained at higher levels list the level at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

EIDOLON

You have a connection with a powerful and otherworldly entity called an eidolon, and you can use your life force as

a conduit to manifest the eidolon into the mortal world. An eidolon is a being formed of ephemeral essences—typically mind, life, or spirit—that needs your body and connection to this world to manifest.

Choose what type of eidolon you have from the options beginning on page 18. In this playtest, the options available (and the spellcasting tradition each option grants you) are angel (divine), beast (primal), devotion phantom (occult), and dragon (arcane). When you choose your eidolon, you also determine their appearance and general form within the parameters for that particular type of eidolon. Once you establish your eidolon's type and general appearance, these features can't later be changed.

The link between you and your eidolon takes the form of a magic glowing sigil on each of your bodies. This symbol can't be obscured either magically or via mundane means, as it either shines through the magic or appears over top of whatever you use to cover it. This sigil, combined with the way that the two of you clearly act in tandem, makes it readily apparent to an intelligent observer that the two of you have some connection with each other, even if that onlooker doesn't know what a summoner or an eidolon is.

Your eidolon is no mere minion; the two of you share the same life force and work together as equals. You and your eidolon share your actions, your Hit Points, and your multiple attack penalty. Each round, you can use any of your actions and reaction for yourself or your eidolon. Damage taken by either you or the eidolon reduces your Hit Points, while healing either of you restores your Hit Points. If you or your eidolon is affected by anything that would change a creature's actions, it affects your shared actions. In any case, if you are both subject to the same effect, you take the effects only once (applying the worse effect, if applicable).

For instance, if you and your eidolon are caught in an area effect that would heal or damage you both, only the greater amount of healing or damage applies. Similarly, if you or your eidolon is slowed, you would start your turn with fewer actions, but even if you were both slowed, it wouldn't increase the effect. However, if you were slowed 1 and your eidolon slowed 2, you'd have 2 fewer actions because that's the more severe effect.

This life link doubles as a conduit that allows you to manifest your eidolon in this world. You gain the Manifest Eidolon activity, allowing you to make your eidolon appear at your side.

MANIFEST EIDOLON

CONCENTRATE **CONJURATION** **MAGICAL** **MANIPULATE** **SUMMONER** **TELEPORTATION**
Your eidolon appears in an adjacent open space. If your eidolon was already manifested, choose whether to unmanifest them or teleport them to an adjacent open space.

Special This action has the trait matching your eidolon's tradition (arcane, divine, occult, or primal).

TABLE 2-2: SUMMONER SPELLS PER DAY

Your Level	Cantrips	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	5	1	—	—	—	—	—	—	—	—
2	5	2	—	—	—	—	—	—	—	—
3	5	2	1	—	—	—	—	—	—	—
4	5	2	2	—	—	—	—	—	—	—
5	5	—	2	2	—	—	—	—	—	—
6	5	—	2	2	—	—	—	—	—	—
7	5	—	—	2	2	—	—	—	—	—
8	5	—	—	2	2	—	—	—	—	—
9	5	—	—	—	2	2	—	—	—	—
10	5	—	—	—	2	2	—	—	—	—
11	5	—	—	—	—	2	2	—	—	—
12	5	—	—	—	—	2	2	—	—	—
13	5	—	—	—	—	—	2	2	—	—
14	5	—	—	—	—	—	2	2	—	—
15	5	—	—	—	—	—	—	2	2	—
16	5	—	—	—	—	—	—	2	2	—
17	5	—	—	—	—	—	—	—	2	2
18	5	—	—	—	—	—	—	—	2	2
19	5	—	—	—	—	—	—	—	2	2
20	5	—	—	—	—	—	—	—	2	2

Your eidolon doesn't have the summoned or minion trait, but the conduit that allows them to manifest is also a tether between you. They must remain within 100 feet of you at all times and can't willingly go beyond that limit. If forced beyond this distance, or if you're reduced to 0 Hit Points, your eidolon's physical form dissolves, and you need to use Manifest Eidolon to manifest them again.

Your connection also allows you to communicate with your eidolon telepathically at all times, even when they aren't manifested. This ability lets you coordinate your actions with your eidolon to accomplish more than either of you could alone. You gain the Act Together and Share Senses actions.

ACT TOGETHER ◆

SUMMONER **TANDEM**

Frequency once per round

You and your eidolon each perform a single action. You choose which order the actions are taken, and you and your eidolon can each take a different action.

SHARE SENSES ◆

CONCENTRATE **DIVINATION** **MAGICAL** **SUMMONER**

Requirements Your eidolon is manifested.

You project your senses into your eidolon. When you do, you lose all sensory information from your own body but can sense through your eidolon's body for up to 1 minute. You can Dismiss this effect.

Special Your eidolon can also use this action to project their senses into your body.

While your eidolon can't wear or use magic items except for companion items that specifically mention

that they work for eidolons, their connection to you means they benefit from certain items once you invest in those items. Your eidolon gains item bonuses to Perception and skills from any magical items you've invested, as well as the benefits of the potency and resilient runes on your armor or the item bonuses of any *bracers of armor* you've invested. Your eidolon benefits from the *potency*, *striking*, and property runes on your *handwraps of mighty blows*, and you can Invest a single magic weapon to share the benefits of those runes from the weapon as well, even though you normally can't Invest a magic weapon.

SPELLCASTING

Your connection to your eidolon grants you limited magic, which is connected to your eidolon's nature. You can cast spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells.

Each day, you can cast one 1st-level spell and five cantrips. You must know spells to cast them, and you learn them via the spell repertoire class feature. The number of spells you can cast each day is called your spell slots.

As you increase in level as a summoner, the magical link with your eidolon grants you additional, more powerful spell slots. Your total number of spell slots and the highest level of spells you can cast are shown on Table 2-2: Summoner Spells per Day. Because you draw magic from your connection to your eidolon, you have no more than two spell slots of your highest level and, if you can cast 2nd-level spells or higher, two spell slots of 1 level lower than your highest spell level.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key ability is Charisma, your spell attack rolls and spell DCs use your Charisma modifier. Details on calculating these statistics appear on page 447 of the *Core Rulebook*.

HEIGHTENING SPELLS

When you get spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level, heightening it to match the spell slot. Many spells have specific improvements when they're heightened to certain levels.

CANTRIPS

A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is always automatically heightened to half your level rounded up, which usually equals the highest level of spell you can cast as a summoner. For example, as a 1st-level summoner, your cantrips are 1st-level spells, and as a 5th-level summoner, your cantrips are 3rd-level spells.

SPELL REPERTOIRE

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn two 1st-level spells and five cantrips of your choice. You choose these from the common spells from the tradition corresponding to your eidolon, or from other spells from that tradition to which you have access. You can cast any spell in your spell repertoire by using a spell slot of an appropriate spell level. Each time you gain a level, you can reselect the spells in your repertoire.

At 3rd level, your repertoire grows to four spells of your choice of any spell level you can cast, though you must always know at least one spell you can cast using your lower-level slots.

CONDUIT SPELLS

Your connection to your eidolon allows you to cast conduit spells, special spells that usually involve your eidolon. Conduit spells are a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to specifically connect with your eidolon, such as by having a heart-to-heart conversation, playing together, or meditating together on the nature of your bond.

Focus spells are automatically heightened to half your level rounded up, much like cantrips. Focus spells don't require spell slots, and you can't cast them using spell slots. Taking feats can give you more focus spells and increase the size of your focus pool, though your

focus pool can never hold more than 3 Focus Points. The full rules for focus spells appear on page 300 of the *Core Rulebook*.

You learn the *evolution surge* conduit spell (page 24), which grants your eidolon one of several useful benefits in combat.

CONDUIT CANTRIPS

Conduit cantrips are special conduit spells that don't cost Focus Points, so you can cast them as often as you like. Conduit cantrips are in addition to the cantrips you choose from your tradition's spell list. Generally, only feats can give you more conduit cantrips. Unlike other cantrips, you can't swap out conduit cantrips gained from summoner feats at a later level, unless you swap out the specific feat via retraining (*Core Rulebook* 481).

You learn the *boost eidolon* conduit cantrip (page 24), which briefly boosts your eidolon's capabilities.

SKILL FEATS

2ND

At 2nd level and every 2 levels thereafter, you gain a skill feat. You must be trained or better in the corresponding skill to select a skill feat.

SUMMONER FEATS

2ND

At 2nd level and every even-numbered level, you gain a summoner class feat.

EIDOLON UNARMORED EXPERTISE

3RD

Your eidolon learns to better defend themselves in a fight. Their proficiency rank for unarmed defense increases to expert.

GENERAL FEATS

3RD

At 3rd level and every 4 levels thereafter, you gain a general feat.

SHARED VIGILANCE

3RD

You and your eidolon work together to remain alert to threats around you. Your and your eidolon's proficiency ranks for Perception increase to expert.

SIGNATURE SPELLS

3RD

All of your spells are signature spells. That means that if you know a spell that can be heightened, you can heighten it freely, up to the maximum level of spell you can cast.

SKILL INCREASES

3RD

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase to either become trained in one skill you're untrained in, or become an expert in one skill in which you're already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

ABILITY BOOSTS

5TH

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

Your eidolon also gets four ability boosts at these levels. The eidolon's ability boosts follow the same rules as yours.

ANCESTRY FEATS

5TH

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

EIDOLON UNARMED EXPERTISE

5TH

Your eidolon becomes more capable of using their unarmed attacks. Their proficiency rank for unarmed attacks increases to expert.

EIDOLON SYMBIOSIS

7TH

Your connection with your eidolon strengthens, granting your eidolon access to a new ability depending on their type.

EIDOLON WEAPON SPECIALIZATION

7TH

Your eidolon has learned how to inflict greater injuries with their unarmed attacks. They deal 2 additional damage with unarmed attacks in which they're an expert. This damage increases to 3 if they're a master, and 4 if they're legendary.

SHARED REFLEXES

9TH

You and your eidolon boost each other's reflexes, allowing you both to roll away from danger. Your and your eidolon's proficiency ranks for Reflex saves increase to expert.

EXPERT SPELLCASTER

11TH

As your connection to your eidolon deepens, the power of your spells increases. Your proficiency ranks for spell attack rolls and spell DCs for spells of your eidolon's tradition increase to expert.

SIMPLE WEAPON EXPERTISE

11TH

Training and magic has improved your weapon technique. Your proficiency rank for simple weapons and unarmed attacks increases to expert.

TWIN JUGGERNAUT

11TH

You and your eidolon fight off physical hardship together with the connection to your life essence. Your and your eidolon's proficiency ranks for Fortitude saves increase to master. When you roll a success on a Fortitude save, you get a critical success instead. When your eidolon rolls a success on Fortitude save, they get a critical success instead.

KEY TERMS

You'll see the following key terms in many summoner class features.

Eidolon: A creature with this trait is an eidolon. An action or spell with this trait can be performed only by an eidolon.

Evolution: Feats with this trait affect your eidolon instead of you, typically by granting them additional physical capabilities.

Magical: The magical trait is a stand-in for your summoner's magical tradition. Whenever you see it in an ability, replace it with your summoner's tradition.

Tandem: Actions with the tandem trait allow you and your eidolon to act together. You can't use a tandem action if you haven't Manifested your Eidolon, if either you or your eidolon can't act, or if your eidolon is manifesting through your body with the Synthesis feat.

DEFENSIVE ROBES

13TH

The flow of magic and your training combine to help you avoid attacks. Your proficiency rank in unarmored defense increases to expert.

EIDOLON UNARMED MASTERY

13TH

Your eidolon truly masters their unarmed attacks. Their proficiency rank for unarmed attacks increases to master.

WEAPON SPECIALIZATION

13TH

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you're an expert. This damage increases to 3 if you're a master, and 4 if you're legendary.

EIDOLON GREATER WEAPON SPECIALIZATION

15TH

Your eidolon's damage from weapon specialization increases to 4 with unarmed attacks in which they're an expert, 6 if they're a master, and 8 if they're legendary.

SHARED RESOLVE

15TH

You and your eidolon steel your minds together against effects that threaten you. Your and your eidolon's proficiency ranks for Will saves increase to master. When you roll a success on a Will save, you get a critical success instead. When your eidolon rolls a success on a Will save, they get a critical success instead.

EIDOLON TRANSCENDENCE

17TH

Your connection with your eidolon approaches its peak, granting your eidolon access to a powerful new ability depending on their type.

EIDOLON DEFENSIVE MASTERY

19TH

Your eidolon grows more difficult to assail. Their proficiency rank for unarmored defense increases to master.

MASTER SPELLCASTER

Your connection to your eidolon is strong enough to grant you mastery over associated spells. Your proficiency ranks for spell attack rolls and spell DCs for spells of your eidolon's tradition increase to master.

EIDOLONS

Though each eidolon is a unique creature and many types of eidolons exist, each is associated with a particular tradition of magic and formed from related essence. For the purpose of this playtest, we're testing one type of eidolon for each tradition: the dragon eidolon for arcane, the angel eidolon for divine, the devotion phantom eidolon for occult, and the beast eidolon for primal.

Arcane eidolons are usually formed of mental essence, also known as astral essence. They include dragon eidolons, the astral echoes of ancient dragons; construct eidolons, astral beings formed into a simple construct shape through arcane magic; and amalgam eidolons, scientifically crafted magical experiments built carefully out of astral thoughtforms.

Divine eidolons are always formed of spiritual essence, much like the divine servitors they resemble. They include representatives of the many families of divine servitors, such as angels, demons, and psychopomps.

Occult eidolons are also usually formed of spiritual essence, though they often have a more ectoplasmic consistency than divine eidolons. Occult eidolons usually result from a spirit unwilling or unable to pass on, instead taking refuge with a summoner to avoid becoming undead; these types of eidolons are known as phantoms. A few are far stranger beings from beyond mortal comprehension. Regardless of their nature, each occult eidolon has a connection to a particular emotion.

Primal eidolons are usually formed of life essence. They take the forms of the creatures of the natural world, such as beasts, plants, or fey, though sometimes in unusual combinations. Less common but no less mighty are elemental eidolons, formed of the material essence of elemental matter.

PROFICIENCIES

Your eidolon's level is equal to yours. They begin as an expert in Fortitude and Will saves and are trained in Reflex saves. In addition, they're trained in unarmed attacks and unarmored defense. They share your skill proficiencies. Certain class features increase your eidolon's proficiencies.

READING AN EIDOLON ENTRY

An eidolon entry contains the following entries, followed by a description of the eidolon's initial ability, eidolon symbiosis ability, and eidolon transcendence ability.

Tradition This is the eidolon's corresponding magical tradition, which determines the type of magic you can cast.

Traits All eidolons have the eidolon trait, and each type of eidolon has additional traits. They all appear in this entry.

19TH

ANGEL SUMMONERS AND SUMMON SPELLS

Right now there's no 1st-level divine summoning spell. For the purposes of this playtest, if you choose an angel eidolon, add *summon animal* to the divine spell list. Creatures you summon with this spell gain the celestial trait.

Alignment If this entry appears, it lists any alignment restrictions the eidolon has. Your eidolon's alignment has no impact on your own.

Home Plane This is the eidolon's home plane, which can help you determine the effects of abilities dependent on a creature's home plane, such as *banishment*.

Size This is the eidolon's starting Size.

Melee or Ranged These are the eidolon's unarmed attack statistics, listing the damage amount and any traits. Most eidolons have two melee unarmed attacks, one of which is less damaging but has the agile trait.

Suggested Attacks This entry suggests forms the eidolon's attacks might take, but since eidolons have various body shapes, you decide the specific form of the unarmed attacks (claw, jaws, horn, fist, and so on) when you choose your eidolon. Some eidolons might have unarmed attacks that look like weapons and are extensions of the eidolon's form. Your choice of unarmed attack determines the unarmed attack's damage type—bludgeoning, piercing, or slashing, as appropriate for the type of unarmed attack you selected. Some of the suggested attacks have a typical damage type listed in parentheses, but you can work with your GM to choose a damage type that's right for your eidolon. Once you decide your eidolon's unarmed attacks, they can't be changed, except with your GM's permission.

Ability Scores These are your eidolon's starting ability scores.

Skills These are the skills which the eidolon has taught you, or that you learned as part of linking with your eidolon. You're trained in these skills.

Senses This entry, if present, lists your eidolon's special senses. If this entry isn't present, the eidolon has senses roughly similar to a human's.

Language This is the eidolon's starting language; they don't gain any additional languages based on their Intelligence modifier. You know this language in addition to the other languages you know normally, and your eidolon can speak all the same languages you can.

Speed This entry lists your eidolon's Speeds.

Eidolon Abilities The eidolon starts with the initial ability, gains the eidolon symbiosis ability when you gain the eidolon symbiosis class feature, and gains the eidolon transcendence ability when you gain the eidolon transcendence class feature.

ANGEL EIDOLON

Your eidolon is a celestial messenger, a member of the angelic host with a unique link to you, allowing them to carry a special message to the mortal world at your side. Most angel eidolons are roughly humanoid in form with

feathered wings, glowing eyes, halos, or similar angelic features, though some instead take the form of smaller angelic servitors like the winged helmet cassisian angel. The two of you are destined for an important role in the plans of the celestial realms. Though a true angel, your angel eidolon's link to you as a mortal prevents them from casting the *angelic messenger* ritual, even if they somehow learn it.

Tradition divine

Traits angel, celestial, eidolon

Alignment must be good, usually neutral good

Home Plane Nirvana (if NG), Elysium (if CG), or Heaven (if LG)

Size Medium

Melee ♦ primary, **Damage** 1d8

Melee ♦ secondary (agile), **Damage** 1d4

Suggested Attacks fist (bludgeoning), unarmed attacks shaped like a weapon

Str 16, **Dex** 16, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10

Skills Diplomacy, Religion

Senses darkvision

Language Celestial

Speed 25 feet

Eidolon Abilities initial: hallowed strikes; eidolon symbiosis: traveler's aura; eidolon transcendence: angelic mercy

HALLOWED STRIKES

Your eidolon's attacks are hallowed by the celestial realms and imbued with mercy. All your eidolon's unarmed attacks deal an extra 1 good damage; as usual, this extra damage harms only evil creatures or those with a weakness to good damage. Additionally, your eidolon can make nonlethal attacks with all their unarmed attacks without taking the usual –2 circumstance penalty.

TRAVELER'S AURA

7TH

Your eidolon emanates a powerful aura that protects creatures as they travel, a reflection of an astral deva's aura of the same name (*Pathfinder Bestiary* 19). This aura has the abjuration, aura, and divine traits. Your eidolon and their allies within a 20-foot emanation are protected from severe heat and cold, and your eidolon is never flat-footed to creatures inside the aura that are of a lower level than the eidolon.

When you gain the eidolon transcendence class feature, this aura evolves to the full benefits of an astral deva's; your eidolon and their allies in the aura are protected from ambient environmental damage from any plane, including severe and extreme heat and cold as well as more otherworldly dangers.

ANGELIC MERCY

17TH

Your eidolon's angelic power allows them to assuage a variety of ailments, just like most other powerful angels. Your eidolon can cast 9th-level *remove curse*, *remove disease*, *remove fear*, and *remove paralysis* once per day each as divine innate spells.

EIDOLON SPELLS

An eidolon normally can't Cast a Spell, though some feats or abilities grant them spells. An eidolon that has spells also gains the Cast a Spell activity. They don't have their own spell DC or spell attack modifier; in the case where they cast a spell, they use your spell DC and spell attack modifier. No matter what, your eidolon can cast only spells that have the eidolon trait, and they can't cast your cantrips or spells using your spell slots.

BEAST EIDOLON

Your eidolon is a manifestation of the life force of nature in the form of a powerful magical beast that often has animal features, possibly from multiple species of animals. Whether you've learned the way to connect with the world's life force via a specific philosophy or practice, such as the Sarkorian god callers, or formed your own unique bond independent of any tradition, your link to your eidolon allows you both to grow in power and influence to keep your home safe from those who would despoil it.

Tradition primal

Traits beast, eidolon

Home Plane Material Plane

Size Medium

Melee ♦ primary, **Damage** 1d8

Melee ♦ secondary (agile), **Damage** 1d4

Suggested Attacks claw (slashing), jaws (piercing), fangs (piercing), horn (piercing)

Str 16, **Dex** 16, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10

Skills Intimidation, Nature

Senses darkvision

Language Sylvan

Speed 25 feet

Eidolon Abilities initial: Beast's Charge; eidolon symbiosis: Primal Roar; eidolon transcendence: Whirlwind Maul

BEAST'S CHARGE

Your eidolon can make a ferocious charge or pounce on your foes.

BEAST'S CHARGE ♦♦

EIDOLON

Your eidolon rushes forward, using their momentum to power their attack. Your eidolon Strides twice in a straight line and then Strikes, gaining a +1 circumstance bonus to the attack roll as long as they moved at least 20 feet.

PRIMAL ROAR

7TH

Your eidolon can bellow a terrifying roar, whistle a piercing shriek, or otherwise produce a loud, startling sound to frighten nearby foes.

PRIMAL ROAR ♦♦

AUDITORY EIDOLON

Your eidolon unleashes a primal roar, or another terrifying

noise that fits your eidolon's form. Your eidolon attempts Intimidate checks to Demoralize each foe that can hear the roar within 30 feet.

WHIRLWIND MAUL

17TH

Your eidolon learns how to thrash violently, damaging many foes in their reach.

WHIRLWIND MAUL

EIDOLON

Your eidolon lashes out in all directions. Your eidolon makes a Strike with a melee unarmed attack against up to four enemies within reach. They can choose different unarmed attacks for each enemy. Each attack counts toward your multiple attack penalty, but don't increase your penalty until your eidolon has made all their attacks.

DEVOTION PHANTOM EIDOLON

Your eidolon is a lost soul, unable to escape the mortal world due to a strong sense of duty, an undying devotion, or a need to complete an important task. Most phantom eidolons are humanoid with a spectral or ectoplasmic appearance, though some take far stranger forms. Your link with your eidolon prevents them from succumbing to corruption and undeath, and together, you'll grow in strength and fulfill your phantom's devotion.

Tradition occult

Traits eidolon, ethereal, phantom

Home Plane Ethereal Plane

Size Medium

Melee ♦ primary, **Damage** 1d8

Melee ♦ secondary (agile), **Damage** 1d4

Suggested Attacks fist (bludgeoning), tendril (bludgeoning), unarmed attacks shaped like a weapon

Str 16, **Dex** 16, **Con** 16, **Int** 10, **Wis** 10, **Cha** 10

Skills Medicine, Occultism

Senses darkvision

Language one common mortal language the eidolon spoke in life

Speed 25 feet

Eidolon Abilities initial: Dutiful Strike; eidolon symbiosis: steadfast devotion; eidolon transcendence: dedication aura

DUTIFUL STRIKE

Your eidolon deeply respects your assistance, and they extend their loyalty to you, attacking those who dare to harm you. Your eidolon gains the Dutiful Strike reaction.

DUTIFUL STRIKE

EIDOLON OCCULT TRANSMUTATION

Trigger A foe within 15 feet of you hits you with a Strike and deals damage to you.

Requirements Your eidolon is adjacent to you.

Your eidolon instinctively flashes with ectoplasmic energy, allowing them to make a melee attack against a foe who dares to harm you. Your eidolon makes a Strike with a melee

unarmed attack against the triggering foe, even if that foe isn't within your eidolon's reach.

STEADFAST DEVOTION

7TH

Your eidolon's dedication makes it extremely challenging for your foes to bend their mind. Your eidolon gains a +2 circumstance bonus to all saving throws against mental effects, and if they roll a success against such an effect, they get a critical success instead. If you have the Shared Resolve class feature and your eidolon rolls a critical failure against a mental effect, they get a failure instead.

DEDICATION AURA

17TH

After fighting together for so long, your eidolon has become as devoted to protecting you and your allies as they are to their original cause. They gain a 20-foot dedication aura, which has the abjuration, aura, and occult traits. Whenever one of your eidolon's allies within the aura takes damage, reduce the damage by up to your eidolon's Constitution modifier. You lose a number of Hit Points equal to half the amount by which the eidolon reduced the damage, rounded down.

DRAGON EIDOLON

Because dragons have a strong connection to magic, their minds can often leave an echo floating in the Astral Plane, extremely powerful but unable to interact with the outside world on their own. Dragon eidolons manifest in the powerful, scaled forms they had in life; most take the form of true dragons (albeit smaller), but some manifest as drakes or other draconic beings. You've forged a connection with such a dragon eidolon, and together, you'll grow to the might of an ancient wyrm, the mightiest of dragons.

Tradition arcane

Traits astral, dragon, eidolon, and one more (see Breath Weapon below)

Home Plane Astral Plane

Size Medium

Melee ♦ primary, **Damage** 1d8

Melee ♦ secondary (agile), **Damage** 1d4

Suggested Attacks claw (slashing), jaws (piercing), horn (piercing), tail (bludgeoning), wing (bludgeoning)

Str 16, **Dex** 16, **Con** 16, **Int** 10, **Wis** 10, **Cha** 10

Skills Arcana, Intimidation

Senses darkvision

Language Draconic

Speed 25 feet

Eidolon Abilities initial: Breath Weapon; eidolon symbiosis: Draconic Frenzy; eidolon transcendence: Wyrm's Breath

BREATH WEAPON

Your eidolon has a powerful breath weapon. When your eidolon gains this ability, choose a damage type from among acid, cold, electricity, fire, piercing, or poison, and choose whether the area is a 60-foot line or a 30-

foot cone. Your eidolon gains the Breath Weapon activity. It has the trait matching the damage type. Your eidolon also gains that trait.

BREATH WEAPON

ARCANE EIDOLON EVOCATION

Your eidolon exhales a powerful blast of energy corresponding to their type. Your eidolon deals 1d6 damage in the area you chose when your eidolon gained Breath Weapon with a basic Reflex save against your spell DC. This damage has the type you chose when the eidolon gained this ability. Your eidolon can't use their Breath Weapon again for the next 1d4 rounds.

At 3rd level and every 2 levels thereafter, the damage increases by 1d6.

DRACONIC FRENZY

7TH

Your eidolon can make a furious assault, potentially recovering the use of their Breath Weapon. Your eidolon gains the Draconic Frenzy activity.

DRACONIC FRENZY

EIDOLON

Your eidolon makes one Strike with their primary unarmed attack and two Strikes with their secondary unarmed attacks (in any order). If any of these attacks is a critical hit against a foe, the eidolon instantly recovers the use of their Breath Weapon.

WYRM'S BREATH

17TH

Your eidolon can draw upon the power of wyrms to enhance their Breath Weapon. Your eidolon gains the Wyrms' Breath free action.

WYRM'S BREATH

CONCENTRATE EIDOLON METAMAGIC

Frequency once every 10 minutes

Your eidolon concentrates the power of the mightiest wyrms to make their Breath Weapon more spectacular. If your eidolon's next action is to use Breath Weapon, both the damage and area of the Breath Weapon are doubled.

SUMMONER FEATS

At every level that you gain a summoner feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

DUAL STUDIES

SUMMONER

You and your eidolon have each practiced some skills on your own, though not all your experiences translate with the shared link. Choose two different skills. Your eidolon becomes trained in one of those skills and you become trained in the other skill. At 7th level, you each become an expert in the chosen skills.

SENSORY EVOLUTION

EVOLUTION SUMMONER

Your eidolon evolves more acute senses. Your eidolon either gains low-light vision and darkvision, or gains scent as an imprecise sense with a range of 30 feet.

Special You can select this feat twice, choosing the other option the second time.

SYNTHESIS

SUMMONER

You can manifest your eidolon using your own body as a vessel, taking on their form. When you Manifest your Eidolon in this way, you become your eidolon, rather than them manifesting as a separate creature. While manifested in this way, you use your eidolon's statistics. Your eidolon can act, but you can't except to use Manifest an Eidolon to unmanifest your eidolon. When you do, you remain behind in one square your eidolon occupied when you unmanifested it.

Since you can't act, you can't Cast Spells, activate or benefit from magic items that normally benefit you and not your eidolon, perform actions that have the tandem trait, or use other abilities that require you, and not the eidolon, to act. Your eidolon isn't limited by their distance to you, and you can't be separately targeted. When you reach 0 Hit Points, your eidolon unmanifests from your body, leaving your unconscious body behind.

UNFETTER EIDOLON

SUMMONER

You've learned magic that lets you temporarily allow your eidolon to travel far from your side. You learn the *unfetter eidolon* conduit spell (page 25). Increase the number of Focus Points in your focus pool by 1.

2ND LEVEL

REINFORCE EIDOLON

SUMMONER

You can increase your eidolon's defenses instead of their offense. You gain the *reinforce eidolon* conduit cantrip (page 25).

DISTRACTING SUMMON SPELL

CONCENTRATE MANIPULATE METAMAGIC SUMMONER

You summon a creature exactly in the right spot to distract your foe from your eidolon, providing a perfect opportunity for your eidolon to attack. If the next action you take is to Cast a Spell to cast a 3-action summoning spell, when the spell is complete, your eidolon Strikes a foe within reach of both the summoned creature and the eidolon as a free action. The foe is flat-footed to the eidolon's Strike.

MAGICAL EVOLUTION

EVOLUTION SUMMONER

Your eidolon evolves to cast their own spells. Your eidolon gains the Cast a Spell activity and learns two cantrips of their

tradition, which they cast as innate spells. Your eidolon uses your spell DC and spell attack modifier for these spells.

4TH LEVEL

ALACRITOUS EVOLUTION

EVOLUTION SUMMONER

Your eidolon evolves to move more quickly on land. Your eidolon gains a +10-foot status bonus to their Speed.

AMPHIBIOUS EVOLUTION

EVOLUTION SUMMONER

Your eidolon adapts to life both on land and underwater. Your eidolon gains the amphibious trait, allowing them to breathe in water and in air and to avoid the normal -2 penalty for making bludgeoning and slashing unarmed Strikes underwater. They gain a swim Speed equal to their land Speed or 25 feet, whichever is less. Alternatively, if your eidolon is normally aquatic, they gain a land Speed equal to their swim Speed or 25 feet, whichever is less.

TANDEM MOVE

SUMMONER TANDEM

You and your eidolon move together with ease. You and your eidolon each use a single action to Stride. Either of you that has the corresponding movement type can Burrow, Climb, Fly, or Swim instead of Striding.

UNARMED EVOLUTION

EVOLUTION SUMMONER

Your eidolon's unarmed attack evolves and gains a special trait. Choose one of your eidolon's starting melee unarmed attacks. The attack gains one of the following traits, which you choose when you gain this feat: disarm, nonlethal, shove, trip, or versatile. If you choose versatile, also choose whether it's B, P, or S.

6TH LEVEL

CLIMBING EVOLUTION

EVOLUTION SUMMONER

Your eidolon can climb with ease. Your eidolon gains a climb Speed equal to half their Speed or 25 feet, whichever is less.

HULKING EVOLUTION

EVOLUTION SUMMONER

Your eidolon evolves, growing substantially in size. Your eidolon becomes Large, instead of their previous size. This doesn't change any other statistics for your eidolon.

Because of the special link you share, you can ride your eidolon without getting in each other's way (see the Riding Independent Creatures sidebar).

OSTENTATIOUS ARRIVAL

CONCENTRATE MANIPULATE METAMAGIC SUMMONER

When you summon creatures or manifest your eidolon, there

RIDING INDEPENDENT CREATURES

If a creature tries to ride your eidolon, both you and the riding creature each regain only 2 actions at the start of your turns each round, as both the eidolon and the riding creature interfere with one another's actions. If you have the Hulking Evolution feat, you're able to ride on your eidolon without this drawback.

always seems to be an explosion. If the next action you take is to Manifest your Eidolon or to Cast a Spell to cast a 3-action summoning spell, the summoned eidolon or creature appears in an explosion of energy or other visually impressive display. This deals 1d4 fire damage per spell level (or 1d4 damage per 2 levels you have when Manifesting your Eidolon) to all creatures except you within a 10-foot emanation around the eidolon or summoned creature.

If the eidolon or summoned creature has the acid, cold, electricity, sonic, or water trait, the damage is that type instead (or cold damage in the case of the water trait).

SUMMONER SHIELD EVOLUTION

EIDOLON EVOLUTION SUMMONER

Your eidolon uses their manifested form to protect you when you're nearby. After your eidolon uses this action, you gain a +2 circumstance bonus to AC until the beginning of your next turn. This bonus applies only as long as you're in your eidolon's reach (in most cases, this means your eidolon is adjacent to you or in your space). This has no effect if you're not separately present, such as when using Synthesis.

8TH LEVEL

FLICKERING EVOLUTION

CONCENTRATE EIDOLON EVOLUTION SUMMONER

Prerequisites your eidolon is a phantom

Your eidolon has gained the ability to make their ectoplasmic form briefly less substantial to avoid attacks while scouting ahead. Your eidolon can switch from their normal form to a less substantial flickering form or quasi-tangible ectoplasm. While in their flickering form, they gain resistance to all damage (except force and negative) equal to half your level. However, they can't use any of their Strikes or actions requiring a fully physical form like Grapple, Shove, or Trip. Snapping back to their normal form is easier than diffusing themselves into a flickering form. Your eidolon can switch back to their normal form as a single action, which also has the concentrate trait.

GREATER MAGICAL EVOLUTION

CONCENTRATE EVOLUTION SUMMONER

Prerequisites Magical Evolution

Your eidolon further evolves to gain more powerful magic. Choose one 2nd-level spell and one 1st-level spell of your eidolon's tradition. Your eidolon can cast them each once per day as innate spells. At every even level after you take this

feat, your eidolon can swap one of these innate spells for a new innate spell 2 or more levels lower than your highest-level spell slot.

RANGED EVOLUTION

EVOLUTION SUMMONER

Your eidolon has developed a ranged attack. Your eidolon gains a ranged unarmed attack with a range increment of 30 feet that deals 1d6 damage and has the magical trait. When you select this feat, choose a damage type from acid, bludgeoning, cold, electricity, fire, negative, piercing, positive, or slashing. If your eidolon is a celestial, fiend, or monitor with an alignment other than true neutral, you can instead choose a damage type in their alignment (for example, you could choose good or lawful if your lawful good angel eidolon gained this attack).

10TH LEVEL

BOOST SUMMONS

SUMMONER

Your ability to augment your eidolon extends to also benefit creatures you summon. When you cast *boost eidolon*, in addition to targeting your eidolon, it also targets any of your summoned creatures within 60 feet, granting them the same effects.

PROTECTIVE BOND

ABJURATION MAGICAL SUMMONER

Trigger You and your eidolon are both in the area of a damaging effect.

You call upon the power of your bond to protect you both from harm. If you and your eidolon would take different amounts of damage from the area effect, you take the lower amount of damage instead of the greater amount of damage.

TRANSPOSE

CONCENTRATE CONJURATION MAGICAL MANIPULATE SUMMONER TELEPORTATION

With a flash, you switch places with your eidolon. You and your eidolon each teleport to the other's position.

12TH LEVEL

CONDUIT FOCUS

SUMMONER

Prerequisites conduit spells

Your focus recovers faster. If you've spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

SUMMONER'S CALL

CONCENTRATE CONJURATION MAGICAL SUMMONER TELEPORTATION

Trigger You or your eidolon takes damage.

Requirements Your eidolon is manifested and more than 5 feet away from you.

In a moment of danger, you draw upon your link to quickly

call your eidolon to your side. Your eidolon teleports from their previous location to an open space adjacent to you.

TRANSMOGRIFY

SUMMONER

You've learned how to transmogrify your eidolon in various ways to suit the circumstances of the day. Each day during your daily preparations, choose one evolution feat of 6th level or lower. Your eidolon gains that feat until your next daily preparations.

14TH LEVEL

RESILIENT EVOLUTION

EVOLUTION SUMMONER

Your eidolon grows a tougher hide, manifests armor, or otherwise becomes particularly resilient against physical attacks. They gain resistance to physical damage equal to their Constitution modifier.

SPELLGUARD EVOLUTION

EVOLUTION SUMMONER

Your eidolon evolves to protect themselves from spells. They gain a +1 status bonus to all saving throws against magic.

TOWERING EVOLUTION

EVOLUTION SUMMONER

Prerequisites Hulking Evolution

Your eidolon further evolves, becoming more enormous and gaining a greater reach over the battlefield. Your eidolon becomes Huge, instead of Large, and the reach on all their attacks increases to 10 feet.

16TH LEVEL

EFFORTLESS CONCENTRATION

SUMMONER

Trigger Your turn begins.

You maintain a spell with hardly a thought. You immediately gain the effects of the Sustain a Spell action, allowing you to extend the duration of one of your active spells.

WINGED EVOLUTION

EVOLUTION SUMMONER

Your eidolon grows wings, allowing them to fly. Your eidolon gains a fly Speed equal to their Speed.

18TH LEVEL

CONDUIT WELLSPRING

SUMMONER

Prerequisites Conduit Focus

The power between you and your eidolon replenishes your focus. If you've spent at least 3 Focus Points since the last time you Refocused, you recover 3 Focus Points when you Refocus instead of 1.

TRUE TRANSMOGRIFICATION

SUMMONER

Prerequisites Transmogrify

You can make incredibly expansive adjustments to your eidolon to prepare for virtually any situation you might find yourself in. Each day during your daily preparations, when you apply your evolution feat from Transmogrify, you can also swap out any number of other evolution feats you have, each for a different evolution feat of the same level or lower. These swaps last until your next daily preparations.

TWIN EIDOLON

MAGICAL POLYMORPH SUMMONER TRANSMUTATION

You can transform yourself to match your eidolon. When you Manifest your Eidolon, in addition to their normal manifestation, you can call upon their powers to transform yourself into an exact duplicate of your eidolon until the eidolon becomes unmanifested. You can't use this if you Manifest your Eidolon in an unusual way, such as with the Synthesis feat. While a duplicate of your eidolon, you use your eidolon's statistics other than your mental ability modifiers, including their evolutions. You can't cast spells (unless they're spells your eidolon could cast), activate or benefit from magic items that normally benefit you and not your eidolon, or use other actions your eidolon can't normally perform. Any spells you cast with a limited number of uses count against your eidolon's uses. You can Manifest your Eidolon again to end this effect and return to your normal form.

20TH LEVEL

EIDOLON'S AVATAR

UNCOMMON SUMMONER

Prerequisites eidolon from a plane other than the Material Plane
Your complete connection to your eidolon and your eidolon's growth alongside you into a being of great power grant you special privileges within another plane. Once per day, you can cast *plane shift* as an innate spell of your eidolon's tradition, but only to travel to the plane of origin of your eidolon. When you cast it this way, its casting time is 1 minute, your link to your eidolon is a sufficient tuning fork for this spell, and you appear exactly where you want to be. If you're on your eidolon's home plane due to this spell, you can return to the point you left when you cast it by spending a single action, which has the concentrate trait and the trait matching your eidolon's tradition.

If you conduct the *commune* ritual to contact entities from your eidolon's plane that are friendly to your eidolon, you don't have to pay any cost and you automatically get a critical success.

ETERNAL BOOST

SUMMONER

Your link with your eidolon is so intense that you can always boost your eidolon. You're permanently quickened; you can use your extra action only to cast *boost eidolon* or *reinforce eidolon*.

While in exploration mode, you can declare that you're also continually casting *boost eidolon* or *reinforce eidolon* even while using a different exploration activity. If you do, even before your first turn in a combat encounter, that cantrip is active as if you had cast it on your previous turn.

CONDUIT SPELLS

The following are conduit spells, focus spells summoners can cast using 1 Focus Point. *Boost eidolon* and *reinforce eidolon* are conduit cantrips and don't cost a Focus Point to cast.

BOOST EIDOLON

CANTRIP 1

UNCOMMON CANTRIP EVOCATION SUMMONER

Cast ◆ verbal

Range 100 feet; **Targets** your eidolon

Duration 1 round

You focus deeply on the link between you and your eidolon and boost the power of your eidolon's attacks. Your eidolon gains a +2 status bonus to damage rolls with their unarmed attacks. If your eidolon's Strikes deal more than one weapon damage die, the status bonus increases to 2 per weapon damage die, to a maximum of +8 with four weapon damage dice.

EVOLUTION SURGE

FOCUS 1

UNCOMMON MORPH SUMMONER TRANSMUTATION

Cast ◆◆ somatic, verbal

Range 100 feet; **Targets** your eidolon

Duration 1 minute

You flood your eidolon with power, creating a temporary evolution in your eidolon's capabilities. Choose one of the following effects:

- Your eidolon gains low-light vision and darkvision.
- Your eidolon gains scent as an imprecise sense out to 30 feet.
- Your eidolon can breathe underwater and gains a swim Speed equal to their land Speed, or 30 feet, whichever is less. Alternatively, if your eidolon is normally aquatic, they can breathe air and gain a land Speed equal to their swim Speed, or 30 feet, whichever is less. Either way, they gain the amphibious trait.
- Your eidolon gains a +20-foot status bonus to their Speed.

Heightened (3rd) Add the following options to the list of effects you can choose:

- Your eidolon becomes Large, instead of their previous size. This doesn't change any other statistics for your eidolon. Because of the special link you share, you can ride your eidolon without getting in each other's way; if another creature tries to ride your eidolon, both you and the riding creature each regain only two actions at the start of your turns each round.
- Your eidolon gains a climb Speed equal to their land Speed.

Heightened (5th) Add the options from the 3rd-level version and the following options to the list of effects you can choose:

- Your eidolon becomes Huge, instead of their previous size. This has the same effects as the 3rd-level option to become Large, except your eidolon's reach with all their unarmed attacks increases to 10 feet.
- Your eidolon gains a fly Speed equal to their Speed.

REINFORCE EIDOLON

CANTRIP 1

UNCOMMON ABJURATION CANTRIP SUMMONER

Cast ◆ verbal

Range 100 feet; **Targets** your eidolon

Duration 1 round

You focus deeply on the link between you and your eidolon and reinforce your eidolon's defenses. Your eidolon gains a +1 status bonus to AC and saving throws, plus resistance to all damage equal to half the spell's level. Your eidolon can benefit from either *boost eidolon* or *reinforce eidolon*, but not both. If you cast one of them during the other's duration, the newer spell replaces the older spell.

UNFETTER EIDOLON

FOCUS 1

UNCOMMON ABJURATION SUMMONER

Cast ◆◆ somatic, verbal

Range 100 feet; **Targets** your eidolon

Duration 1 minute

You loosen the link between yourself and your eidolon, allowing them to travel farther from you for a short period of time. While the spell is active, your eidolon can travel an unlimited distance away from you. When the spell ends, if your eidolon is more than 100 feet away from you, they unmanifest.

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