

# Cleric Subclass: Summoner

**Replace** the original Cleric abilities with the following:

**Dedicated Summoner (@ lvl 1):** Due to the intense focus required to be a summoner, all of your summons now last 1 min/level instead of the normal 1 round/level. In addition, your summons only take 1 standard action to summon instead of a full round.

This ability **REMOVES** *Heavy Armor Proficiency* and *Shield Proficiency* feats AND the ability to cast Channel Positive Energy (including spells and abilities that require it to function).

**Calling Summons (@ lvl 1):** A summoner can sacrifice a higher level spell at any time in order to cast a lower level spell that is specifically a summons (ex. Give up a level 6 spell to cast a level 5 summons spell). On top of that, a summoner gains +1 to his/her concentration checks every 5 levels (+2 @ lvl 5, +3 @ lvl 10, +4 @ lvl 15, +5 @ lvl 20).

**Mighty Summoner (@ lvl 4):** At level 4 you gain Augment Summoning as a bonus feat.

**Superior Summoner (@ lvl 10):** At level 10, whenever you summon a creature, you can immediately sacrifice a 2nd spell of higher level or the same to summon 2 creatures instead of one.