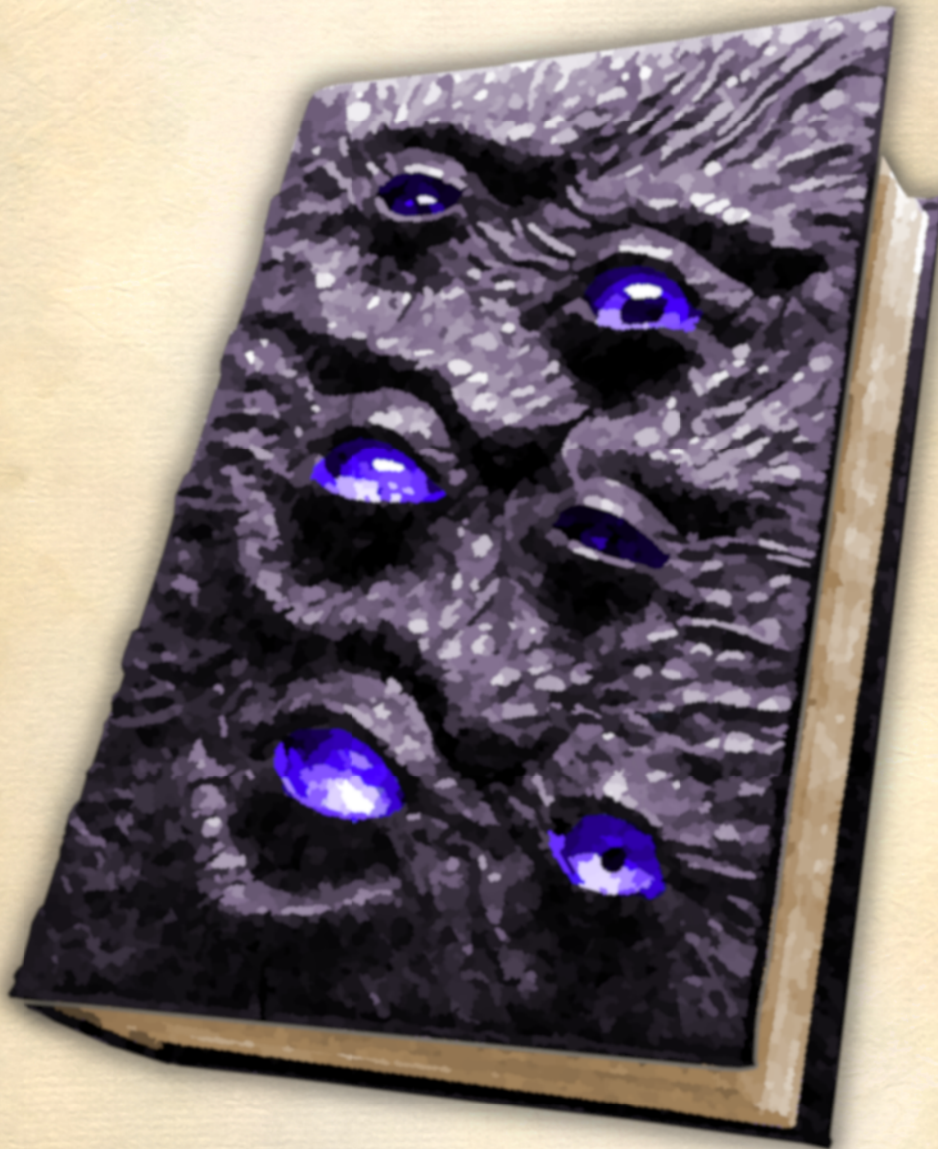


FABLEMASTER AN UNCHAINED SUMMONER ARCHETYPE



FANTASTICAL ARCHETYPES

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Fablemaster an Unchained Summoner Archetype

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Unchained Summoner Archetype: Fablemaster

There are summoners that make pacts with outsiders, spirits, and cards. Then there is one who unleashes the spirit of stories themselves. This is the Fablemaster. Those who delve too deeply into stories, ancient texts, and legends may find that some tales have a life of their own, waiting to awaken.

Fablemasters conjure beings from stories and legends, both aiding their allies and hindering their foes with the tales of heroes, beasts, and villains. A fablemaster forms a bond with a particular character or creature from their stories and their eidolon forms from this bond. The story these fabled eidolons spawn from have a sort of life of their own. Some come from being in the hearts of the masses, others are strong psychological imprints of the creators, while others still are truly alive and wish to take form. Any of these strive to create pacts with the fablemaster for such an opportunity. Some say there is a secret plane or demiplane called the Realm of Tales, closely tied to the plane of dreams, that fabled eidolons spring from and from which all stories pull a sense of reality. This however is just one of many theories posited by scholarly individuals on the origins of fabled eidolons.

A fablemaster gains *Perform* as a class skill. This alters the unchained summoner's class skills.

Fabled Eidolon: A fablemaster may choose from one of 3 eidolon types as follows. A fablemaster does not need to match the alignment of the eidolon to summon it, but it will act upon its alignment while following your commands. At GM discretion a fabled eidolon may disagree with a command strongly enough to have the summoner make an opposed charisma check against the eidolon to make it perform the commanded task. Alternatively if the summoner spends 1 minute with the eidolon they may attempt to use diplomacy to convince the eidolon. However the eidolon will generally perform any given tasks, but may go about it in a different than expected manner. Eidolons of differing alignments still view the fablemaster as friendly and desire to work together.

Hero

Heroes are bastions of good and righteous triumph. Inspiring tales give birth to these protagonist-of-life eidolons.

Personifying the good fight and being of sound mind and body, the hero may take many traits as their own but few can match their glorious deeds.

Alignment: any good

Base Form(s): Biped (Claws, Limbs [arms], limbs [legs],

Base evolutions: starting at first level, hero eidolons gain the 4-point weapon training evolution (proficiency in martial weapons) and the improved natural armor (+2) evolution. They also lose their claw base form evolution but gain a +2 bonus on saves against fear effects.

- At 4th level, hero eidolons gain the skilled (*diplomacy*) evolution, and it gains the good subtype.
- At 8th level, hero eidolons gain the an *aura of courage* that functions as the paladin ability of the same name.
- At 12th level, hero eidolons gain gains immunity to charm effects and gains a bonus to damage equal to their charisma modifier against evil creatures.
- At 16th level, hero eidolons gain the Ability increase evolution, applied to an ability score of the summoner's choice. And their manufactured weapons are considered to be good for the sake of overcoming damage reduction.
- At 20th level, hero eidolons gain DR 5/evil deal grant all weapons the holy magical weapon quality while they are wielding them.

Villain

Vile and vicious, villains are the anathema of good and have endless schemes fueled by forbidden powers gained. Villains range from the tyrant king and immortal lich, to the skulking hermit and corrupted waif. Cruelty is a favored form of interaction for villains whether subtle or overt.

Alignment: any Evil

Base Form(s): Biped (Claws, Limbs [arms], limbs [legs]

Base evolutions: starting at first level, villain eidolons gain the 2-point weapon training evolution (proficiency with simple weapons), the Basic psychic magic evolution, and Intermediate psychic magic evolution. In addition a villain eidolon counts as having the aberrant base form for the sake of prerequisites of psychic magic evolutions. A villain eidolon loses the claws evolution from its base form.

- At 4th level, villain eidolons gain an additional point of psychic energy to spend on psychic magic evolutions each day and gains the Skilled (*intimidate* or *bluff*) evolution.
- At 8th level, a villain eidolon gains an additional 1 point of psychic energy to spend on psychic spells and picks one of the following as a psychic spell that costs 4 psychic points to cast: *animate dead*, *charm monster*, *crushing despair*, or *dreadscape*.
- At 12th level, villain eidolons gains shadowy minions to carry out it's insidious plots, These act as unseen servants with the following differences. The minions are visible in normal and bright light as faint shadows and while predominantly humanoid may otherwise appear as the villain wishes. They have a STR equal to 2 + ½ the fablemaster's level (being able to lift and drag weight appropriate to that score, and being able to exert the same amount of force that they can lift), 20 hp, and they may at direction of the villain use *mage hand*, *prestidigitation*, and *light* at will. A villain eidolon can sustain a number of minions equal to half it's hit dice and they have no limit to the amount of time they may remain. A minion may not go further than 25 ft + 5 ft per fablemaster level from the villain eidolon. it is a swift action to summon a minion. Minions also have the same speed and forms of movement as the villain eidolon.
- At 16th level, a villain eidolon gains an additional 1 point of psychic energy to spend on psychic spells each day and may select one of the following 5 point cost spells to add to their list of psychic spells. *dominate person*, *pessimism*, *conditional curse*, or *nightmare*.
- At 20th level a villain eidolon can influence weaker beings to terrifying acts at a whim, gaining the ability to cast *lesser geas* at will

Beast

In many tales there is a dreaded beast, nature's own mysterious dangers realized in flesh. Great in size and varied in form beasts are the thing we all fear in the dark, the shadow in the bushes, the glint of eyes in the veil of twilight. Beasts are often

the font of fear but not a source of evil in the world.

Alignment: any Neutral (on good/evil axis)

Base Form(s): Aberrant (bite, grab [tentacle mass], tentacle mass), biped (limbs [arms], limbs [legs], slam), quadruped (limbs [legs, 2], bite), or serpentine (bite, improved natural armor, reach [bite], tail, tail slap).

Base evolutions: starting at first level, Beast eidolons gain the Large evolution and the scent evolution.

- At 4th level, a beast gains DR 5/ magic, and the magic attacks evolution
- At 8th level a beast eidolon gains 1 point for it's evolution pool and gains resistance 5 to an element (fire, cold, acid, or electricity)
- At 12th level, a beast eidolon can smell magical auras with it's scent ability and track them as if they were normal scents.
- At 16th level, a beast eidolon gains immunity to the same energy type it chose for it's resistance and loses that resistance. It also gains one of the following special attacks that deals 3d6 damage of the same energy type, they may use this attack once every 1d4 rounds, reflex save DC (10+½ eidolon HD + eidolon Con mod) to half. once this choice is made it cannot be changed. .
 - *Glob*, the eidolon may shoot a ranged glob of energy up to 50 ft. this glob bursts into a 10 foot radius upon contact.
 - *Breath*, Cone of 30 ft.
 - *Breath*, line of 60 ft.
- At 20th level, a beast eidolon gains regeneration 5 (adamantine and magic), they are still banished to the Realm of Tales or other plane as normal for eidolons if they take enough damage.

This alters the Eidolon class feature

Spells: A fablemaster gains some spells available to bards as follows. 0th: *Lullaby*; 1st: *charm person*, *clarion call*, *echo*, *hideous laughter*, *timely inspiration*, *ventriloquism*; 2nd: *allegro*, *calm emotions*, *codespeak*, *dark whisper*, *gallant inspiration*, *heckle*, *rumormonger*, *tongues*; 3rd: *charm monster*, *glibness*, *communal tongues*; 4th: *charm person mass*, *echolocation*, *grand destiny*, *legend lore*; 5th: *compelling rant*, *phobia*, *resonating word*; 6th: *charm*

monster mass, hymn of peace, lost legacy

this alters the unchained summoner's spell list

Grand Tale: A fablemaster forgoes her ability to summon at a whim. She instead inspires or demoralizes her allies and foes. This functions as the bard's Bardic Performance class feature, with the following exceptions; The summoner may only use *Perform (Oratory)* or *Perform (sing)*. A fablemaster begins with 3+Cha rounds per day of this ability and gains 1 additional round per level. There are also several new performances, some of which replace performances from the bardic performance ability. If the performance matches the fabled eidolon's form they gain an additional special effect. Any performance needing a save has a DC equal to 10 + ½ the fablemaster's level + the fablemaster's Charisma modifier.

Ode to the Hero: At third level allies who can perceive this grand tale gain +1d3 damage (of the same type they would otherwise deal) to their damage rolls. If they are also within 30 ft. of a heroic fabled eidolon this damage Increases against evil creatures.(increasing the damage against evil creatures from 1d3 to 2d3) At 6th level and every 6 levels thereafter the die size of the damage increases (to a maximum of 1d6 at 18th level or 2d6 against evil creatures).

Villain's Monologue: At third level enemies who can hear this grand tale become dazed if they fail a will save. If they are evil and at most have HD equal to ½ the fablemaster's level within 30 feet of the fablemaster's villainous eidolon they must make a will save or be charmed. This functions as charm person. At 8th level this ability is treated as charm monster, and at 16thth level it is treated as dominate person (or charm monster if that is most applicable). The duration of this effect end with the performance.

Horror of the Beast: At third level enemies who can hear this grand tale take a -2 penalty (will save to half) on saves and DC's against fear effects (including Intimidate). If they are within 30 ft. of a beastly fabled eidolon they must make a will save or be shaken). At 6th level and every 4 levels thereafter (to a maximum of -6 at 18th level) the penalty against fear effects increases. At 9th level the shaken effect becomes frightened, and at 16th level it becomes panicked)

Legendary Tale: At 12th level a fablemaster can Inspire even the most downtrodden to get up and push on. A

fablemaster may create an effect equal to mass cure minor wounds, and granting a new saving throw against any mind affecting effect or fear effect to anyone affected. This requires 3 rounds of the fablemaster's grand tale and anyone affected must be able to hear all three rounds of the tale to gain it's effect. Any creature you target with this ability that is within two steps of her fabled eidolon's alignment gain an additional 1d8+5 healing. A fablemaster does not gain Soothing performance.

Into Legend: At 18th level a fablemaster may expend 5 rounds of her grand tale to ascend a single being into legend temporarily as a full round action, granting the creature a number of evolution points equal to the fablemaster's charisma modifier. In addition the creature counts as a fabled eidolon of their alignment for the sake of grand tale performances (good aligned counting as heroes, neutral aligned counting as beasts, and evil aligned counting as villains.) except that creatures altered this way do not need to be dismissed to use Sonnet of Spheres. This also imparts a +2 morale bonus to strength, dexterity, and constitution. This grand tale effects the creature for a number of rounds equal to twice the fablemaster's level. A fablemaster may use this grand tale on herself. A fablemaster does not gain the Mass Suggestion performance.

Sonnet of Spheres: At 20th level a fablemaster may spend one minute and consume ten rounds of her grand tale to call a creature as if by planar ally except that they may call only a single creature of their fablemaster level or less in HD. The fablemaster must make payment for the creature beyond the first minute of it's service after her performance ends but requires no other material componant. In addition a fablemaster may pay the creature with it's grand tales, gaining 1 minute of work for every additional 10 rounds round of grand tale spent to appease the creature. A fablemaster must dismiss her fabled eidolon in order to use this grand tale. If the summoned creature is the same alignment as her fabled eidolon she gains free service for ten minutes and any additional rounds of this grand tale spent grant another minute of service. A fablemaster may make payment to the outsider as normal after the end of her performance. A fablemaster does not gain Deadly Performance.

This replaces Summon monster I-IX, Gate, and Twinned eidolon.