**I Choose You! [Iconic]**

**Prerequisites:** 3rd level

**Benefit:** A character with this feat is actually an extension of another being (henceforth referred to as a master), who can summon or dismiss them as a standard action. This feat takes effect in one of the following ways:

* You are a transformed version of your master, or a vehicle operated by them. While summoned, your abilities and hit point pool replace those of your master. If you are slain, your master returns to having their own abilities but does not die (though see below).
* You are a being summoned or commanded by your master, appearing in any space within [Close] range. While your master is within [Close] range of you, they may choose for any effect which would target them to be redirected to you, and they gain a +4 bonus to AC and saves against area effects. You and your master share a single pool of actions per round.

In either case your master has stats as a Grunt or Striker two levels lower than you; it shares your ability scores, but may rearrange them in any manner you wish. In addition, the master gains one feat (which cannot be an iconic feat) and one of your tracks (if a circle ability has limited uses, it draws from your number of uses). You may choose for any of your skills to be possessed by your master instead of you.

If you are slain, apply any excess damage from the killing blow to your master. Your master can return you to life in a process requiring 20 [Rounds]. While you are "un-summoned" your master can choose to divert any healing he receives to you, and you continue to benefit from any [Fast Healing] you may possess.