

The Beastmaster

Alignment: Any

Hit Die: d10

Class Skills

The Beastmaster's class skills are [Climb](#) ([Str](#)), [Craft](#) ([Int](#)), [Handle Animal](#) ([Cha](#)), [Heal](#) ([Wis](#)), [Intimidate](#) ([Cha](#)), [Knowledge](#) (dungeoneering) ([Int](#)), [Knowledge](#) (geography) ([Int](#)), [Knowledge](#) (nature) ([Int](#)), [Perception](#) ([Wis](#)), [Profession](#) ([Wis](#)), [Ride](#) ([Dex](#)), [Stealth](#) ([Dex](#)), [Survival](#) ([Wis](#)), and [Swim](#) ([Str](#)).

Skill Ranks per Level: 4 + [Int](#) modifier.

lvl	BAB	Fort	Ref	Will	Special
1	+1	+2	+2	+0	Animal companion, animal focus, nature training, wild empathy
2	+2	+3	+3	+0	Precise companion, track
3	+3	+3	+3	+1	Beastmaster's trick
4	+4	+4	+4	+1	Improved empathic link, Companion Boost
5	+5	+4	+4	+1	Woodland stride
6	+6/+1	+5	+5	+2	Beastmaster's trick
7	+7/+2	+5	+5	+2	Companion Boost
8	+8/+3	+6	+6	+2	Second animal focus, swift tracker
9	+9/+4	+6	+6	+3	Beastmaster's trick
10	+10/+5	+7	+7	+3	Swift Commands, Companion Boost
11	+11/+6/+1	+7	+7	+3	Speak with master
12	+12/+7/+2	+8	+8	+4	Beastmaster's trick
13	+13/+8/+3	+8	+8	+4	Companion Boost, Monstrous Companion
14	+14/+9/+4	+9	+9	+4	Greater empathic link
15	+15/+10/+5	+9	+9	+5	Beastmaster's trick

16	+16/+11/+6/+1	+10	+10	+5	Companion Boost
17	+17/+12/+7/+2	+10	+10	+5	One with the wild
18	+18/+13/+8/+3	+11	+11	+6	Beastmaster's trick
19	+19/+14/+9/+4	+11	+11	+6	Companion Boost
20	+20/+15/+10/+5	+12	+12	+6	Packmaster

Class Features

The following are class features of the Beastmaster class.

Weapon and Armor Proficiency

A Beastmaster is proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).

Animal Companion (Ex)

At 1st level, a Beastmaster forms a bond with an animal companion. A Beastmaster may begin play with any of the animals available to a druid. This animal is a loyal companion that accompanies the Beastmaster on their adventures. This ability functions like the druid animal companion ability (which is part of the nature bond class feature). The Beastmaster's effective druid level is equal to their Beastmaster level. If a character receives an animal companion from more than one source, their effective druid levels stack for the purposes of determining the companion's statistics and abilities. A Beastmaster may teach their companion Hunter's tricks from the skirmisher Ranger archetype instead of standard tricks. The animal companion can use skirmisher tricks when commanded, a number of times per day equal to half its Hit Dice plus its Wisdom modifier. A Beastmaster can have more than one animal companion, but they must divide their effective druid level between their companions to determine the abilities of each one. For example, a 10th-level Beastmaster can have one 10th-level animal companion, two 5th-level companions, one 8th-level companion and one 2nd-level companion, or three 3rd-level companions and one 1st-level companion. A beastmaster can have a maximum number of companions equal to half their class level.

When a Beastmaster gains a level, they must decide how to allocate the increase among their animal companions, including whether or not to add a new 1st-level companion. Once a Beastmaster level is allocated to a particular companion, it can only be redistributed once per level, as part of an 8 hour training regimen including all companions having their levels redistributed.

A Beastmaster's precise companion and woodland stride apply to only one of their animal companions at a time. (For example, a packmaster can apply precise companion to one companion and woodland stride to another, but cannot apply any of those to two animal companions at once.) As a swift action, they can change which companion gains any or all of these benefits.

If a Beastmaster releases their companion from service or their animal companion perishes, they may gain a new one by performing a ceremony requiring 24 uninterrupted hours of searching in the environment where the new companion typically lives.

Animal Focus (Su)

At 1st level, a Beastmaster can take on the aspect of an animal as a swift action. They must select one type of animal to emulate, gaining a bonus or special ability based on the type of animal emulated and their Beastmaster level. The Beastmaster can use this ability for a number of minutes per day equal to their level. This duration does not need to be consecutive, but must be spent in 1-minute increments. The Beastmaster can emulate only one animal at a time.

The Beastmaster can also apply one of these aspects to their animal companion. Unlike with the Beastmaster themselves, there is no duration on the animal aspect applied to their animal companion. An aspect applied in this way does not count against the Beastmaster's minutes of duration per day—it remains in effect until the Beastmaster changes it. The companion's aspect can be the same aspect the Beastmaster has taken on or a different one. The Beastmaster can select or change the animal foci on both themselves and their animal companion as part of the same swift action.

If the Beastmaster's animal companion is dead, the Beastmaster can apply their companion's animal focus to themselves instead of their animal companion. This is in addition to the normal one they can choose, and (as with a companion's focus) remains in effect until the Beastmaster changes it instead of counting against their minutes per day.

Bat: The creature gains darkvision to a range of 60 feet. At 8th level, the range increases by 30 feet. At 15th level, the creature also gains blindsense to a range of 10 feet.

Bear: The creature gains a +2 enhancement bonus to Constitution. This bonus increases to +4 at 8th level and +6 at 15th level.

Bull: The creature gains a +2 enhancement bonus to Strength. This bonus increases to +4 at 8th level and +6 at 15th level.

Falcon: The creature gains a +4 competence bonus on Perception checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Frog: The creature gains a +4 competence bonus on Swim checks and on Acrobatics checks to jump. These bonuses increase to +6 at 8th level and +8 at 15th level.

Monkey: The creature gains a +4 competence bonus on Climb checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Mouse: The creature gains evasion, as the rogue class feature. At 12th level, this increases to improved evasion, as the rogue advanced talent.

Owl: The creature gains a +4 competence bonus on Stealth checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Snake: The creature gains a +2 bonus on attack rolls when making attacks of opportunity and a +2 dodge bonus to AC against attacks of opportunity. These bonuses increase to +4 at 8th level and +6 at 15th level.

Stag: The creature gains a 5-foot enhancement bonus to its base land speed. This bonus increases to 10 feet at 8th level and 20 feet at 15th level.

Tiger: The creature gains a +2 enhancement bonus to Dexterity. This bonus increases to +4 at 8th level and +6 at 15th level.

Wolf: The creature gains the scent ability with a range of 10 feet. The range of this sense increases to 20 feet at 8th level and 30 feet at 15th level. The range doubles if the opponent is upwind, and is halved if the opponent is downwind.

Nature Training (Ex)

A Beastmaster counts their total Beastmaster level as both druid levels and Beastmaster levels for the purpose of qualifying for feats, traits, and options that modify or improve an animal companion.

Wild Empathy (Ex)

A Beastmaster can improve the initial attitude of an animal. This ability functions as a Diplomacy check to improve the attitude of a person. The Beastmaster rolls 1d20 and adds their Beastmaster level and their Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the Beastmaster and the animal must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

The Beastmaster can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but they take a –4 penalty on the check.

Precise Companion (Ex)

At 2nd level, a Beastmaster chooses either Precise Shot or Outflank as a bonus feat. They do not need to meet the prerequisites for this feat. If they choose Outflank, they automatically grant this feat to their animal companions as well.

Track (Ex)

At 2nd level, a Beastmaster adds 1/2 their level to Survival skill checks made to follow tracks.

Beastmaster's Trick (Ex)

At 3rd level, a Beastmaster learns the use of Beastmaster's tricks, which typically grant a boon or bonus to the Beastmaster or a nearby ally. At 3rd level and every three levels thereafter, the Beastmaster learns one trick. In place of a bonus feat, a Beastmaster can learn an additional Trick. A Beastmaster can use these tricks a total number of times per day equal to 1/2 his Beastmaster level + his Wisdom modifier. Tricks are usually swift actions, but sometimes move or free actions that modify a standard action, usually an attack action. Once a trick is chosen, it can only be retrained with eight hours of rigorous physical training. A Beastmaster cannot select an individual trick more than once.

Improved Empathic Link (Su)

At 4th level, the Beastmaster gains an empathic link with their animal companion. This functions like an empathic link with a familiar, except the Beastmaster can also see through a companion's eyes as a swift action, maintaining this connection as long as they likes (as long as the companion is within 1 mile) and ending it as a free action. The Beastmaster is blinded while maintaining this connection.

Companion Boost (Ex)

At 4th level and every 3 levels after a Beastmaster's animal companion grows in power. Select one of the following options

The Companion receives a +1 enhancement natural armor class bonus

The Companion receives a +1 enhancement bonus to any of the following skills. Acrobatics, Climb, Escape Artist, Fly, Intimidate, Perception, Stealth, Survival, Swim.

The Companion receives an additional hitpoint added to each Hitdie it possesses. This increases whenever the companion gains an additional Hitdie

Woodland Stride (Ex)

At 5th level, a Beastmaster and their animal companion may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at their normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion will still affect the Beastmaster and their animal companion.

Second Animal Focus (Su)

At 8th level, whenever a Beastmaster uses their animal focus ability, they select two different animal aspects for themselves instead of one, and can assign two aspects to their companion instead of one. As with the companion's previous aspect, the second one does not count against the minutes per day a Beastmaster can take on an aspect.

If the Beastmaster's animal companion is dead and the Beastmaster has applied the companion's animal aspect to themselves, that aspect does not count toward their maximum of two aspects at once. The Beastmaster can still apply only one of their dead companion's aspects to themselves, not both.

Swift Tracker (Ex)

At 8th level, a Beastmaster can move at their normal speed while using Survival to follow tracks without taking the normal –5 penalty. They take only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Swift Commands (Ex)

At 10th level, a Beastmaster can command any number of their animal companions at the same time as a free action. If they give more than one command, it is a swift action.

Speak With Master (Ex)

At 11th level, a Beastmaster and their animal companion(s) can communicate verbally, as if they were using a common language. Other creatures cannot understand the communication without magical aid.

Monstrous Companion (Ex)

At 13th level, the Beastmaster gains access to a Monstrous companion. This monstrous companion does not use the same pool of companion levels as the Beastmaster's other animal companion(s). This Monstrous Companion can be any creature from the following list or one with 9HD or less, or with GM approval. The Monstrous Companion treats its initial HD as its minimum Companion level (so upon gaining this ability the

companion can only have 9HD or less). Whenever the animal companion table would increase the Monstrous Companion's level it does so, starting with only 1 additional HD and gaining the first level animal companion features. The Monstrous companion continues to increase as you gain levels, treating your effective druid level as your Beastmaster level-3.

Monstrous Companion	HD Required	Animal Companion Level Tax
Thunderbird	14	20
Muhuru	13	19
Ahool	12	17
Eleven-headed Hydra	11	16
Dragon Horse	10	15
Kirin	9	13
Bulette	8	12
Glacier Toad	7	11
Manticore	6	9
Cockatrice	5	8
Pegasus	4	7
Blink Dog	3	6
Carbuncle	2	4
Stirge	1	3

Greater Empathic Link (Su)

At 14th level, the range of the Beastmaster's empathic link with their animal companion increases to 10 miles. If the animal companion is within 1 mile, the hunter can communicate with it telepathically.

One with the Wild (Ex)

At 17th level, the Beastmaster and their animal companion(s) are respected or even feared by other animals, so long as the animals are approximately of the same type as any of the hunter's current animal foci: bat for bats, tiger with felines, falcon for birds, snake for reptiles, and so on. No animal in this category (including dire varieties) willingly attacks the Beastmaster or their companion unless magically compelled to or if the Beastmaster or companion attacks it first.

The Beastmaster and their companion can attempt to demoralize animals in the appropriate category as a swift action, rolling 1d20 and adding the Beastmaster's level and their Charisma modifier to determine the Intimidate check result.

Packmaster (Ex)

At 20th level, a Beastmaster and their animal companion(s) can always move at full speed while using Survival to follow tracks without penalty. Each day the Beastmaster can choose one animal focus to be active on themselves or one of their animal companions for the entire day (if all of their animal companions are dead, they instead choose two animal foci to be active on himself for the entire day).

Beastmaster Tricks

Aiding Attack (Ex): The Beastmaster can use this trick as a free action when he hits a creature with an attack. The next ally who makes an attack against the target creature before the start of the Beastmaster's next turn gains a +2 circumstance bonus on that attack roll.

Bolster Companion (Ex): The Beastmaster can use this trick as an immediate action when his animal companion is hit with an attack or a combat maneuver. The companion's AC and combat maneuver defense increase by +4 for the purposes of that attack. If the attack still hits, the animal companion only takes half damage (if any). The animal companion must be able to see and hear the Beastmaster to benefit from this trick.

Catfall (Ex): The Beastmaster can use this trick as an immediate action when he falls 20 or more feet, ignoring the first 20 feet of the fall when calculating the falling damage. If the Beastmaster takes no damage from the fall, he does not fall prone.

Chameleon Step (Ex): The Beastmaster can move up to twice his speed as a move action. The Beastmaster does not take any penalty on Stealth checks for movement during this move. This move provokes attacks of opportunity as normal.

Cunning Pantomime (Ex): As a standard action, the Beastmaster can communicate with a single creature as if using the tongues spell for 10 minutes. Because the communication is slow and lacks subtlety, the Beastmaster suffers a –4 penalty on all Bluff and Diplomacy checks relating to the creature he is communicating with when using this trick.

Defensive Bow Stance (Ex): The Beastmaster can use this trick as a swift action. Until the start of his next turn, his ranged attacks do not provoke attacks of opportunity.

Deft Stand (Ex): The Beastmaster can spend a move action to stand up without provoking attacks of opportunity.

Distracting Attack (Ex): The Beastmaster can use this trick as a free action before he makes an attack. If the attack hits, the target takes a –2 penalty on all attack rolls for 1 round.

Hateful Attack (Ex): The Beastmaster can use this trick as a free action when he makes an attack against one of his favored enemies. The Beastmaster doubles the threat range of his weapon for this attack. This does not stack with other abilities that increase a weapon's threat range.

Heel (Ex): The Beastmaster can use this trick as an immediate action when his animal companion moves. When the companion moves, the square it starts out in is not considered threatened by any opponent it can see, and therefore visible enemies do not get attacks of opportunity against it when it moves from that square. The companion must end this movement in a square adjacent to the Beastmaster. The animal companion must be able to see and hear the Beastmaster to take this movement.

Hobbling Attack (Ex): The Beastmaster can use this trick as a free action when he hits with an attack. The target of the attack's land speed is reduced by 1/2 for 1d4 rounds.

Quick Climb (Ex): The Beastmaster can climb at his full speed as a move action without penalty.

Quick Healing (Ex): As a swift action, the Beastmaster can make a Heal check to administer first aid on an adjacent dying character. Alternatively, the Beastmaster can administer a potion to an unconscious character as a move action.

Quick Swim (Ex): The Beastmaster can swim at his full speed as a move action without penalty.

Beastmaster's Counsel (Ex): As a swift action, the Beastmaster can grant all allies within 30 feet that are within line of sight and can hear him a +2 bonus on skill checks with a single skill of his choice. The Beastmaster must have at least one rank in the chosen skill. This bonus lasts for 1 round.

Rattling Strike (Ex): The Beastmaster can use this trick as a free action before he makes a melee attack. If the attack hits, the target is shaken for 1d4 rounds.

Second Chance Strike (Ex): When he misses with a melee attack, the Beastmaster may reroll his attack at a –5 penalty. Using this ability is an immediate action.

Sic ‘Em (Ex): The Beastmaster can use this trick as a swift action. His animal companion makes one melee attack against an adjacent creature. The animal companion must be able to see and hear the Beastmaster to make this attack.

Skill Sage (Ex): As a free action, the Beastmaster can roll twice on any one skill check and take the better result. He must have at least 1 rank in that skill to use this ability.

Stag’s Leap (Ex): As a free action, the Beastmaster can attempt a running jump without moving 10 feet before the jump.

Surprise Shift (Ex): The Beastmaster can move 5 feet as a swift action. This movement does not provoke attacks of opportunity and does not count as a 5-foot step.

Tangling Attack (Ex): The Beastmaster can use this attack as a free action when he makes an attack. If the attack hits, the target is entangled for 1 round.

Trick Shot (Ex): As a standard action, the Beastmaster can make a ranged attack that ignores concealment (but not total concealment), soft cover, and partial cover.

Uncanny Senses (Ex): As an immediate action, the Beastmaster gains a +10 insight bonus on Perception checks for 1 round.

Upending Strike (Ex): The Beastmaster can use this trick as a free action just before he makes a melee attack. If the attack hits, he may make a free trip combat maneuver against the target.

Vengeance Strike (Ex): The Beastmaster can use this trick as an immediate action when an enemy adjacent to him hits an ally with a melee or ranged attack. The Beastmaster can make a single melee attack at his highest base attack bonus against the creature who attacked his ally.

Archetypes

The Beastmaster's archetypes are; The Bughunter, The Drakecaller, The Grovetender, and the Slimerancher.

The Bughunter

The Bughunter focuses on the smallest of allies, insects.

Vermin Companion: The Bughunter gains a Vermin Companion. This class feature works exactly the same as the Beastmaster animal companion class feature except for ways noted. The Bughunter can only select vermin companion options for their animal companion. If the companion is size small or smaller and would increase in size, the Bughunter may instead have it become a swarm. It would take up a 5 foot radius when fully spread out, but can be concealed in a large container. The companion would also gain the swarm subtype. A Bughunter can only have a number of swarm companions equal to a quarter of their Beastmaster level. This ability replaces the animal companion class feature gained at level 1.

Vermin Empathy: A Bughunter gains the wild empathy ability, but can use it only to influence vermin (not animals, and only magical beasts that have verminous traits). This ability alters the Wild Empathy class feature gained at level 1.

Vermin Focus: A Bughunter can take on the aspect of a vermin. This functions as animal focus, but allows only the following choices.

Ant: The creature gains a +2 enhancement bonus to Strength. This bonus increases to +4 at 8th level and +6 at 15th level.

Beetle: The creature gains a +2 enhancement bonus to its natural armor bonus. This bonus increases to +4 at 8th level and +6 at 15th level. (A creature without natural armor has an effective natural armor bonus of +0.)

Centipede: The creature gains a +2 competence bonus on Climb checks and a +2 bonus to CMD against pull, push, reposition, and trip combat maneuvers. These bonuses increase to +4 at 8th level and +6 at 15th level.

Cockroach: The creature gains a +4 bonus on saves against cold dangers, disease, heat dangers, starvation, thirst, and on Constitution checks to avoid suffocation. These bonuses increase to +6 at 8th level and +8 at 15th level.

Crab: The creature gains a +4 competence bonus on Swim checks and a +2 competence bonus on grapple combat maneuver checks. These bonuses increase to +6 and +4 respectively at 8th level, and +8 and +6 at 15th level.

Flea: The creature gains a +4 competence bonus on saves against disease and Acrobatics checks to jump. These bonuses increase to +6 at 8th level and +8 at 15th level.

Fly: The creature gains a +2 bonus on Perception checks and on Acrobatics checks to balance or fall safely. These bonuses increase to +4 at 8th level and +6 at 15th level.

Leech: The creature gains a +2 competence bonus on grapple combat maneuver checks, and deals 1 point of bleed damage every time it succeeds at a grapple combat maneuver check to damage an opponent. These benefits increase to a +4 bonus and 3 points of bleed at 8th level, and a +6 bonus and 5 points of bleed at 15th level. Bleed damage from this ability does not stack with itself.

Mantis: The creature gains a +2 bonus on attack of opportunity attack rolls and a +2 competence bonus on grapple combat maneuver checks. These bonuses increase to +4 at 8th level and +6 at 15th level.

Moth: The creature gains darkvision to a range of 60 feet. At 8th level, the range increases by 30 feet. At 15th level, the creature gains blindsense to a range of 10 feet.

Phasmid: The creature gains low-light vision and a +4 competence bonus on Stealth checks in forests or plains. This bonus increases to +6 at 8th level and +8 at 15th level.

Scorpion: The creature gains a +2 competence bonus on Stealth checks and grapple combat maneuver checks. These bonuses increase to +6 and +4 respectively at 8th level, and +8 and +6 at 15th level.

Spider: The creature gains a +2 competence bonus on Stealth checks, saving throws against web effects (magical or otherwise), and checks to break free of webs. This bonus increases to +4 at 8th level and +6 at 15th level.

Wasp: The creature gains a +4 competence bonus on Perception checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Worm: The creature gains a 25% chance to treat any critical hit or sneak attack as a normal hit (as the fortification armor special ability). This increases to 50% at 8th level, and 75% at 15th level.

This ability replaces the Animal Focus class feature gained at level 1. Any ability referencing animal focus for a beastmaster instead refers to Vermin Focus

Swarm Stride: At 5th level, a Bughunter learns to move through vermin without danger. He can safely pass through swarms of vermin and does not take swarm damage while within a vermin swarm's space. In addition, he is immune to a swarm's distraction ability. If the hunter or his animal companion attacks a swarm, they lose this protection against only that swarm.

Monstrous Vermin Companion: The Monstrous Companion ability available to the Beastmaster remains the same, but now only allows the Bughunter to select higher CR Vermin or magical Beasts with Verminous traits. You may select a swarm for your monstrous vermin companion.

Monstrous Companion	HD Required	Animal Companion Level Tax
Shipwrecker Crab	14	20
Razormouth solifugid	13	19
Saphire Jellyfish	12	17
Army ant Swarm	11	16
Myrmecoleon	10	15
Remorhaz	9	13
Deathworm	8	12
Giant Queen Bee	7	11
Huge Spitting Cockroach	6	9
Spider Eater	5	8
Flail Snail	4	7
Ankheg	3	6
Ostovite	2	4
Stirge	1	3

One With Vermin: At 17th level, the Bughunter and their vermin companion(s) are respected or even feared by other vermin. No Vermin willingly attacks the Bughunter or their companion unless magically compelled to or if the Bughunter or companion attacks it first.

The Bughunter and their companion can attempt to demoralize animals in the appropriate category as a swift action, rolling 1d20 and adding the Bughunter's level and their Charisma modifier to determine the Intimidate check result.

This replaces the One with the Wild ability gained at 17th level.

The Drakecaller

The Drakecaller focuses on Drakes and other Draconic creatures rather than on animals.

Drake Companion: The Drakecaller gains a Drake companion. A Drakecaller may only have one Drake companion at a time. This ability replaces Animal Companion and Wild empathy abilities gained at 1st level, as well as the Woodland Stride ability gained at 5th level, the Monstrous Companion gained at 13th level, and One with the wild gained at 17th level.

Draconic Focus: A Drakecaller can take on the aspect of a dragon. This functions as animal focus, but allows only the following choices.

Black/Green/Copper: The creature gains Acid resistance 5. This increases to 10 at 8th level, and 15 at 15th level

Blue/Bronze: The creature gains Electricity resistance 5. This increases to 10 at 8th level, and 15 at 15th level

Red/Brass/Gold: The creature gains Fire resistance 5. This increases to 10 at 8th level, and 15 at 15th level

White/Silver: The creature gains Cold resistance 5. This increases to 10 at 8th level, and 15 at 15th level

Amphiptere: The creature gains a +2 competence bonus on Fly checks and a +2 competence bonus on Perception checks. These bonuses increase to +4 at 8th level, and +6 at 15th level.

Calligraphy Wurm: The creature gains a +2 competence bonus on all Knowledge checks. These bonuses increase to +4 at 8th level, and +6 at 15th level.

Dragon Turtle: The creature gains a +2 enhancement bonus to its natural armor bonus. This bonus increases to +4 at 8th level and +6 at 15th level. (A creature without natural armor has an effective natural armor bonus of +0.)

Drake: The creature gains a +2 enhancement bonus to Dexterity. This bonus increases to +4 at 8th level and +6 at 15th level.

Faerie Dragon: The creature gains a +2 enhancement bonus to Charisma. This bonus increases to +4 at 8th level and +6 at 15th level.

Gowrow: The creature gains a +4 competence bonus on Swim checks and on Stealth checks made in water. These bonuses increase to +6 at 8th level, and +8 at 15th level.

Linnorn: The creature gains a +2 enhancement bonus to Constitution. This bonus increases to +4 at 8th level and +6 at 15th level.

Tatzlwurm: The creature gains a +2 competence bonus to CMB and CMD. These bonuses increase to +4 at 8th level, and +6 at 15th level.

Wyvern: The creature gains a +2 enhancement bonus to Strength. This bonus increases to +4 at 8th level and +6 at 15th level.

This ability replaces the Animal Focus class feature gained at level 1. Any ability referencing animal focus for a beastmaster instead refers to Draconic Focus

Draconic tricks: Being as how the Drake is intelligent it does not benefit from tricks. Once per every 4 Beastmaster levels the Drakecaller can select a Drake power to grant their Drake in Lieu of a Companion Boost, otherwise, the Drakecaller can only select Beastmaster Tricks.

The Grovetender

The Drakecaller focuses on Drakes and other Draconic creatures rather than on animals.

Plant Companion: The Grovetender gains a Plant Companion. This class feature works exactly the same as the Beastmaster animal companion class feature except for ways noted. The Grovetender can only select Plant companion options for their animal companion. In addition, The Grovetender counts as a plant creature for the requirements of growing leshy's, and is treated as having all spells required. This ability replaces the animal companion class feature gained at level 1.

Green Empathy: A Grovetender can improve the attitude of a plant creature. Green empathy functions like a Diplomacy check to improve the attitude of a person. The Grovetender rolls 1d20 and adds his hunter level and his Charisma modifier to

determine the wild empathy check result. The typical wild plant creature has a starting attitude of indifferent.

To use green empathy, the Grovetender and the plant creature must be within 30 feet of each other under normal conditions. Generally, influencing a plant creature in this way takes 1 minute, but as with influencing people, it might take more or less time.

A Grovetender can also use this ability to influence an animal, but he takes a –4 penalty on the check. He has no ability to influence magical beasts.

This ability replaces the Wild Empathy class ability gained at 1st level.

Plant Focus: A Grovetender can take on the aspect of a plant as a swift action. He must select one type of plant to emulate, gaining a bonus or special ability based on the type of plant emulated and his hunter level. The Grovetender can use this ability for a number of minutes per day equal to his level. This duration does not need to be consecutive but must be spent in 1-minute increments. He can emulate only one plant at a time. The Grovetender can also apply one of these aspects to his plant companion. An aspect applied in this way does not count against the hunter's minutes of duration per day—it remains in effect until he changes it. The companion's aspect can be the same aspect the hunter has taken on or a different one. A Grovetender can select or change the plant foci on both himself and his plant companion as part of the same swift action.

Assassin Vine: The creature gains a +2 bonus on combat maneuver checks to grapple. This bonus increases to +3 at 8th level and +4 at 15th level.

Brambles: When the creature is hit by an unarmed strike or natural attack, the attacker takes 1 point of piercing damage. This increases to 2 points at 8th level and 3 points at 15th level.

Creeping Vine: The creature gains a +4 competence bonus on Climb checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Giant Flytrap: The creature gains a +4 competence bonus on Stealth checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Mushroom: The creature gains a +4 enhancement bonus on saves against poison. This bonus increases to +6 at 8th level and +8 at 15th level.

Oak: The creature gains a +2 enhancement bonus to CMD. This bonus increases to +4 at 8th level and +6 at 15th level.

Shrieker: The creature gains darkvision with a range of 60 feet. At 8th level, the range increases by 30 feet. At 15th level, the creature also gains blindsense with a range of 10 feet.

Spore: The creature gains a +4 competence bonus on Fly checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Water Lily: The creature gains a +4 competence bonus on Swim checks. This bonus increases to +6 at 8th level and +8 at 15th level.

This ability replaces the Animal Focus class feature gained at level 1. Any ability referencing animal focus for a beastmaster instead refers to Plant Focus

Monstrous Plant Companion: The Monstrous Companion ability available to the Beastmaster remains the same, but now only allows the Grovetender to select higher CR Plants.

Monstrous Companion	HD Required	Animal Companion Level Tax
Tobongo	14	20
Giant Flytrap	13	19
Treant	12	17
Moonflower	11	16
Roseling	10	15
Shambling Mound	9	13
Fungal Nymph	8	12
Ascomoid	7	11
Wooden Protector	6	9
Living Topiary	5	8
Cerebric fungus	4	7
Cactus Leshy	3	6
Sunflower Leshy	2	4

Petrifern	1	3
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Plant Shield: At 17th level, a Grovetender and his companion are distasteful to plant creatures. Creatures of the plant type with an Intelligence score of 2 or lower will not willingly attack either the Grovetender or his companion unless magically compelled to do so or the Grovetender or his companion attacks the creature first. This replaces the One with the Wild ability gained at 17th level.

The Slimerancher

The Slimerancher Specializes in the art of raising and controlling Ooze companions to delve into dungeons.

Globule Companion: The Slimerancher gains a Globule Companion. This class feature works exactly the same as the Beastmaster animal companion class feature except for ways noted. The Slimerancher can only select the Globule for their animal companion.

Black Globule

Size: Small; Speed: 20 ft., Climb 20ft.; AC: +0 natural armor; Attack: 1 slam (1d6 Bludgeoning damage); Ability Scores: Str 14, Dex 6, Con 16, Int -, Wis 10, Cha 4; Special Qualities: Ooze traits, Immune Slashing & Piercing, suction, Blindsight 60ft.

4th level advancement: Size: Medium ; Attack: Slam (1d8 + 1d4 acid); Ability Scores Str +4, Dex -2, Con +8. Special Qualities: Black Pudding Acid, Split

Cube Globule

Size: Medium; Speed: 10 ft.; AC: +0 natural armor; Attack: 1 slam (1d6 Bludgeoning damage); Ability Scores: Str 10, Dex 4, Con 18, Int -, Wis 11, Cha 5; Special Qualities: Ooze traits, suction, Engulf, Transparent Blindsight 60ft.

7th level advancement: Size: Large ; Attack: Slam (1d8 + 1d4 acid); Ability Scores Str +4, Dex -2, Con +8. Special Qualities: Paralysis

Ochre Globule

Size: small; Speed: 10 ft.; AC: +0 natural armor; Attack: 1 slam (1d4 Bludgeoning damage plus Grab, Constrict 1d4 bludgeoning damage + 1d4 acid); Ability Scores: Str 16, Dex 4, Con 16, Int -, Wis 9, Cha 5; Special Qualities: Ooze traits, Immune Slashing & Piercing, Grab, Constrict, Ochre Jelly Acid, Blindsight 60ft.

4th level advancement: Size: Medium; Attack: Slam (2d4 + 1d4 acid); Ability Scores Str +4, Con +6. Special Qualities: Split

This ability replaces the animal companion class feature gained at level 1.

Ooze Empathy: A Slimerancher gains the wild empathy ability, but can use it only to influence ooze and amorphous Aberrations. This ability alters the Wild Empathy class feature gained at level 1.

Cave Sight (Ex): A Slimerancher is used to going into dark unlit areas where they can't see, and communicating with similar creatures. A Slimerancher can gain Acid resistance 5 and Blindsight out to 30 feet as a free action for 1 minute per Beastmaster level per day. This duration must be spent in 1-minute increments. The Slimeranchers companion(s) gains a +10-foot enhancement bonus to its Blindsight as well as acid resistance 5. At 8th level, the Slimeranchers Blindsight and acid resistance doubles, and the duration of their ability increases to 10 minutes per Beastmaster level per day (usable in 10-minute increments), and the enhancement bonus to their companion's increases to +20 feet and their acid resistance to 10. At 20th level, they can use Cavesight with no limit on the duration and their companions heal from any acid damage they would be dealt, while the rancher gains Acid immunity.

This ability replaces the animal focus gained at 1st level, the second animal focus gained at 8th level, and the Packmaster ability gained at 20th level.

Monstrous Ooze Companion: The Monstrous Companion ability available to the Beastmaster remains the same, but now only allows the Slimerancher to select higher CR Oozes. They may select a swarm for their monstrous Ooze companion.

Monstrous Companion	HD Required	Animal Companion Level Tax
Spellgorger	14	20
Proto-Shoggoth w/ Giant Template	13	19
Colour out of Space	12	17
Coven Ooze	11	16
Brain Ooze	10	15
Roiling Oil	9	13
Ambergrim w/ Young Template	8	12

Hungry Fog	7	11
Globster	6	9
Hungry Flesh	5	8
Apallie	4	7
Choleric Ooze Swarm	3	6
Giant Amoeba	2	4
Phlegmatic Ooze Swarm	1	3

One With Goop: At 17th level, the Slimerancher and their Globule/Monstrous Ooze companion(s) are respected or even feared by other oozes. No ooze willingly attacks the Slimerancher or their companion unless magically compelled to or if the Slimerancher or companion attacks it first.

The Slimerancher and their companion can attempt to demoralize oozes in the as a swift action, rolling 1d20 and adding the Slimerancher's level and their Charisma modifier to determine the Intimidate check result.

This replaces the One with the Wild ability gained at 17th level.

Archetype	Animal Companion	Wild Empathy	Animal Focus	Monstrous Companion	One with the wild	Packmaster
Bughunter	X	X	X	X	X	C
Drakecaller	X	X	X	X	X	C
Grovetender	X	X	X	X	X	C
Slimerancher	X	X	X	X	X	X