

Feral Child

Some youths, abandoned in the wilderness and then raised by animals, are so connected with their adoptive home and family that they become feral. Suspicious of civilized society, these foundlings often choose allegiance to the wild over their human forebears.

The feral child is an archetype of the druid class, available only to hume druids.

Class Skills: A feral child adds Acrobatics to her list of class skills and removes Fly and Profession from her list of class skills.

Weapon and Armor Proficiencies: A feral child loses proficiency with the scimitar, scythe, and sickle and with shields.

Illiteracy: At 1st level, a feral child is unable to read and write, though she may learn by taking 1 rank of Linguistics. She does not gain Druidic as a free language and cannot select Sylvan as a bonus language.

Improved Unarmed Strike: At 1st level, a feral child gains Improved Unarmed Strike as a bonus feat.

This ability replaces spell proficiency.

Beast Family (Ex): At 1st level, a feral child may choose one specific type of animal as the type that raised her. She gains a +2 circumstance bonus on Handle Animal and wild empathy checks with animals of that type, and she can communicate with them as if using a continual *speak with animals* spell-like ability, but this ability is non-magical.

This ability replaces nature sense.

Nature Bond (Ex): At 1st level, a feral child must select an animal companion as her nature bond.

This ability modifies nature bond.

Native Cunning (Ex): At 5th level, a feral child gains danger sense as a thief of her druid level, and in her favored terrain, she immediately receives a Perception check to notice traps within 10 feet, as the trap spotter thief talent.

In addition, at 5th level and every three druid levels thereafter, she may choose one combat maneuver, and gains a bonus equal to her danger sense bonus to her CMD against that maneuver.

This ability replaces wild shape.

Native Fortitude (Ex): At 4th level, a feral child gains a +1 bonus on saving throws against disease, exhaustion, fatigue, fear, and poison. When she is in her favored terrain, she instead applies her favored terrain bonus on such saving throws. She also recovers from ability damage, exhaustion, and fatigue at twice the normal rate.

This ability replaces resist nature's lure.

Native Call (Su): At 9th level, when in her favored terrain, for any summon nature's ally spells a feral child uses to summon animals that are native to that terrain, she treats the duration of the spell as if she were 2 levels higher.

At 17th level, when the feral child uses summon nature's ally spells to summon such animals, those animals gain a +2 bonus to both their Strength and Constitution ability scores. This stacks with the effects of the Augment Summoning feat.

This ability replaces venom immunity and timeless body.