

Feral Gnasher

Feral gnashers grow up in the wild, either raised by animals or scraping by on their own, and soon learn to fend for themselves. These beastmasters often utilize pieced-together armor and fight with their sharp teeth and whatever improvised weapons are within reach.

The feral gnasher is an archetype of the beastmaster class, available only to ronso beastmasters.

Savage Bite (Ex): At 1st level, a feral gnasher gains a savage bite attack. This is a primary natural attack that deals 1d4 points of damage. At 10th level, the damage from a feral gnasher's bite increases to 1d6 and deals $\times 3$ damage on a critical hit.

This ability replaces wild empathy.

Impromptu Armament (Ex): At 2nd level, a feral gnasher gains Throw Anything as a bonus feat and can pick up an unattended object that can be wielded in one hand as a free action. Additionally, the feral gnasher can take Catch Off-Guard in place of a beastmaster trick. If the feral gnasher already has these feats, she may take another Combat feat that she must meet the prerequisites for.

This ability replaces the beastmaster trick gained at 2nd level.

Lockjaw (Ex): At 5rd level, a feral gnasher gains the grab ability with her bite attack. A feral gnasher can use this ability on a creature up to one size category larger than she is.

This ability replaces woodland stride.

Improvised Weapon Mastery (Ex): At 7th level, a feral gnasher gains Improvised Weapon Mastery as a bonus feat. If the feral gnasher already has this feat, she may take another Combat feat that she must meet the prerequisites for.

This ability replaces trackless step.

Improved Lockjaw (Ex): At 8th level, as long as a feral gnasher is controlling the grapple with her lockjaw attack, she does not gain the grappled condition, but is unable to move or use her mouth for anything other than grappling.

This ability replaces scent.

Greater Lockjaw (Ex): At 8th level and again at 15th level, the size of a creature a feral gnasher is able to use her lockjaw's grab ability on increases by one size increment.

This ability replaces quarry and improved quarry.

Wicked Improvisation (Ex): At 12th level, a feral gnasher becomes more capable with improvised weapons and natural attacks. The feral gnasher gains a +1 competence bonus on damage rolls when using natural attacks or improvised weapons while raging. At 14th level and every two levels thereafter, the damage bonus increases by +1. This increase is not precision damage and is thus multiplied on a critical hit.

This ability replaces the beastmaster trick gained at 12th level.