

## **Feral Guardian**

*Feral guardians are trained with animal companions to detect and give warning about physical threats to the people and places they protect.*

The feral guardian is an archetype of the fighter class.

**Animal Companion (Ex):** At 1st level, a feral guardian gains an animal companion, treating his fighter level as his effective beastmaster level for the purpose of this ability.

This ability replaces chosen weapon.

**Share Training (Ex):** At 2nd level, when the animal companion can see and hear its master, it can use any combat feat possessed by the feral guardian. The animal companion doesn't have to meet the feat's prerequisites, but at the GM's discretion may be precluded from using certain combat feats due to its physical form. For example, a feral guardian's wolf companion with access to Exotic Weapon Proficiency (spiked chain) would not gain the ability to use spiked chains, since it doesn't have any limbs capable of properly handling them.

This ability replaces determination.

**Fighter Talents (Ex):** At 2nd level, a feral guardian loses access to any fighter talent that interacts with chosen weapon, but instead gains access to beastmaster tricks, treating his fighter level as his effective beastmaster level for the purpose of this ability.

This ability may replace fighter talents.