

Tamer

The tamer befriends - or enslaves - monsters, calling on them to assist him in battle.

The tamer is an archetype of the beastmaster class.

Limit Break (Su): At 1st level, the tamer receives the Limit Break (Superior Coordination).

Superior Coordination (Su): This Limit Break allows the tamer to employ a technique taught to his animal companion that allows for close-to-perfect coordination between him and his companion. For the duration of 1 round + 1 round per four beastmaster levels after 1st, the action required to both enter and maintain command is decreased by 1 step (from full-round to standard, standard to move, and move to swift), and the extra action the tamer may give his animal companion increases by 1 step (from none to move, move to standard, and standard to full-round), given the tamer spends that same action. This limit break requires only a swift action.

This ability replaces the Limit Break (Bestial Fury).

Dedicated Trainer: A tamer's base attack bonus decreases by one step (from Full BAB to 3/4 BAB). This also decreases the tamer's hit dice from d10 to d8. A tamer's animal companion counts as a creature summoned through Call, except he may summon it as many times as he wants without spending uses of that ability, and it may stay summoned indefinitely.

This ability modifies animal companion and the animal companion loses shared saves.

Monstrous Affinity: Any of the tamer's class abilities that make calculations based on his Wisdom are instead based on his Charisma. Tamer class features that apply to his animal companion apply to his captured creatures as well.

Tools of the Trade (Ex): At 1st level, the tamer chooses an implement to wield: A bell or a whip. When the tamer holds the item of his choice while using his Call ability, he gains a specific benefit. This choice is permanent.

- **Bell:** The tamer gains proficiency with bells. The tamer may dismiss his animal companion with a bell as an immediate action, fast enough to save it even if it would normally be killed. Bells have the same statistics as a scorpion whip, except they deal non-elemental damage instead of slashing damage. Creatures damaged by the tamer's bell take a -1 penalty to saves against the capture ability, but the tamer gets a -1 penalty to Wild Empathy checks made to control that creature (as the ability).
- **Whip:** The tamer gains proficiency with whips. The tamer may order its animal companion with a whip to take suicidal actions. Upon damaging a creature with his whip, the tamer gets a +1 bonus to Wild Empathy checks made to control that creature (as the ability), but the creature gets a +1 bonus against the capture ability.

These penalties increase by 1 for every four beastmaster levels beyond 1st, and last until the end of the tamer's next turn.

This ability replaces the beastmaster's proficiency with martial weapons and medium armor.

Command (Ex): A tamer can put his captured creatures to work in ways other beastmasters can only dream of, optimizing his monsters' actions through sheer will (and loud yelling). At 1st level, a tamer can command his beasts for a number of rounds per day equal to 4 + his Charisma modifier. For each level after 1st he possesses, the tamer can command for 2 additional rounds per day. A tamer can enter command as a full-round action and

it can be maintained each round as a full-round action. The total number of rounds of command per day is renewed after resting for 8 hours, although these hours need not be consecutive.

While command is active, a tamer's creatures gain benefits depending on whether the tamer chose a bell or a whip:

- **Bell:** The tamer's creatures benefit from Defensive Stance, using the tamer's beastmaster level as his knight level.
- **Whip:** The tamer's creatures benefit from Rage, using the tamer's beastmaster level as his berserker level.

A tamer can end his command as a free action, and his creatures become fatigued as normal. A tamer can't enter command while at least one of his creatures is fatigued or exhausted, but can otherwise enter a command multiple times per day. If a tamer falls unconscious, his command immediately ends. The tamer may select the Extra Rage feat to gain more rounds of command per day.

This ability replaces animal focus.

Capture (Ex): At 2nd level, as a standard action, the tamer may force any creature of the animal, magical beast or vermin types of a CR equal to or less than his beastmaster level within 60 feet that is at or below 25% of its maximum hit points to make a Will save (DC 10 + half the tamer's level + his Charisma modifier) or be captured and retreat from the battle for him to call on later. The maximum number of captured creatures a tamer can have is equal to half his beastmaster level + his Charisma modifier, and he may capture two or more of the same creatures. If at any time a tamer exceeds this limit, he immediately loses a captured creature of his choice.

This ability replaces flanking companion.

Monstrous Tactics (Ex): At 3rd level and every three beastmaster levels thereafter, the tamer gains a benefit depending on the implement chosen at 1st level:

- **Bell:** The tamer gains 1 knight talent for his animal companion to use during command. The tamer may select the Extra Knight Talent feat, ignoring its prerequisites, to grant his animal companion an additional knight talent. At 13th level and every four levels thereafter, he can choose a knight advanced talent in place of a knight talent.
- **Whip:** The tamer gains 1 rage power for his animal companion to use during command. The tamer may select the Extra Rage Power feat, ignoring its prerequisites, to grant his animal companion an additional rage power.

This ability replaces teamwork feats.

Control (Ex): Also, at 3rd level, a tamer's affinity with monsters and their conducts allows him to coerce or calm creatures into submission. As a standard action, the tamer can make a Wild Empathy check on any creature within 60 feet of the following types: Animals, Dragons, Magical Beasts, Oozes, Plants, or Vermin. If he succeeds, the creature loses its move action for 1 round.

At 7th level, a creature affected loses its standard actions for 2 rounds.

At 13th level, a creature affected loses its standard and move actions for 3 rounds.

At 17th level, a creature affected is treated as a creature summoned through the Call ability for 4 rounds.

Creatures immune to mind-affecting effects are not immune to this ability, but instead the tamer gets a -4 penalty to Wild Empathy checks made against them. This ability cannot be used on a creature under the effects of Berserk or a similar ability. The tamer can use this ability a number of times per day equal to 3 + his Charisma modifier.

This ability replaces beastmaster tactics, second animal focus, and third animal focus.

Call (Ex): At 4th level, as a standard action up to his Charisma modifier per day, the tamer may summon creatures he has captured. Creatures summoned with this ability don't go away if their hit points drop to 0 or lower, but may die as if they were not summoned creatures, in which case the tamer loses the ability to call that specific creature. Dismissing a creature is normally a swift action. Creatures don't normally follow suicidal orders. The tamer may select the Extra Summons feat, ignoring its prerequisites, to gain an extra use of this ability.

This ability replaces alertness.

Inspire Greatness (Su): At 5th level, the tamer can grant extra fighting ability to his animal companion within 30 feet. An inspired animal companion gains +2 Hit Dice (d10s that grant temporary hit points), a +2 competence bonus on attacks, and a +1 competence bonus on Fortitude saves. Apply the animal companion's Constitution modifier, if any, to each bonus Hit Die. The tamer can inspire his animal companion once per day, and the effects last for 5 rounds. This is a supernatural, mind-affecting, enchantment ability.

This ability replaces woodland stride.

Speak with Monsters (Ex): At 6th level, the tamer forms a deeper bond with his creatures, and may comprehend and communicate at will with its animal companion and any creatures he has captured.

This ability replaces speak with animals.

Shared Senses (Su): Starting at 10th level, the tamer and his animal companion share their senses, including blindsight, darkvision, low-light vision, scent, tremorsense, and true seeing. This doesn't allow them to see through each other's eyes, but they can still communicate their observations telepathically.

This ability replaces beast shape.

Advanced Command (Ex): Also, at 10th level, the benefits to creatures granted by the tamer's command increase, as per the following:

- **Bell:** The tamer's creatures benefit from Improved Defensive Stance, using the tamer's beastmaster level as his knight level.
- **Whip:** The tamer's creatures benefit from Greater Rage, using the tamer's level as his berserker level.

Additionally, command only takes a standard action to start and maintain, and the tamer may spend his move action while in command to give an extra move action to one of his creatures.

This ability replaces raise animal companion.

Beware of the Dog (Ex): At 17th level, the training of a tamer's animal companion has taught it to protect its master at all costs. The animal companion gains a +2 bonus on all attack rolls, checks, and saves after witnessing any threat or harm to the tamer. This bonus lasts as long as the threat is immediate and apparent. In addition, the animal companion gains a benefit depending on the implement chosen at 1st level:

- **Bell:** The animal companion can make an attack of opportunity against a foe that moves into any square threatened by the animal companion, regardless of whether that movement would normally provoke an attack of opportunity, but only once per enemy in a round.
- **Whip:** Moving out of the area of the animal companion with a withdraw action provokes an attack of opportunity from the animal companion.

This ability replaces master of the pack.

Intensive Training (Ex): At 18th level and higher, a tamer's animal companion no longer becomes fatigued at the end of his command. If he enters command again within 1 minute of ending a rage, his animal companion doesn't gain any temporary hit points.

This ability replaces a beastmaster trick gained at 18th level.

Masterful Command (Ex): At 19th level, the benefits to creatures granted by the tamer's command increase, as per the following:

- **Bell:** The tamer's creatures benefit from Superior Defensive Stance, using the tamer's level as his knight level.
- **Whip:** The tamer's creatures benefit from Mighty Rage, using the tamer's level as his berserker level.

Additionally, command only takes a move action to start and maintain, and the tamer may spend his standard action while in command to give an extra standard action to one of his creatures.

This ability replaces master hunter.

King of Monsters (Ex): The tamer becomes feared and respected by creatures all over the world. His deeds will be remembered as great legends, and monsters will either bow or cower at his presence. Creatures must succeed on a Will save (DC 20 + the beastmaster's Charisma modifier) to directly attack the tamer. If the creature fails, its action is wasted. Creatures immune to mind-affecting effects are not immune to this ability, but instead get a +4 bonus to their save. Once a creature succeeds it is immune to the effect of that tamer for 24 hours. Additionally, once per command, as a standard action, the tamer may call upon one of its captured creatures and make it use one of its abilities that require, at most, a standard action before it's instantly dismissed. This does not count as a use of the Call ability. If the Superior Coordination limit break is active when the tamer uses this ability, it only takes a move action to use, and the tamer can make use of an ability that takes a full-round action to activate.

Also, depending on the implement chosen at 1st level, the tamer's animal companion receives a benefit:

- **Bell:** The tamer's animal companion gains the resolute simple template.
- **Whip:** The tamer's animal companion gains the entropic simple template.

This ability replaces mastery of beasts.