

Treestrider

Some druids are masters of the wild. Whether raised by apes or having some other link with simian creatures, these druids glide through the wilderness with ease.

The treestrider is an archetype of the druid class.

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

This ability modifies nature bond.

Improved Unarmed Strike (Ex): At 2nd level, a treestrider gains Improved Unarmed Strike as a bonus feat.

This ability replaces a druidic talent gained at 2nd level.

Brachiation (Ex): At 4th level, a treestrider can gain a climb speed equal to half her base speed as a free action for 1 minute per druid level per day. This duration must be spent in 1-minute increments. In addition, she can use her climb speed to move through the canopies of forests or jungles, provided the limbs of the trees are strong enough to support her weight. The treestrider's companion gains a +10-foot enhancement bonus to its climb speed. At 8th level, the treestrider's climb speed increases to equal her base speed, the duration of her brachiation increases to 10 minutes per druid level per day (usable in 10-minute increments), and the enhancement bonus to her companion's climb speed increases to +20 feet. At 15th level, she can use brachiation with no limit on the duration.

This ability replaces homefield advantage.

Tree Stride (Sp): At 9th level, a treestrider can use a full-round action to move between two trees, as per the spell *tree stride*. Unlike the spell, this ability has a duration of instantaneous and the treestrider can make only a single transfer. She can bring her animal companion with her, but if she does, her companion can't take any actions that round. Tree stride can be used a number of times per day equal to 3 + the treestrider's Wisdom modifier.

This ability replaces venom immunity.