

# Beast Master

The forest is his home and the animals is his friends.  
He live with animals and his not very comfortable in village's.  
He know the wood's better than any ranger .

## Adventures:

A beast master adventures at the same way as rangers and druids do, he helps animals and other good people trough the wood's.  
He is also a protector of the forest and the animals.

## Characteristic:

The beast master is a natural diplomat with humans and animals alike. Since they deal with animals so much, they understand that all creatures have primal desires that can be fulfilled. Thus, they always appear charismatic. They also tend to look meek, since an imposing person could easily scare an animal.

The beast master cannot use any other metal weapons than daggers.  
He can cast a small number of divene spell that come from the power of animals.  
The beast master will get the feat *animal companion* and he can have an animal to help him.

## Alignment:

Beast masters can be of almost any alignment, most are good, and they are protectors of wild areas. Beast masters seeks out and destroys or drives off evil creatures that threaten the wilderness. Beast masters are often chaotic and preferring there own hearts instead of rigid rules.

## Religion:

Though beast masters get there power from the nature and animals they often worship Ehlonna, goddess of the woodlands and Obad-Hai , god of nature.

## Background:

Beast masters' have no official background. Most of them have been facinated by the animals and nature. Otherwise, they have love animals all threere life.

## Races:

Elves, gnomes and half-elves are most common because they often live in the wood. Humans are also frequently beast masters. Dwarves and half- orcs can be beats masters because they have such temprament and strength. Other races' can be, but they are rare.

## Other classes:

Beast master's fit best with druids, rangers and barbaians because they are the masters of the wild. Bards is also accepted for their good charisma wich is very importen for best masters. They often like to be alone , but they are also comfertable with an small group.

## **Game rule information**

Beast masters have the following game statistics.

## Abilities:

Charisma is by far the most important for beast masters, since it affects their communication with animals. Wisdom benefits them also, when you are in the nature . Finally, Dexterity helps a beast master deal with animals out of control, especially if they wear light or no armor.

**Alignment:**

Any

**Hit die:**

d8

**Class Skills**

The beast masters skills ( and the kay ability for each skill ) are: Animal Empathy (Cha, exclusive skill) , Handle Animal (Cha) , Concentration (Con), Knowledge Nature (Int) , Wilderness Lore (Wis), Ride (Dex), Intuit Direction (Wis), Use Rope (Dex) , Heal (Wis), Intimidate (Cha), Speak Language , Perform (Cha), Swim (Str), Listen ( Wis), Search (Int), Tumble (Dex), Diplomacy (Cha).

Skill points at 1<sup>st</sup> level(4 + Int modifier) x 4.

Skill points at each additional level: 4 + Int modifier

**Class Features**

All the following are class featurings of the beast master.

**Weapon and armor proficiency:**

A beast master is proficient with these weapons: Whip, Clubs, Longbow, Shortbow, Quartestaff, Net, Dagger. He can only wear leather armor and he can not use shields.

Note that armor check penalties for armor heavier than leather apply to the skills balance, climb, escape artist, hide, jump, move silently, pick pocket and tumble. Also, swim checks suffer a -1 penalty for every five pounds of armor and equipment carried.

**Spells:**

Beginning at 10<sup>th</sup> level the beast master can cast spells. To cast a spell , the beast master must have a wisdom score of 10+ the spells level. He casts them as divine spells, but does not prepare them. Instead, he uses them like a sorcerer, however they are divine spells. He does not get any bonus spells. He knows all spells from the following list and can cast them as a sorcerer.

*Spells:*

0 Level	Daze, Flare, Prestidigitation, Virtue
1 Level	Charm Animal, Cause Fear, Feather Fall, Hypnotism, Summon Natures Ally I (duration - permanent), Calm Animals, Hold Animal, Entangle, Animal Friendship, Invisibility to Animals, Magic Fang
2 Level	Animal Trance, Bulls Strength, Cats Grace, Delay Poison, See Invisibility, Tongues, Summon Natures Ally II (duration - permanent), Animal Messenger, Speak With Animals, Bark skin, Summon Swarm
3 Level	Blink, Charm Monster, Emotion, Phantom Steed, Summon Natures Ally III (duration - permanent), Invisibility Purge, Speak With Plants, Plant Growth, Remove Disease
4 Level	: Hold Monster, Break Enchantment, Shout, Rainbow Pattern, Dominate Animal, Summon Natures Ally IV (duration - permanent), Freedom of Movement, Giant Vermin, Repel Vermin, Control Plants

**Animal companion :**

At level 1 the beast master may begin play with an animal companion. The animal can have up to 2 HD.

**Whip Abilities:**

A beast master can perform tricks with his whip unlike others. His whip does 1d8 subdual damage or 1d4 real damage. He gets a +1 bonus to attack rolls per level when using a whip, and a +2 bonus per level at use rope checks involving the whip. This could be grabbing onto an object with a whip while

falling, and thus able to catch it and hang on. A +1 bonus per level is also given to Disarm checks involving the whip. They can attack items without provoking an attack of opportunity.

**Animal Touch :**

Every other level, a beast master gets a +1 bonus to handle animal checks and +2 to Animal Empathy. Thus, at level 20, a beast master gets +10 to Handle Animal Checks, and +20 to Animal Empathy checks. This only comes into effect when the Tamer hits a creature with a touch attack.

**Nature sense:**

A beast master can identify plants and animals (their species and special traits) with perfect accuracy. He can tell whether water is safe to drink or dangerous.

**Behavioral Study:**

When the beast master fight with animals he will get an 4+ on AC, attack rolls and damage rolls.

**The Beast Master**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+2	+0	+0	<i>Animal Companion</i>
2	+1	+3	+0	+0	<i>Nature Sense</i>
3	+2	+3	+1	+1	
4	+3	+4	+1	+1	
5	+3	+4	+1	+1	
6	+4	+5	+2	+2	
7	+5	+5	+2	+2	
8	+6	+6	+2	+2	<i>Behavioral Study</i>
9	+6	+6	+3	+3	
10	+7	+7	+3	+3	<i>Spells</i>
11	+8	+7	+3	+3	
12	+9	+8	+4	+4	
13	+9	+8	+4	+4	
14	+10	+9	+4	+4	
15	+11	+9	+5	+5	
16	+12	+10	+5	+5	
17	+12	+10	+5	+5	
18	+13	+11	+6	+6	
19	+14	+11	+6	+6	
20	+15	+12	+6	+6	