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ABANDONED ARTS® PRESENTS:

CLASS ACTS: RANGER ARCHETYPES

THREE NEW ARCHETYPES FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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ARCHETYPES

As described in the *Pathfinder® Roleplaying Game: Advanced Player's Guide™*, archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

When an archetype includes multiple alternate class features, a character must take them all – often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature.

THE GRIM HUNTSMAN (RANGER ARCHETYPE)

While some rangers rely on spells and supernatural boons, the grim huntsman forgoes the aid of natural magic, relying only on his experience, wisdom, and martial expertise to survive in the wild frontiers and lawless colonies that he calls home.

A grim huntsman has the following class features.

Class Skills: Grim huntsmen remove Spellcraft from their list of class skills.

Animal Empathy (Ex): A grim huntsman cannot influence magical beasts with the wild empathy class feature. This ability alters wild empathy.

Ranger Traps (Ex): At 2nd level, the grim huntsman gains the ability to select the Learn Ranger Trap feat multiple times (see the *Pathfinder® Roleplaying Game: Ultimate Magic™* sourcebook for a description of this feat). Each time, the feat applies to a new kind of ranger trap. Furthermore, the grim huntsman may select this feat in place of any number of his combat style feats.

Tailored Traps (Ex): At 3rd level, a grim huntsman may add his favored enemy bonus to the save DC for traps (including ranger traps) that he creates, as it applies to those favored enemies. This ability replaces Endurance.

Hunter's Tactics (Ex): At 4th level, any creature that fails a saving throw against one of the grim huntsman's ranger traps is sickened for 1 round, in addition to suffering the usual effects of the ranger trap. Furthermore, the grim huntsman can reduce the numerical bonus granted by one of his favored enemy class features by 1 point for 1 minute in order to make a single melee attack against one of those same favored enemies. If the ranger's attack hits, the enemy is sickened for 1 round (no save).

At 6th level, the ranger may choose to cause creatures that succumb to his traps or favored enemies that succumb to the special attack described above to become fatigued instead of sickened. When crafting a trap or creating a ranger trap, the grim huntsman must choose the effect to be added to the trap at the time of its construction.

At 9th level, the grim huntsman may choose to stagger his victims, rather than sicken or fatigue them.

At 12th level, the grim huntsman may choose to stun his victims, rather than sicken, fatigue, or stagger them.

At 20th level, the grim huntsman may choose to paralyze his victims, rather than sicken, fatigue, stagger, or stun them.

This ability alters favored enemy and replaces the ranger's spells.

Grim Resolve (Ex): At 7th level, the grim huntsman gains Endurance as a bonus feat. If the grim huntsman already has the Endurance feat, he may gain any other feat for which he qualifies instead.

Grim Survivor (Ex): At 10th level, the grim huntsman gains Toughness as a bonus feat. If the grim huntsman already has the Toughness feat, he may gain any other feat for which he qualifies instead.

Grim Determination (Ex): At 13th level, the grim huntsman gains Diehard as a bonus feat, even if he does not have the normal prerequisites. If the grim huntsman already has the Diehard feat, he may gain any other feat for which he qualifies instead.

THE HOUNDMASTER (RANGER ARCHETYPE)

The houndmaster is a highly specialized ranger devoted to the care and handling of a small pack of war-trained hounds. Though this dedicated handler gains no proficiency with magic or spells, his trained hounds comprise a dangerous hunting party.

A houndmaster has the following class features.

Houndmaster's Bonds (Ex): At 4th level, the houndmaster must choose an animal companion as his hunter's bond, and must choose a dog as his animal companion. A houndmaster with the goblinoid subtype must choose a goblin dog instead. At 7th level, the houndmaster gains the companionship of a second dog, but his effective druid level for the purposes of this ability is reduced to his ranger level minus 4. Although using the Handle Animal skill to handle or push an animal companion is a free action, the houndmaster may only perform one such free action command per round. At 10th level, the houndmaster gains the companionship of a third dog, but his effective druid level for the purposes of this ability is reduced to his ranger level minus 5. At 13th level, the houndmaster gains the companionship of a fourth dog, but his effective druid level for the purposes of this ability is reduced to his ranger level minus 6.

This ability alters hunter's bond and the replaces the ranger's spells.

Expert Command (Ex): At 6th level, the houndmaster can issue a complex instruction to a single one of his dogs as a move action, as though the houndmaster shared a language with the dog. The dog obeys these instructions to the best of its ability.

Release the Hounds (Ex): At 9th level, the houndmaster can handle or "push" any number of dogs (but not other animals) with the Handle Animal skill, all as a part of the same action. Each dog must receive the same command. At 16th level, each dog can be handled or instructed with the expert command class feature to perform a separate command as a part of the same action.

This ability replaces evasion and improved evasion.

Houndmaster's Quarry (Ex): At 11th level, the houndmaster may choose to confer the bonus on attack rolls granted by his quarry class feature to his dogs rather than gaining those benefits himself. This decision can be reversed (switching the bonus from the dogs to the ranger or back again) as a standard action. At 19th level, when the ranger gains the improved quarry class feature, switching the bonus becomes a move action instead.

THE WISE WARDEN (RANGER ARCHETYPE)

The erudite and judicious protectors of the natural world, even the oldest druidic circles would be hard-pressed to produce a sage as wise or a warrior as shrewd as the esteemed wise wardens of the wilderness.

A wise warden has the following class features.

Class Skills: Wise wardens add Knowledge (history), Knowledge (local), and Sense Motive to their list of class skills.

Armor Proficiency: A wise warden is not proficient with medium armor.

Sagacious Empathy (Sp): Once per day, a wise warden can use his wild empathy ability to produce spell-like effects with a caster level equal to his class level. If the wise warden successfully improves a creature's attitude by at least one step, he may target that creature with one of the following spell-like abilities: *animal messenger*, *calm animals*, or *charm animal*. If the wise warden's wild empathy check succeeds by 5 or more, he may target the creature with a *cure light wounds* effect instead. If the check succeeds by 10 or more, the ranger may instead target the creature with a *reduce animal* effect. If the check succeeds by 20 or more, he may instead target the creature with an *animal growth* effect. Animals with an attitude of helpful cannot be affected by any of the effects listed above in this way unless the ranger has the corresponding spell prepared. In this case, the ranger may use one of the above spell-like abilities on a helpful animal with a successful DC 20 wild empathy check.

This ability replaces Endurance and the favored enemy gained at 1st level.

Wilderness Lore (Ex): At 5th level, a wise warden begins to accumulate a wealth of natural wisdom and magical lore. The ranger gains a +2 increase to his Wisdom score, and may apply his Wisdom modifier to Knowledge and Spellcraft skill checks.

At 10th level, the wise warden gains the ability to apply his Wisdom modifier to his Armor Class. This benefit applies only when the ranger wears light armor or no armor, and does not stack with any other ability or effect that would add his Wisdom modifier to his Armor Class (such as the monk's AC bonus class feature).

At 15th level, the ranger gains a second +2 increase to his Wisdom score, and gains an insight bonus on attack and damage rolls against the subject of his quarry equal to his Wisdom modifier. This modifier replaces the usual +2 insight bonus granted by that ability. Additionally, the ranger's effective caster level is increased by +2 whenever he casts a divine spell that targets only the subject of his quarry.

At 20th level, the ranger's breadth of experience allows him to apply his Wisdom modifier to every skill check that he makes.

This ability replaces the favored enemies gained at 5th, 10th, 15th, and 20th levels.

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