

# EVERYMAN MINIS

## ANIMAL COMPANION ARCHETYPES



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## ARCHETYPES

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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

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~ Alexander Augunas

## ABOUT ANIMAL COMPANION ARCHETYPES

Animal companion archetypes modify animal companions’ standard abilities, similar to how class archetypes modify player characters’ class features. You can typically apply these archetypes to animal companions, cavalier mounts, and paladin bonded mounts. These archetypes function by swapping out certain abilities that are common to standard companions and replacing them with new abilities tailored to a particular theme; if a particular animal companion alters, replaces, or simply doesn’t have the appropriate feature, you can’t apply the animal companion archetype to that animal companion. A cavalier or samurai mount can take animal companion archetypes that replace share spells by replacing the mount’s Light Armor Proficiency feat and its master’s ability to ignore the armor check penalty on Ride checks, but only if the master didn’t alter or replace those abilities with an archetype. Animal companions with more than one natural attack and only primary natural attacks can’t take a companion archetype that trades out Multiattack. Where levels are referenced in archetype descriptions, they refer to the class level of the companion’s master in whichever class grants the companion as a class feature.





## NEW ANIMAL COMPANION ARCHETYPES

The following archetypes are available to all animal companions who meet the archetype's prerequisites. Rules regarding how animal companion archetypes are applied can be found in the animal companion archetypes section of Chapter 5 in *PATHFINDER ROLEPLAYING GAME: ULTIMATE WILDERNESS*.

### ELEMENTAL SPAWN [ANIMAL COMPANION ARCHETYPE]

Whether born near a planar portal or touched by an otherworldly power, elemental spawn companions are infused with primal forces.

**Elemental Infusion (Ex):** At 3rd level, an elemental spawn companion's master chooses one of the following types of energy: acid, cold, electricity, or fire. The elemental spawn gains resistance to that element equal to 1/2 its master's level (minimum 1) and a +2 bonus on saving throws against effects with the chosen energy type's descriptor.

This replaces evasion.

**Elemental Fury (Su):** At 9th level, whenever an elemental spawn attacks with one of its natural weapons as an attack action (but not a full attack), its natural attack gains one of the following weapon special abilities, determined by the energy type chosen with the elemental infusion ability. The weapon special abilities (and their associated energy type) are: *corrosive*<sup>APG</sup> (acid), *flaming* (fire), *frost* (cold), and *shock* (electricity). At 15th level, this ability improves as follows: *corrosive burst*<sup>APG</sup> (acid), *flaming burst* (fire), *icy burst* (cold), and *shocking burst* (electricity).

This replaces Multiattack and improved evasion.

### EMPATH [ANIMAL COMPANION ARCHETYPE]

Empath companions have powerful emotional bonds with their masters that allow them to support one another and communicate clearly.

**True Empathy (Ex):** An empath adds Diplomacy and Sense Motive to its list of class skills, and gains 1 bonus skill rank at each Hit Dice that it must invest into those skills. In addition, an empath gains empathic link familiar ability, establishing a link between the empath and its master.

This alters the companion's skills and replaces share spells.

**Bolster (Ex):** At 6th level, an empath and its master gain a +4 morale bonus on saving throws against fear effects and effects that rely on negative emotions, such as *crushing despair*, as long as they are able to see and hear one another.

This replaces devotion.

**Telepathic Connection (Sp):** At 15th level, the empath can use *telepathic bond* as a spell-like ability at will, using its master's level as its caster level. The empath can only bond with its master using this ability, and it can't leave itself out of a bond created in this manner. The empath doesn't gain this ability if its Intelligence score is less than 3. If this bond is dispelled or suppressed, both the master and the empath can reestablish it as a swift action.

This replaces improved evasion.

### GOD-TOUCHED CONDUIT [ANIMAL COMPANION ARCHETYPE]

Chosen to guard or guide their masters, god-touched companions act as conduits between the divine and their mortal servants.

**Deity:** Each god-touched conduit is associated with a specific deity and its alignment must match the deity's alignment despite its Intelligence. A god-touched conduit will not obey its master's commands if they grossly violate the code of conduct required by its god, and should its master grossly violate this code of conduct, the god-touched conduit ceases serving its master until the master atones for their deeds (see the *atonement* spell description).

**Believer's Boon:** A god-touched conduit gains Believer's Boon<sup>ACG</sup> as a bonus feat, ignoring its prerequisites. A god-touched conduit's domain power must choose a domain granted by the deity it is associated with (see deity, above). Starting at 6th level, a god-touched conduit's cleric level for this domain power is equal to its Hit Dice, and it can use that domain power as listed in its description instead of once per day or 1 round per day.

This replaces share spells and devotion.

**Divine Boon (Sp):** At 3rd level, a god-touched conduit can cast any once domain spell from the domain it chose with the Believer's Boon feat once per day as a spell-like ability, using its Hit Dice as the spell's caster level. This spell must have a spell level that is equal to or less than 1/3 the god-touched conduit's Hit Dice.

If the god-touched conduit is able to cast spells, they can cast any domain spell from the god-touched conduit's domain with a spell level equal to or lower than 1/3 its Hit Dice as if it were on the master's list of spells known by "losing" a prepared spell or spell slot of at least one level higher than the domain spell's level. For instance, the master could lose a 2nd level prepared spell to cast the domain's 1st level spell, or a 4th level spell slot to cast the domain's 3rd level spell.

This replaces evasion.

**Divine Dwelling (Sp):** The god-touched conduit gains the following ability: 1/day—*plane shift* (self and master, plus 50 lbs.). The god-touched conduit can only use this ability to travel to the home plane of its deity, back to its master's home plane, or back to the last plane from which it cast this ability.

This replaces improved evasion.

### HIDDEN ALLY [ANIMAL COMPANION ARCHETYPE]

Hidden ally companions masquerade as innocuous domesticated animals, allowing them access to areas where wild creatures may not be welcome.

**Inconspicuous Appearance (Sp):** At 1st level, the hidden ally's master gains the ability to cast the following spell-like ability, using the master's level as the spell's caster level: At will—*disguise other* (hidden ally only). When using this spell-like ability, the hidden ally's master can only make the hidden ally appear as a domesticated animal of the same size category

and general body shape (biped, quadruped, and so on). Unlike *disguise self*, this ability includes auditory, olfactory, tactile, and visual components, increasing the save DC to 15 + 1/2 the master's level + the master's Charisma, Intelligence, or Wisdom modifier, whichever is highest.

This ability replaces share spells.

### PERFORMER (ANIMAL COMPANION ARCHETYPE)

Performers naturally attract the attention of bystanders with their playful antics and astounding feats.

**Spectacle (Ex):** At 1st level, a performer gains entertain<sup>uw</sup> as a bonus trick and chooses to either add Perform to its list of class skills and the list of skills that the performer can have ranks in, or substitute the Perform skill for any one skill that the performer has ranks in when using the entertain trick. Once chosen, this cannot be changed. In addition, the performer gains Entertaining Companion as a bonus feat.

This replaces the bonus trick gained at 1st level and share spells.

**Enthralling Entertainer (Ex):** At 6th level, a performer gains Enthralling Companion as a bonus feat.

This replaces devotion.

### POINTER (ANIMAL COMPANION ARCHETYPE)

Pointer companions are adept at spotting hidden foes, and are valuable hunting tricky prey.

**Expert Tracker (Ex):** At 1st level, a pointer gains a bonus feat from the following list: Greater Tenacious Hunter<sup>uw</sup>, Keen Tracker, Skill Focus (Perception or Survival only), or Tenacious Hunter<sup>uw</sup>. The pointer ignores the feat's prerequisites, but cannot select Greater Tenacious Hunter unless it already has Tenacious Hunter. The pointer gains a second bonus feat from this list at 6th level.

This ability replaces share spells and devotion.

### NEW ANIMAL COMPANION FEATS

The following feats are available to all animal companions who meet their prerequisites.

#### CONTINGENT COMMANDS

The animal is trained to automatically use certain tricks when a contingency you specify occurs.

**Prerequisites:** Must have an Intelligence of 3 or higher, animal companion.

**Benefit:** The animal companion's master can spend 10 minutes teaching the animal companion to recognize a specific trigger upon which the animal companion should use the chosen trick. This contingency must be 25 words or fewer and be simple enough that the animal companion can understand it. For example, if the animal companion knows the defend trick, its master could set "Use defend if I am knocked unconscious" as a contingency for that trick.

The animal companion can have a total number of contingencies defined for it equal to its Intelligence score. Establishing a contingency takes 7 days and a successful DC 25 Handle Animal

check. If the animal companion already knows the maximum number of contingencies, establishing a new one causes it to forget one contingency of the master's choice. This ability doesn't allow the animal companion to use the contingent tricks as soon as they occur unless the animal companion uses a readied action as normal.

### ENTERTAINING COMPANION

The animal is able to effortlessly entertain onlookers.

**Prerequisites:** Must know the entertain trick, animal companion.

**Benefit:** Whenever the animal companion uses its entertain trick, willing onlookers and those who fail an opposed Sense Motive check against the animal companion's entertain trick take a -2 penalty on initiative checks, Reflex saves, and Sense Motive checks opposed by the performer or its master while the performer is entertaining them in addition to the usual penalties.

**Normal:** Willing onlookers and those who fail an opposed Sense Motive check against an animal's entertain trick take a -2 penalty to Perception check to notice anything but the animal entertaining them.

### ENTHRALLING COMPANION

The animal companion's entertainment makes onlookers completely lose track of their surroundings.

**Prerequisites:** Entertaining Companion, must know the entertain trick, animal companion.

**Benefit:** Whenever the animal companion uses the entertain trick, willing onlookers or those that fail an opposed Sense Motive check are distracted enough that the performer's master can attempt a Stealth check to hide while those individuals are aware of them, as if the performer's master had successfully used Bluff to create a diversion to hide.

### KEEN TRACKER

The animal uses its scent of smell to track enemies.

**Prerequisites:** Scent special ability, animal companion.

**Benefit:** The animal companion can use Perception instead of Survival to both find and follow tracks, using the same DCs listed under the Survival skill.

### UNUSUAL INTELLIGENCE

The animal is remarkably intelligent for a creature of its kind.

**Prerequisites:** Must be taken at 1 Hit Die, animal companion.

**Benefit:** The animal companion's base Intelligence increases to 6. If the animal companion would normally have an Intelligence of 6 or another effect increases its Intelligence to 6 (such as a paladin's divine bond class feature), add +1 to the animal companion's Intelligence score instead.

In addition, the animal companion can read and understand all languages that its master knows and it generally understands concepts as well as a humanoid of its Intelligence would. As a result, the animal companion can respond accordingly when using the speak trick.

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