



Player Paraphernalia

TRULY NATURE'S ALLY
NEW ARCHETYPES

#90

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PLAYER PARAPHERNALIA #90

BY THE KNOTTY-WORKS



Welcome to issue ninety of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue introduces several new archetypes revolving around the diminished or complete loss of spell-casting abilities for the druid, hunter, and ranger. Originally a question posed on a facebook group site, it seemed like a good test in game theory and mechanics.

Lesser Animal Channeler (Druid Archetype)

Finding comfort in the life she may bring forth from nature, the lesser animal channeler focuses on her ability to summon those that aid her in her battle to maintain the balance of nature. The lesser animal channeler forgoes some of primal powers she may harness to forge powerful and enduring allies.

Diminished Spell-casting

The lesser animal channeler number of spells per day for each spell level is decreased by one. If this reduces the number of spells to 0, the lesser animal channeler gains only bonus spells granted by her Wisdom score.

Summon Allies (Sp)

At 1st level, the lesser animal channeler may cast *Summon Nature's Ally I* as a spell-like ability 3 + her Wisdom modifier times per day. She only requires a standard action to summon the nature's ally and the duration is 1 minute per level. At 3rd level and every odd level thereafter, the effective level

of the *Summon Nature's Ally* spell increases by 1 level (culminating with *Summon Nature's Ally IX* at 17th level).

If the lesser animal channeler uses this ability to summon allies from a lesser list, those creatures summoned are treated as if the lesser animal channeler has the *Augment Summoning* feat. If the lesser animal channeler has the *Augment Summoning* feat, the bonus is granted to Dexterity as well as Strength and Constitution.

The lesser animal channeler may only have one active *Summon Nature's Ally* spell-like ability at a time, and if she decides to use this ability while there are pre-existing summoned animals, the previously summoned animals immediately vanish and will take no actions during the round the lesser animal channeler initiates this spell-like ability.

This feature replaces the Druid's Spontaneous Casting of *Summon Nature's Ally* class feature.

Superior Ally Summoning (Ex)

At 4th level, the lesser animal channeler gains the *Superior Summoning* feat as a bonus feat. She does not need to meet the prerequisites for the feat and the effect may be applied when she uses her *Summon Allies* class feature or casts the *Summon Nature's Ally* spell.

This feature replaces the druid's Resist Nature's Lure class feature.

Greater Animal Channeler (Druid Archetype)

Some druids prefer to immerse themselves into the natural experience, foregoing any ability to cast spells in order to summon more powerful natural allies as well as taking on the powerful aspects of those beasts they venerate. The greater animal channeler learns not only how to alter her own form, but her companions and allies as well.

Spell-less Version

The greater animal channeler does not gain the ability to cast spells, nor does she have a caster level or use spell trigger or spell completion magic items without ranks in the *Use Magic Device* skill.

Summon Allies (Sp)

At 1st level, the greater animal channeler gains the ability to cast *Summon Nature's Ally I* as a *spell-like ability* a number of times per day equal to 3 + her Wisdom modifier. The greater animal channeler gains one additional daily use at 4th level and every third level thereafter to a maximum of 9 + her Wisdom modifier at 19th level. She may summon her animal allies as a *standard action* and the duration is 1 minute per level of the greater animal channeler. At 3rd level and every odd level thereafter, the effective level of the *Summon Nature's Ally* spell increases by 1 level (culminating with *Summon Nature's Ally IX* at 17th level).

At 4th level, summoned animal allies that are normally blocked by *Protection from (Chaos, Evil, Good, or Law)*, are granted a saving throw to break through the barrier, adding the greater animal channeler's Will bonus to the saving throw. At 8th level, the natural attacks of any summoned animal ally is treated as silver for purposes of overcoming *damage reduction*. At 12th level, the natural attacks of any summoned animal ally is treated as magic and aligned (based on the non-neutral aspect of the greater animal channeler's alignment) for the purposes of overcoming *damage*

reduction. If the greater animal channeler does not have a non-neutral aspect to his alignment, the summoned ally's natural attack is not considered aligned. At 16th level, the summoned animal ally's natural attacks are treated as adamantite for purposes of both hardness and *damage reduction*.

If the greater animal channeler uses this ability to summon allies from a lesser list, those creatures summoned are treated as if the greater animal channeler has the *Augment Summoning* feat. If the greater animal channeler has the *Augment Summoning* feat, the bonus is granted to Dexterity as well as Strength and Constitution.

The greater animal channeler may only have one active *Summon Nature's Ally* spell-like ability at a time, and if she decides to use this ability while there are pre-existing summoned animals, the previously summoned animals immediately vanish and will take no actions during the round the greater animal channeler initiates this *spell-like ability*.

Wild Aspect (Su)

At 1st level, the greater animal channeler may take on the characteristics of a single animal as the *Animal Aspect* spell as a *spell-like ability*. She may initiate this ability as a *move action* and the effect lasts for a number of minutes equal to her class level. The greater animal channeler may use this ability a number of times per day equal to ½ her class level (minimum of 1).

If the greater animal channeler chose an *animal companion* for her nature's bond feature, at 3rd level, she grants the same aspect to her *animal companion* as well as long as it is within 30 feet of the greater animal channeler. If the greater animal channeler chose a domain for her nature's bond, she may grant one ally within 30 feet the chosen aspect instead.

At 5th level, the greater animal channeler's ability to alter herself or others improves to either allow her to select two aspects or gain the aspect of a more exotic

animal as the *Greater Animal Aspect* spell. She may apply this effect to both herself and her *animal companion* or ally based on her nature's bond.

At 7th level, the greater animal channeler may spend one of her daily uses of her *Summon Allies* to grant her chosen aspects to all allies within 30 feet, including her *animal companion* if applicable. At 9th level, this effect also includes any familiars and *animal companions* of allies within 30 feet as well.

The greater animal channeler may choose three normal animal aspects or two exotic animal aspects (as listed for the *Greater Animal Aspect* spell) at 12th level when she initiates this feature. And at 15th level, she may choose four normal animal aspects or three exotic animal aspects.

The greater animal channeler may use this feature while she is transformed into another form via her *Wildshape* feature, but only if she is transformed into an animal type. She may not extend the effect to others while using this feature while transformed.

Lesser Feral Summoner (Hunter Archetype)

There are some hunters that not only find bond with a single animal, but find a certain comfort in larger pacts. The lesser feral summoner willingly accepts limitations on powers granted by the spirits of nature to call forth these allies when needed.

Diminished Spell-casting

The lesser feral summoner number of spells per day for each spell level is decreased by one. If this reduces the number of spells to 0, the lesser feral summoner gains only bonus spells granted by his Wisdom score.

Summon Allies (Sp)

At 1st level, the lesser feral summoner gains the ability to cast *Summon Nature's Ally I* as a *spell-like ability* a number of times per day equal to 3 + his Wisdom modifier. He may summon his animal allies as a

standard action and the duration is 1 minute per level of the lesser feral summoner. At 3rd level and every third level thereafter, the effective level of the *Summon Nature's Ally* spell increases by 1 level (culminating with *Summon Nature's Ally VII* at 18th level).

If the lesser feral summoner uses this ability to summon allies from a lesser list, those creatures summoned are treated as if the lesser feral summoner has the *Augment Summoning* feat. If the lesser feral summoner has the *Augment Summoning* feat, the bonus is granted to Dexterity as well as Strength and Constitution.

The lesser feral summoner may only have one active *Summon Nature's Ally* spell-like ability at a time, and if he decides to use this ability while there are pre-existing summoned animals, the previously summoned animals immediately vanish and will take no actions during the round the lesser feral summoner initiates this *spell-like ability*.

If the lesser feral summoner also has the feral hunter archetype, those features from the feral hunter archetype apply to the animals summoned by the lesser feral summoner.

Greater Feral Summoner (Hunter Archetype)

There are some hunters that not only find bond with a single animal, but find a certain comfort in larger pacts. These wilderness warriors forgo any connection to higher powers that grant the ability to cast spells in order to summon animals that appear in times of need.

Summon Allies (Sp)

At 1st level, the greater feral summoner gains the ability to cast *Summon Nature's Ally I* as a *spell-like ability* a number of times per day equal to 3 + his Wisdom modifier. The greater feral summoner gains one additional daily use at 4th level and every third level thereafter to a maximum of 9

+ his Wisdom modifier at 19th level. He may summon his animal allies as a **standard action** and the duration is 1 minute per level of the greater feral summoner. At 3rd level and every odd level thereafter, the effective level of the *Summon Nature's Ally* spell increases by 1 level (culminating with *Summon Nature's Ally IX* at 17th level).

At 4th level, summoned animal allies that are normally blocked by *Protection from (Chaos, Evil, Good, or Law)*, are granted a saving throw to break through the barrier, adding the greater feral summoner's Will bonus to the saving throw. At 8th level, the natural attacks of any summoned animal ally is treated as silver for purposes of overcoming **damage reduction**. At 12th level, the natural attacks of any summoned animal ally is treated as magic and aligned (based on the non-neutral aspect of the greater feral summoner's alignment) for the purposes of overcoming **damage reduction**. If the greater feral summoner does not have a non-neutral aspect to his alignment, the summoned ally's natural attack is not considered aligned. At 16th level, the summoned animal ally's natural attacks are treated as adamantine for purposes of both hardness and **damage reduction**.

If the greater feral summoner uses this ability to summon allies from a lesser list, those creatures summoned are treated as if the greater feral summoner has the **Augment Summoning** feat. If the greater feral summoner has the **Augment Summoning** feat, the bonus is granted to Dexterity as well as Strength and Constitution.

The greater feral summoner may only have one active *Summon Nature's Ally* spell-like ability at a time, and if he decides to use this ability while there are pre-existing summoned animals, the previously summoned animals immediately vanish and will take no actions during the round the greater feral summoner initiates this spell-like ability.

If the greater feral summoner also has the feral hunter archetype, those features from the feral hunter archetype apply to the animals summoned by the greater feral summoner.

This ability replaces the hunter's spell casting ability, including orisons. The greater feral summoner does not gain the ability to cast spells, nor does he have a caster level or use spell trigger or spell completion magic items without ranks in the **Use Magic Device** skill.

Natural Summoner (Ranger Archetype)

While many rangers find their spell casting an invaluable aid, there are some that focus on the aspect of summoning allies above all other spells. These natural summoners learn to forgo normal spell casting to summon stronger allies that endure for a longer period of time than normal summoned allies.

Summon Allies (Sp)

At 4th level, the natural summoner may cast *Summon Nature's Ally I* as a **spell-like ability** a number of times per day equal to 3 + his Wisdom modifier. He may summon allies as a **standard action** and the duration is 1 minute per level of the natural summoner. At 7th level and every three levels thereafter, the effective level of the *Summon Nature's Ally* spell increases by 1 level (culminating with *Summon Nature's Ally VI* at 19th level).

If the natural summoner uses this ability to summon allies from a lesser list, those creatures summoned are treated as if the natural summoner has the **Augment Summoning** feat. If the natural summoner has the **Augment Summoning** feat, the bonus is granted to Dexterity as well as Strength and Constitution.

The natural summoner may only have one active *Summon Nature's Ally* spell-like ability at a time, and if he decides to use this ability while there are pre-

existing summoned animals, the previously summoned animals immediately vanish and will take no actions during the round the natural summoner initiates this [spell-like ability](#).

This feature replaces the ranger's ability to cast spells. The natural summoner does not gain the ability to cast spells, nor does he have a caster level or use spell trigger or spell completion magic items without ranks in the [Use Magic Device](#) skill.

Wildling (Ranger Archetype)

There are those that become so focused on the nature about them, that overtime they become one with it in the literal sense. The wildling gains the ability to take on animalistic characteristics and eventually transform into the very creatures he protects.

Nature's Bond (Ex)

The wildling gains a close bond with an [animal companion](#) at 4th level. He may select any [animal companion](#) that may be chosen by a druid that is acceptable to the environment the wildling has chosen for his first favored terrain. His [animal companion](#) gains the wildling's favored enemy and favored terrain bonuses and gains other abilities as the druid [animal companion](#), treating the wildling's effective druid level equal to his own class level - 3.

This replaces the ranger's Hunter's Bond class feature.

Wild Shape (Su)

At 4th level, the wildling may turn himself into a small or medium animal once a day as the [Beast Shape I](#) spell. The duration lasts for a number of hours equal to half the wildling's class level or until he chooses to return to his normal form. The transformation requires a [standard action](#), but does not provoke [attacks of opportunity](#). The wildling loses the ability to speak while in animal form, but he can communicate normally with

other animals of the same general species or genus.

At 7th level, the wildling gains the ability to turn himself into a tiny or large animal as the [Beast Shape II](#) spell. At 10th level, the wildling gains the ability to turn himself into a diminutive or huge animal as [Beast Shape III](#) or a small or medium sized plant creature as [Plant Shape I](#). At 13th level, the wildling may change his form into large plant creature as the [Plant Shape II](#) spell. The wildling cannot transform into a magical beast, with the [Beast Shape III](#) spell effect, just a natural animal.

At 6th level and every even level thereafter, the wildling gains an additional time that he may change back into an animal after he resumes his normal form, though the total duration does not change. This feature counts as a prerequisite for any feat that requires the Wild Shape class feature.

This feature replaces the ranger's ability to cast spells. The wildling does not gain the ability to cast spells, nor does he have a caster level or use spell trigger or spell completion magic items without ranks in the [Use Magic Device](#) skill.

New Feats

Extra Summons

You have learned to call forth allies of nature more often through the day.

Prerequisite: Summon Allies class feature.

Benefit: You gain 2 additional uses of your Summon Ally feature per day.

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