

Untamed

Alignment: Any

Hit Die: d10

Starting Wealth: 4d6 x 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The untamed's class skills are Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Stealth (Dex), Survival (Wis) and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Hybrid Form, Track, Wild Empathy
2nd	+2	+3	+3	+0	Wild Shape, Animal Fighting, Toughskin +1
3rd	+3	+3	+3	+1	Endurance, 1st Favored Terrain
4th	+4	+4	+4	+1	Resist Nature's Lure
5th	+5	+4	+4	+1	Toughskin +2
6th	+6 / +1	+5	+5	+2	2nd Animal Fighting ability, Natural Resilience 1/-
7th	+7 / +2	+5	+5	+2	Woodland stride
8th	+8 / +3	+6	+6	+2	Swift Tracker, 2nd Favored Terrain, Toughskin +3
9th	+9 / +4	+6	+6	+3	Natural Resilience 2/-
10th	+10 / +5	+7	+7	+3	3rd Animal Fighting ability
11th	+11 / +6 / +1	+7	+7	+3	Quarry, Toughskin +4
12th	+12 / +7 / +2	+8	+8	+4	Camouflage, Natural Resilience 3/-
13th	+13 / +8 / +3	+8	+8	+4	3rd Favored Terrain
14th	+14 / +9 / +4	+9	+9	+4	4th Animal Fighting ability, Toughskin +5
15th	+15 / +10 / +5	+9	+9	+5	Natural Resilience 4/-
16th	+16 / +11 / +6 / +1	+10	+10	+5	
17th	+17 / +12 / +7 / +2	+10	+10	+5	Hide in Plain Sight
18th	+18 / +13 / +8 / +3	+11	+11	+6	4th Favored Terrain, 5th Animal Fighting ability, Natural Resilience 5/-
19th	+19 / +14 / +9 / +4	+11	+11	+6	Improved Quarry
20th	+20 / +15 / +10 / +5	+12	+12	+6	Perfectly Untamed

Class Features

All of the following are class features of the untamed.

Weapon and Armor Proficiency

Untameds are proficient with the following weapons: club, dagger, dart, greatclub, javelin, quarterstaff, shortspear, sling, spear, unarmed strike. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with Hybrid Form or Wild Shape (see below).

Untameds are proficient with light and medium armor but are prohibited from wearing metal armor; thus they may wear only padded, leather or hide armor. Untameds are proficient with shields (except tower shields) but must use only wooden ones.

An untamed who wears prohibited armor or uses a prohibited shield is unable to change his form or use any of his other abilities while doing so and for 24 hours thereafter, as the metal interferes with these abilities.

Hybrid Form (Su)

At 1st level, an untamed gains a limited ability to change her shape into hybrid animal forms as a standard action. She must select one type of animal to emulate, gaining a bonus or special ability based on the type of animal emulated and her untamed level, there is no limit to this ability's duration. She can end this ability as a standard action.

When an untamed uses this ability, her body takes on cosmetic aspects of an animal, such as furry skin, longer nails, elongated teeth, and oddly colored eyes; these changes do not grant her any abilities other than what is stated below, and end when she takes on a different aspect or ends the ability. This ability is a polymorph effect that does not stack with other polymorph effects.

Bear: The creature gains a +2 enhancement bonus to Constitution and two claw attacks that deal 1d4 damage. This bonus increases to +4 at 8th level and +6 at 15th level.

Bull: The creature gains a +2 enhancement bonus to Strength and a gore attack that deals 1d4 damage. This bonus increases to +4 at 8th level and +6 at 15th level.

Stag: The creature gains a 5-foot enhancement bonus to its base land speed. This bonus increases to 10 feet at 8th level and 20 feet at 15th level.

Tiger: The creature gains a +2 enhancement bonus to Dexterity and two claw attacks that deal 1d4 damage. This bonus increases to +4 at 8th level and +6 at 15th level.

Wolf: The creature gains the scent ability with a range of 10 feet and a bite attack that deals 1d4 damage, with the trip ability. The range of this sense increases to 20 feet at 8th level and 30 feet at 15th level. The range doubles if the opponent is upwind, and is halved if the opponent is downwind.

Track (Ex)

An untamed adds half his level (minimum 1) to Survival skill checks made to follow tracks.

Wild Empathy (Ex)

An untamed can improve the initial attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person (see Using Skills). The untamed rolls 1d20 and adds his untamed level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the untamed and the animal must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

The untamed can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a –4 penalty on the check.

Wild Shape (Su)

At 2th level, an untamed gains the ability to turn herself into any small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the beast shape I spell, except as noted here. The effect lasts until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal the untamed is familiar with.

An untamed loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

An untamed can use this ability an additional time per day at 4th level and every two levels thereafter, for a total of nine times at 18th level. At 20th level, an untamed can use wild shape at will. As an untamed gains in levels, this ability allows the untamed to take on the form of larger and smaller animals. Each form expends one daily usage of this ability, regardless of the form taken.

At 6th level, an untamed can use wild shape to change into a Large or Tiny animal. When taking the form of an animal, an untamed's wild shape now functions as beast shape II.

At 8th level, an untamed can use wild shape to change into a Huge or Diminutive animal. When taking the form of animals, an untamed's wild shape now functions as beast shape III.

Animal Fighting (Ex)

An untamed's expertise in animal fighting manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th. He can choose feats from this list even if he does not have the normal prerequisites.

The benefits of the untamed's Animal Fighting feats apply only when he wears light, medium or no armor. The character can choose from the following list whenever he gains an Animal Fighting feat:

Aspect of the Beast, Ironhide, Improved Natural Attack, Improved Natural Defence, Rending Claws, and Weapon Focus, Wild Speech.

- At 6th level, he adds Eldritch Claw, Powerful Shape and Vital Strike to the list.
- At 10th level, he adds Multiattack, Improved Vital Strike and Quick Wild Shape to the list.

Tough Skin (Ex)

An untamed's skin is tougher than that of regular folk, starting at 2nd level this gives them a +1 bonus to natural armor that stacks with other natural armor bonuses. This bonus increases by 1 for every three levels (+2 at level 5 and so on, for a total of +5 at level 14).

Endurance

An untamed gains Endurance as a bonus feat at 3rd level.

Favored Terrain (Ex)

At 3rd level, an untamed may select a type of terrain from table below. The untamed gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. An untamed traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 8th level and every five levels thereafter, the untamed may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the untamed's bonuses do not stack; he simply uses whichever bonus is higher.

Favored Terrains
Cold (ice, glaciers, snow, and tundra)
Desert (sand and wastelands)
Forest (coniferous and deciduous)
Jungle
Mountain (including hills)
Plains
Swamp
Underground (caves and dungeons)
Water (above and below the surface)

Resist Nature's Lure (Ex)

Starting at 4th level, an untamed gains a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that target plants, such as blight, entangle, spike growth, and warp wood.

Natural Resilience (Ex)

Untameds bodies become resilient to damage over time, starting at 6th level they gain damage reduction. Subtract 1 from the damage the untamed takes each time she is delt damage from a weapon or natural attack. At 9th level and every three untamed levels thereafter (12th, 15th, and 18th), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Woodland Stride (Ex)

Starting at 7th level, an untamed may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, however, still affect him.

Swift Tracker (Ex)

Beginning at 8th level, an untamed can move at his normal speed while using Survival to follow tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Evasion (Ex)

When he reaches 9th level, an untamed can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the untamed is wearing light armor, medium armor, or no armor. A helpless untamed does not gain the benefit of evasion.

Quarry (Ex)

At 11th level, an untamed can, as a standard action, denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, an untamed can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he receives a +2 insight bonus on attack rolls made against his quarry, and all critical threats are automatically confirmed. An untamed can have no more than one quarry at a time and the creature's type must correspond to one of his favored enemy types. He can dismiss this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If the untamed sees proof that his quarry is dead, he can select a new quarry after waiting 1 hour.

Camouflage (Ex)

An untamed of 12th level or higher can use the Stealth skill to hide in any of his favored terrains, even if the terrain doesn't grant cover or concealment.

Improved Evasion (Ex)

At 16th level, an untamed's evasion improves. This ability works like evasion, except that while the untamed still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless untamed does not gain the benefit of improved evasion.

Hide in Plain Sight (Ex)

While in any of his favored terrains, an untamed of 17th level or higher can use the Stealth skill even while being observed.

Improved Quarry (Ex)

At 19th level, the untamed's ability to hunt his quarry improves. He can now select a quarry as a free action, and can now take 20 while using Survival to track his quarry, while moving at normal speed without penalty. His insight bonus to attack his quarry increases to +4. If his quarry is killed or dismissed, he can select a new one after 10 minutes have passed.

Perfectly Untamed (Ex)

An untamed of 20th level becomes a master hunter. He can always move at full speed while using Survival to follow tracks without penalty. And may use wild shape to change shape at will.