

## HUNTSMAN (FIGHTER VARIANT)

**Armor Proficiency:** A huntsman is not proficient with heavy armor and tower shields.

**Class Skills:** A huntsman receives 4 skill points a level. In addition, they replace Knowledge (Engineering) with Knowledge (Nature).

**Animal Training (Ex):** At 2nd level, a huntsman receives a bonus equal to 1/2 her fighter level to Handle Animal checks. In addition, she can increase the DC by 5 to reduce the time needed to teach an animal a new trick or train an animal for a general purpose to 1 day for every week normally required. She can also train more than one animal at once, although each animal after the first adds 2 to the DC. This ability replaces bravery.

**Animal Companion (Ex):** At 3<sup>rd</sup> level, a huntsman gains a combat-ready animal companion. This animal is a loyal companion that accompanies the huntsman on her adventures as appropriate for its kind. This ability functions like the druid animal companion ability (which is part of the nature bond class feature), except that the fighter's effective druid level is equal to half her fighter level. This replaces armor training entirely. A huntsman still gains armor mastery.



**Share Space (Ex):** At 5th level, the huntsman can move into the space of his bonded pet, as long as it is at least the same size as him. She may end her movement in and make attacks from, that space. While sharing the space with her animal companion, she gains a +2 shield bonus to AC and a +1 circumstance bonus on Reflex saves. This ability replaces weapon training 1.

**Overwhelm (Ex):** At 9th level, creatures attacked by the huntsman and his animal companion while they are sharing a space together are denied their Dexterity bonus to Armor Class against their attacks. This ability replaces weapon training 2.

**Pack Tactics (Ex):** At 13th level, whenever her animal companion succeeds at a bull rush, drag, grapple, overrun, or trip combat maneuver against an opponent threatened by the huntsman, a huntsman can take an attack of opportunity against that opponent. This ability replaces weapon training 3 and 4.

**Master Huntsman (Ex):** At 20th level, any attacks made against creatures the huntsman and his animal companion threaten together automatically confirm all critical threats. This ability replaces weapon mastery.