

Beast Master

Look for the bare necessities / The simple bare necessities / Forget about your worries and your strife / I mean the bare necessities / Are Mother Nature's recipes / That bring the bare necessities of life.

If your vision of a druid is a guy standing next to a dire wolf with a falcon in hand as he talks to a snake, this is the class for you. The Beast Master has a series of companions, and magical abilities focused around animals. Generally a Beast Master will be a druid, but some nature clerics or spirit shamans find having a bear around handy.

Requirements: Handle Animal 5 ranks, Divine Casting

Hit Die: D8

Skills: 4+Int; climb, handle animal, heal, hide, jump, know nature, listen, ride, spot, survival, swim

BAB: Medium

Saves: Good Fort and Will.

- 1 - Animal Companion+, Wild Empathy, Spellcasting
- 2 -
- 3 -
- 4 - Extra Companion
- 5 -
- 6 - Forest Friends
- 7 - Extra Companion
- 8 - You Get the Pattern

Animal Companion +: As the druid class feature, but your effective druid level is +3. If you are already a druid this class adds to your animal companion levels, and gives them a +3 boost.

Wild Empathy: As the druid class feature. If you already have this feature, add your Beast Master levels to it.

Spellcasting: Each level of Beast Master grants +1 spellcasting for a single divine spellcasting class.

Extra Companion: You gain an additional instance of the druid's animal companion class feature. But your effective druid level is your Beast Master level -3 + any druid levels you may have. As you gain this feature repeatedly, you will gain third, fourth, and eleventh companions.

Forest Friends You gain the 3.5 leadership feat but do not gain a new cohort. All your followers must be animals. Treat their CR as their level for the purposes of this feature.

You get the pattern: This class can be taken for as many levels as you want. Level 10, and every 3 levels after that gives another instance of Extra Companion.

3.Tome Conversion

This class has been popular using the Tome collection of house rules for 3.5. To convert it to a Tome class make the following changes.

Animal Sphere: You get an animal sphere as outlined in the spirit shaman class at levels 2, 5, and 8. <http://www.tgdmb.com/viewtopic.php?t=49462>

You get the pattern: This class can be taken for as many levels as you want. Level 10, and every 3 levels after that gives another instance of Extra Companion, and level 11, and every 3 levels after that gives another animal sphere until you have them all. Then it doesn't.