



Player Paraphernalia

#64

THE RAVAGER
(HYBRID CLASS)



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PLAYER PARAPHERNALIA #64

BY THE KNOTTY-WORKS



Welcome to issue sixty-four of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). This issue brings you a new hybrid class, the Ravager. Born and raised in the wilds under superstitious and macabre rites and lore, the ravager combines the supernatural beliefs and abilities of the witch with the natural skills and tenacity of the ranger.

The Ravager

Mysterious and deadly, nature can be both nurturer and executioner. Within the deep wilds survival is more than a skill, it is a gift and those that live in such isolation learn early on the necessities of relying on enigmatic spirits can be both a blessing and a curse. The ravager is the embodiment of this pact, finding the need to satiate their own desires as well as the needs of the dark force he serves. However, such bindings come with certain benefits including loyalty and the ability to wield magics that grant some measure of pleasure and power while living in the isolated lands abandoned by men.

Role Surviving in savagery, the ravager excels in martial combat with the aid of his bonded animal and blessings of his master. Although not as skilled in tracking as the ranger or as potent as the witch's command of hexes and spells, the ravager finds balance between the two and thrives in his chosen environment acting as an agent to one of the four masters of destruction and desolation.

Alignment Any non-good

Hit Die d10

Parent Classes Ranger and Witch

Starting Wealth 4d6 X 10 gp (average 140 gp) and an outfit worth 10 gp or less.

Class Skills

Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha)

Skill Ranks per Level 4 + Int Modifier

Class Features

Weapon and Armor Proficiencies: The ravager is proficient with all simple and martial weapons. He is also proficient with light armor and may cast spells from the Witch spell list while wearing light armor without incurring any chance of arcane spell failure. If he is wearing heavier armor or casting spells from another arcane class that may incur a chance of arcane spell failure, such penalties apply. He is not proficient with any sort of shield and if he uses a shield while casting spells from the Witch Spell List, spells with somatic actions may incur the normal chance of arcane spell failure.

Cantrips (Sp): At 1st level, the ravager gains the ability to prepare a number of cantrips (0-level spells) as listed on the Ravager Progression Table as long as he has an Intelligence of at least 10. The ravager uses his Intelligence modifier for any DCs associated with the cantrip. When casting cantrips, the ravager's class level is his effective caster level.

The ravager may choose from cantrips listed on the Witch Spell List as granted by the ravager's master through his bond (see Master's Blessing and Ravager's Bond below). If the ravager loses either class feature, he may not prepare cantrips for the day. Once a cantrip is prepared



Ravager Progression Table

Level	Base Attack	Fort	Ref	Will	Special	Cantrips Per Day	Spells Per Day			
							1 st	2 nd	3 ^d	4 th
1	+1	+2	+0	+0	Cantrips, Master's Blessing (First Blessing), Ravager's Bond	2	—	—	—	—
2	+2	+3	+0	+0	Ravaging Smite (+2), Ravager's Weapon	2	—	—	—	—
3	+3	+3	+1	+1	Territorial Menace (1)	2	—	—	—	—
4	+4	+4	+1	+1	Bonding Defense	3	0	—	—	—
5	+5	+4	+1	+1	Master's Blessing (Second Blessing)	3	1	—	—	—
6	+6/+1	+5	+2	+2	Ravaging Smite (+4)	3	1	—	—	—
7	+7/+2	+5	+2	+2	Woodland Stride	4	1	0	—	—
8	+8/+3	+6	+2	+2	Ravager's Weapon	4	1	1	—	—
9	+9/+4	+6	+3	+3	Improved Ravager's Bond	4	2	1	—	—
10	+10/+5	+7	+3	+3	Master's Blessing (Third Blessing), Ravaging Smite (+6)	4	2	1	0	—
11	+11/+6/+1	+7	+3	+3	Territorial Menace (2)	4	2	1	1	—
12	+12/+7/+2	+8	+4	+4	Camouflage	4	2	2	1	—
13	+13/+8/+3	+8	+4	+4	Eldritch Bond	4	3	2	1	0
14	+14/+9/+4	+9	+4	+4	Ravager's Weapon, Ravaging Smite (+8)	4	3	2	1	1
15	+15/+10/+5	+9	+5	+5	Master's Blessing (Fourth Blessing)	4	3	2	2	1
16	+16/+11/+6/+1	+10	+5	+5	Hide in Plain Sight	4	3	3	2	1
17	+17/+12/+7/+2	+10	+5	+5	Bonding Transpositioning	4	4	3	2	1
18	+18/+13/+8/+3	+11	+6	+6	Ravaging Smite (+10)	4	4	3	2	2
19	+19/+14/+9/+4	+11	+6	+6	Territorial Menace (3)	4	4	3	3	2
20	+20/+15/+10/+5	+12	+6	+6	Master's Blessing (Fifth Blessing)	4	4	4	3	3

he may cast it as desired with no limitation on the number of uses per day.

Master's Blessing: At 1st level, the ravager must choose one of the four masters of destruction and desolation to whom he swears fealty. The ravager's master has its own agenda and as long as the ravager does not actively seek to impede that agenda the master grants its blessing with little thoughts or requirements for the ravager's actions. However, if the ravager's activity actively conflicts with the master's own agenda and ideals then the master may revoke its blessing. If the ravager loses his master's blessing, he loses the ability to cast cantrips and spells, and powers associated with the blessing and any benefits from the bond with the ravager's animal companion (see Ravager Bond). The ravager does retain his skills with his chosen weapons (see Ravager's Weapon) and his ability to crush his enemies (see Ravager's Smite).

Ravager Masters

Death

The master of death seeks the ultimate destruction of all living creatures on the material plane. However, the tragedy and suffering resulting from the death is just important to this master than the wholesale slaughter of every living thing. Death must be memorable and meaningful to others to be truly worthwhile.

If a ravager of death uses a spell or magic item to return someone from death, he will lose the benefits of his master until he atones for the act (such as the use of the *Atonement* spell).

Cantrips: Ravagers that serve Death may choose from *Bleed*, *Daze*, *Detect Magic*, *Guidance*, *Read Magic*, *Spark*, and *Touch of Fatigue*.

First Blessing (Su): At 1st level, the ravager may designate an attack as a deadly blow when attacking with a piercing or slashing weapon as a **swift action**. The blessing must be declared before the attack is made and if successful the target suffers 1 point of bleed damage in addition to the normal damage of the attack. If the target is chosen for the Ravager's Smite (see below) then it suffers 2 points of bleed damage per round. Multiple uses of this blessing on the same target do not stack. The ravager may call upon this blessing a number of times per day equal to 3 + his Charisma modifier (minimum of 0).

Second Blessing (Ex): At 5th level, the ravager gains a +4 **profane bonus** versus negative energy attacks, death effects, or spells or spell-like abilities that cause **negative level** damage.

Third Blessing (Su): At 10th level, the ravager may designate one attack as a vampiric while wielding a piercing or slashing weapon as a **swift action**. If the attack is successful any damage taken by the opponent is transferred to the ravager as temporary hit points. The hit points last for a number of rounds equal to the ravager's class level. This blessing may only be used once per an opponent in a 24 hour period and the ravager may use this blessing a number of times per day equal to 3 + his Charisma modifier. Creatures immune to death effects do not grant the ravager the temporary hit points.

Fourth Blessing (Su): At 15th level, the ravager is treated as undead for purposes of **healing** magics including Cure and Inflict spells or positive or negative energy channeling. The ravager is not subject to any effects of control or **compulsion** versus undead or any other spells, spell-like abilities, or supernatural abilities that affect undead.

Fifth Blessing (Su): At 20th level, the ravager gains the hand of death touch that he may use as a **standard action**. By making a successful melee touch attack the ravager may instantly slay a living creature. The opponent is allowed a Fortitude saving throw with a DC equal to 10 + ½ the ravager's class level + his Charisma modifier. If successful, the target is fatigued

for a number of rounds equal to the ravager's class level but is not subject to this blessing from the ravager for a period of 24 hours. If the target fails the saving throw it is instantly reduced to -1 hit points and falls unconscious and continues to lose hit points unless it successfully stabilizes, is healed, or dies.

The ravager may use this blessing a number of times per day equal to 3 + his Charisma modifier. This blessing is a death effect and creatures immune to such effects cannot be harmed by this blessing.

Famine

The famine master seeks solace in the want and need of others. Its agenda is one of physical denial and sacrifice and that only through accepting the lack of nourishment and the trivialities of physical and emotional pleasure can the truths of divine inspiration and reality be found.

If the ravager uses his abilities to create sources of food or water or increase the bounty of others **regardless** of type, he will lose the benefits of his master until he atones for the act (such as the use of the *Atonement* spell).

Cantrips: Ravagers that serve Famine may choose from *Daze*, *Detect Magic*, *Detect Poison*, *Guidance*, *Putrefy Food and Drink*, *Read Magic*, and *Touch of Fatigue*

First Blessing(Ex): At 1st level, the ravager may designate an attack as a wasting blow when attacking with a bludgeoning or slashing weapon as a **swift action**. The blessing must be declared before the attack is made and if successful the target becomes **sickened** for 1 round (or 1d4 rounds if the opponent is also targeted by the ravager's smite). If used against the same opponent, the duration is not cumulative, but redetermined from the effects of that round. The ravager may call upon this blessing a number of times per day equal to 3 + his Charisma modifier (minimum of 0). This is treated as a poison effect.

Second Blessing(Ex): At 5th level the ravager gains a +4 **profane bonus** versus poisons both natural and magical in nature.

Third Blessing (Ex): At 10th level the ravager may designate a

bludgeoning or slashing attack as a agonizing blow as a swift action. The blessing must be declared before the attack is made and if successful the target becomes nauseated for 1 round per four class levels of the ravager (if the opponent is also targeted by the ravager's smite the duration is 1 round per three class levels). After the initial round, the victim is allowed a *Fortitude* save at the beginning of its turn to remove the effects of the blessing with a DC equal to $10 + \frac{1}{2}$ the ravager's class level + his Charisma modifier. If used against the same opponent, the duration is not cumulative, but redetermined from the effects of that round. The ravager may call upon this blessing a number of times per day equal to $3 +$ his Charisma modifier (minimum of 0). This is treated as a poison effect.

Fourth Blessing (Su): At 15th level, the ravager may go a number of days without food or water equal to his class level before suffering the effects of thirst or hunger.

Fifth Blessing (Su): At 20th level, the ravager gains the wasting curse touch that he may use as a standard action. By making a successful melee touch attack the ravager may cause one creature to begin to waste away at an accelerated rate. The opponent is allowed a *Fortitude* saving throw with a DC equal to $10 + \frac{1}{2}$ the ravager's class level + his Charisma modifier. If successful, the target is sickened for a number of rounds equal to the ravager's class level. If the target fails the saving throw it loses 1 point of Strength, Dexterity, and Constitution per round until one of them drops to 0 at which point the victim dies. The victim is allowed a new *Fortitude* saving throw at the beginning of his turn each round to stop the effects of the wasting curse. If the victim does not die from the wasting curse touch, it is not subject to the ravager's touch for a 24 hour period.

The ravager may use this blessing a number of times per day equal to $3 +$ his Charisma modifier. The wasting curse touch is a curse effect and may be removed by the *Remove Curse* spell. Creatures that do not need to consume for sustenance (any creature

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without a Strength or Dexterity or Constitution score) are immune to this curse.

Plague

The master of plagues finds beauty in the infestation of any type of effect that afflict the health and well beings of others. Whether devastation is brought about by environmental factors, animal causes, or even magical means does not matter to the plague master, only that desolation and ruin results.

If the ravager uses his abilities to cure any type of poison or disease, he will lose the benefits of his master until he atones for the act (such as the use of the *Atonement* spell).

Cantrips: Ravagers that serve Plague may choose from *Dancing Lights*, *Detect Magic*, *Guidance*, *Message*, *Putrefy Food and Drink*, *Read Magic*, and *Stabilize*.

First Blessing (Ex): At 1st level, the ravager may designate an attack as a pestilence blow when attacking with a bludgeoning or piercing weapon as a swift action. The blessing must be declared before the attack is made and if successful

the target becomes fatigued for 1 round (or 1d4 rounds if the opponent is also targeted by the ravager's smite). If used against the same opponent, the duration is not cumulative, but redetermined from the effects of that round. The ravager may call upon this blessing a number of times per day equal to 3 + his Charisma modifier (minimum of 0). This attack is treated as a disease effect.

Second Blessing (Ex): At 5th level, the ravager gains a +4 **profane bonus** against any type of disease, both natural and magical in nature.

Third Blessing (Ex): At 10th level, the ravager may attempt an infection blow with either a bludgeoning or piercing weapon as a **swift action**. The blessing must be declared before the attack is made and if successful the target becomes **exhausted** for 1 round per four ravager class levels (or 1 round per three ravager class levels if the opponent is also targeted by the ravager's smite). After the initial round, the victim is allowed a **Fortitude** save at the beginning of its turn to remove the effects of the blessing with a DC equal to 10 + ½ the ravager's class level + his Charisma modifier. If used against the same opponent, the duration is not cumulative, but redetermined from the effects of that round. The ravager may call upon this blessing a number of times per day equal to 3 + his Charisma modifier (minimum of 0). This attack is treated as a disease effect.

Fourth Blessing (Su): At 15th level, the ravager becomes immune to all natural diseases. The **profane bonus** versus magical diseases increases to +6. In addition, the ravager never suffers the effects of the **exhausted** condition but when he would be subject to exhaustion he is only **fatigued**.

Fifth Blessing (Su): At 20th level, the ravager gains the brain rot infestation touch that he may use as a **standard action**. By making a successful melee touch attack the ravager may cause the brain of one creature to break down and leak through nearby orifices. The opponent is allowed a **Fortitude** saving throw with a DC equal to 10 + ½ the ravager's class level + his Charisma modifier. If successful, the target is fatigued for a number of rounds equal to the ravager's class level. If the target fails the saving throw

it loses 1 point of Intelligence, Wisdom, and Charisma per round until one of them drops to 0 at which point the victim dies. The victim is allowed a new **Fortitude** saving throw at the beginning of his turn each round to stop the effects of the brain rot infestation curse. If the victim does not die from the brain rot infestation touch, it is not subject to the ravager's touch for a 24 hour period.

The ravager may use this blessing a number of times per day equal to 3 + his Charisma modifier. The brain rot infestation touch is a curse effect and may be removed by the **Remove Curse** spell. Creatures with no appreciable brain (any creature with no actual Intelligence or Wisdom or Charisma score) are not affected by this blessing.

War

Strife and conflict are the bread and butter to the master of war. The cause is unimportant to this master, only that it brings about two or more sides to take up arms and wholeheartedly seek to destroy the other(s). The master of war is the antithesis of the master of death, seeing no interest in the cause of death, only that it occurred violently and preferably enmasse, the more involved the greater the satisfaction.

If the ravager uses his abilities to find a peaceful resolution to any type of conflict, he will lose the benefits of his master until he atones for the act (such as the use of the **Atonement** spell).

Cantrips: Ravagers that serve War may choose from **Bleed**, **Daze**, **Detect Magic**, **Guidance**, **Read Magic**, **Resistance**, and **Stabilize**.

First Blessing (Ex): At 1st level, the ravager may designate an attack as a brutal blow when attacking with a melee weapon, natural attack, or unarmed strike as a **swift action**. The blessing must be declared before the attack is made and if successful the target is **staggered** for 1 round (or 1d4 rounds if the opponent is also targeted by the ravager's smite). If used against the same opponent, the duration is not cumulative, but redetermined from the effects of that round. The ravager may call

upon this blessing a number of times per day equal to 3 + his Charisma modifier (minimum of 0).

Second Blessing (Ex): At 5th level the ravager gains damage reduction 1/magic. At 10th level this blessing increases to DR 3/magic, and at 15th level the blessing increases to DR 5/magic. Damage reduction can reduce damage to 0, but not below 0.

Third Blessing (Ex): At 10th level the ravager may attempt an crushing blow with a melee weapon, natural attack, or unarmed strike as a swift action. The blessing must be declared before the attack is made and if successful the target becomes dazed for 1 round per four ravager class levels (or 1 round per three ravager class levels if the opponent is also targeted by the ravager's smite). After the initial round, the victim is allowed a Fortitude save at the beginning of its turn to remove the effects of the blessing with a DC equal to 10 + ½ the ravager's class level + his Charisma modifier. If used against the same opponent, the duration is not cumulative, but redetermined from the effects of that round. The ravager may call upon this blessing a number of times per day equal to 3 + his Charisma modifier (minimum of 0). This attack is treated as a disease effect.

Fourth Blessing (Ex): At 15th level the ravager may continue to fight once he is reduced below 0 hit points. When reduced to negative hit points the ravager may make a Fortitude save with a DC equal to 15 + the hit points reduced below 0. If successful, the ravager does not fall unconscious but gains the staggered condition. If he takes a standard action he loses an additional hit point but does not fall unconscious. He may make another saving throw at the beginning of his turn each round thereafter to remain conscious. If the ravager falls unconscious he must make a Fortitude save to stabilize as normal and if reduced to a number of hit points below 0 equal to his Constitution score he still dies.

Fifth Blessing (Ex): At 20th level the ravager doubles the threat range of any weapon he wields. This effect does not stack with other effects that expand the threat range of the weapon including

spells, magic item special abilities, or feats. If the weapon falls within the ravager's chosen group for his Ravager's Weapon class ability, he automatically confirms a critical hit.

Ravager's Bond (Ex): At 1st level, the ravager gains a bond with a natural animal chosen from ape, badger (wolverine), black bear, boar, leopard (small cat), or wolf (or shark if the ravager is based in an aquatic environment). The bonded animal is loyal to the ravager and travels with and accompanies the ravager as appropriate for its type.

This bond is treated as the druid's animal companion, using the ravager's class level as the effective druid level in regards to the animal's abilities, tricks, and special abilities. In addition, the bonded animal gains the same bonuses versus the target designated by the ravager's smite (see below) starting at 2nd level.

The bonded animal also acts as the focus between the ravager and his master and without the animal, the ravager may not choose his cantrips for the day or spells once he gains access to them beginning at 4th level.

If the ravager's bonded animal is lost, released, or destroyed he seek out a new bonded animal by spending 24 consecutive hours in the wild to search out a new one and spend time communing with his master. The animal must be naturally found in the environment and area where the ravager is seeking the new bonded animal.

Ravager's Smite (Ex): At 2nd level, the ravager may designate a single target as a swift action for his Smite. Against this target, the ravager—and his bonded animal—gains a +2 bonus on all Bluff, Knowledge, Perception, Sense Motive, and Survival skill checks as well as attack and damage rolls. The ravager may make Knowledge checks untrained when attempting to identify the target of his smite.

The ravager may only designate one target at a time and requires a swift action to drop the smite against previously selected target unless the target actively flees from the ravager or is destroyed,

helpless, or knocked unconscious. There is no limit to the duration of the smite against a particular opponent but any active smites are automatically lost when the ravager rests for 8 hours. The ravager is limited to use this ability a total number of times per day equal to $\frac{1}{2}$ his class level + his Charisma modifier.

At 6th level the ravager may either choose to add a +4 bonus versus one target or choose two separate targets with the +2 bonus at the same time. Every four levels thereafter the ravager gains an additional +2 that he may either apply to a single target or choose one additional target of his smite. These additional bonuses may only be used against a single target with a larger bonus or against multiple targets with a +2 bonus, the ravager may not designate different bonuses versus separate targets.

In addition to the bonuses to skill checks, attacks, and damage those designated as the target of a ravager smite may suffer additional effects from the blessing of the ravager's master (see Master's Blessing).

Ravager's Weapon (Ex): At 2nd level, the ravager may select one group of weapons from the fighter's weapon training class feature. Once this selection is made it cannot be changed. Based on the group chosen, the ravager may choose a bonus feat as listed below.

The ravager does not need to meet any prerequisites for the feat but the benefits of the feats only apply if the ravager is wearing light or no armor. If the ravager already possesses the feat for the level listed, he gains the feat at the next level. If the ravager already possesses all of the feats associated by the time he reaches 14th level he may choose another combat feat of his choosing, though he must meet any listed prerequisites for the feat.

*If the feat requires the selection of a specific weapon, the ravager must choose the weapon when choosing the bonus feat.

Axes: 2nd - Cleave, 8th - Great Cleave, 14th - Dazing Assault or Improved Cleaving Finish

Blades, Heavy: 2nd - Power Attack, 8th - Death or Glory, 14th - Bull Rush Strike or Sundering Strike

Blades, Light: 2nd - Weapon Finesse, 8th - Improved Feint, 14th - Break Guard or Stand Still

Bows: 2nd - Precise Shot, 8th - Deadly Aim, 14th - Manyshot or Shot on the Run

Close: 2nd - Scorpion Style or Two-Weapon Fighting, 8th - Gorgon's Fist or Improved Shield Bash, 14th - Medusa's Wrath

Crossbows: 2nd - Rapid Reload, 8th - Far Shot or Precise Shot, 14th - Crossbow Mastery or Pinpoint Targeting

Double: 2nd - Two-Weapon Fighting, 8th - Double Slice, 14th - Two-Weapon Defense or Two-Weapon Rend

Firearms: 2nd - Amateur Gunslinger or Gunsmithing, 8th - Deadly Aim, 14th - Impact Critical Shot

Flails: 2nd - Improved Disarm or Improved Trip, 8th - Disarming Strike or Tripping Strike, 14th - Bull Rush Strike

Hammers: 2nd - Bludgeoner, 8th - Break Guard or Enforcer, 14th - Disarming Strike or Sundering Strike

Monk: 2nd - Improved Unarmed Strike, 8th - Deflect Arrows, 14th - Elemental Fist or Stunning Fist

Natural: 2nd - Improved Natural Attack or Improved Unarmed Strike, 8th - Multiattack or Perfect Strike, 14th - Rending Claws or Stunning Fist

Polearms: 2nd - Pushing Assault or Shield of Swings, 8th - Improved Trip, 14th - Pin Down

Spears: 2nd - Charging Hurler or Charge Through, 8th - Far Shot or Spirited Charge, 14th - Impact Critical Shot or Unseat

Thrown: 2nd - Distance Thrower, 8th - Close-Quarters Thrower*, 14th - Parting Shot or Shot on the Run

Territorial Menace (Ex): At 3rd level, the ravager may choose one type of environment (from the Ranger's list of Favored Terrains) and both he and his bonded animal gains a +2 bonus to their initiative checks as well as skill checks involving Knowledge (geography), Perception, Stealth, and Survival. The ravager is considered trained in Knowledge (geography) for the

terrain chosen, even if he has no ranks in that skill.

While within that environment the ravager and his bonded animal leave no trail and cannot be tracked unless they desire to do so. If the ravager successfully attacks a target that is denied its Dexterity modifier while within the chosen environment he also adds the bonus to the damage caused by his attacks which stack with damage bonuses granted by the Ravager's Smite feature.

The ravager may choose a second terrain at 11th level and a third terrain at 19th level. Previous terrains selected gain an additional +2 bonus to initiative and skill checks as listed above. If a terrain falls into more than one of the ravager's selected category the ravager gains the highest bonus granted, they do not stack.

Bonding Defense (Ex): At 4th level, while the ravager is adjacent to his bonded animal neither he nor his animal companion may be flanked.

Spells: At 4th level, the ravager gains access to 1st level spells found on the Witch Spell List. He may cast witch spells as long as his Intelligence is equal to or greater than 10 + the level of the spell, though the ravager is restricted to 4th level spells at most as listed on the Ravager Progression Table. The DC for any saving throws associated with spells cast by the ravager is equal to 10 + the level of the spell + the ravager's Intelligence modifier.

The ravager gains bonus spells based on his Intelligence modifier (see the Ability Modifiers and Bonus Spells found within the Pathfinder RPG Core Rule Book™) and when the spells per day is 0, only bonus spells are gained at that level.

The ravager must prepare his spells for the day by communing with his master focused through his bonded animal during an hour of meditation. He may choose any spell from the Witch Spell List when preparing his spells for the day. The ravager's effective caster level when casting 1st level or higher spells is equal to his class level - 3. Although the ravager may cast cantrips at 1st level, he is not considered to have a caster level until 4th level.

Woodland Stride (Ex): At 7th level, the ravager and his bonded animal may move through natural undergrowth at their normal speed without suffering damage or any other type of impediment. Magically enchanted obstacles still impair movement as normal.

Improved Ravager's Bond (Su): At 9th level, the ravager and his bonded animal gain a telepathic link and the two may communicate with each other as desired, though information from the animal is still limited by its intelligence and comprehension of actions or events. This communication is limited to a number of miles equal to the ravager's class level.

Camouflage (Ex): At 12th level, the ravager learns to use Stealth skill to hide in any terrain—regardless of cover or concealment—selected for his Territorial Menace class ability.

Eldritch Bond (Su): A ravager of 13th level or higher may direct the energies of a touch based spell to be directed at his bonded animal as long as he is adjacent to the animal. This allows the bonded animal to deliver the effects of the spell, using its own attack bonus for the delivery. If the ravager casts another touch based spell before the bonded animal has delivered the imbued spell, the spell held by the bonded animal immediately dissipates.

The bonded animal also gains spell resistance equal to the ravager's class level.

Hide in Plain Sight (Ex): At 16th level, the ravager may use his Stealth skill to hide within any terrain selected for his Territorial Menace class ability even while he is being observed.

Bonding Transpositioning (Su): At 17th level the ravager may instantly swap places with his bonded animal as a swift action. The animal must be within 500 feet of the ravager and within line of sight of the ravager. The effect is identical to the Teleport spell but neither the ravager or animal may transport others when this ability is initiated. If the animal is unconscious or dead this ability will not function, nor will it function if either the ravager or the bonded animal are within an anti-magic field.

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