

Trainer

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	0	2	2	1	Pet / Partner, Combo Attack
02	0	0	3	3	1	
03	1	1	3	3	2	Pet Attack / Ability
04	1	1	4	4	2	
05	1	1	4	4	3	Loyal, Combo Attack
06	2	2	5	5	3	Pet Attack / Ability
07	2	2	5	5	3	
08	2	2	6	6	4	
09	3	3	6	6	4	Pet Attack / Ability
10	3	3	7	7	5	Protector, Combo Attack
11	3	3	7	7	5	
12	4	4	8	8	5	Pet Attack / Ability
13	4	4	8	8	6	
14	4	4	9	9	6	
15	5	5	9	9	7	Savior, Pet Attack / Ability, Combo Attack
16	5	5	10	10	7	
17	5	5	10	10	7	
18	6/1	6	11	11	8	Pet Attack / Ability
19	6/1	6	11	11	8	
20	6/1	6	12	12	9	Friend to the End, Combo Attack

Trainers are actually a well-planned and oiled team up. Together with their partners they are able to perform difficult tasks and face down foe with the strength of the combined force.

Losing a Partner or Pet. Should a Trainers Partner / pet die then they must find a replacement and until that time much of the team work abilities and attacks are not useable. Even after the new partner is achieved the GM may judge a certain amount of time must go by to train the partner to do the things the last one could.

Pet / Partner – At 1st level and higher a Trainer can form a close bond with a Pet or Partner. A Trainer unlike a ranger can take a monster, animal or NPC character as their companion can choose from. This pet/partner is a loyal companion that accompanies the Trainer on his adventures as appropriate for its kind.

The Pet / Partner also is able to have levels themselves in classes (they can't take abilities to take on their own companion) and they gain 15 build points as well at and 2 points every level afterwards.

Combo Attack – at 1st level and higher a Trainer gains a combo attack, Trainer and Pet/ Partner get a special attack that they use in sync with each other that attack has a critical range of 18-20/x4 no matter what weapons they are using. This attack is often a combination of special attacks the two may possess, but can be a wholly new attack or ability, See Creating Special attacks / Abilities section on how to create this action. This is a freely given action and does not cost the 5 build points to create. Trainers gain additional Combo attacks at levels 5, 10, 15 and 20. They can use this ability 1/per day

Pet attack / ability – At 3rd level and higher the Trainer's pet / partner is granted one special attack or ability as if they had the points to create one. This ability is repeated every 3rd level after 3, thus they gain an additional attack / ability at 6th, 9th, 12th, 15th, and 18th. Much like Combo Attack this attack is created using the Special Attack / Ability section in the guide. They can use this ability 1/per day.

Loyal – At 5th level and higher a Trainer gains a +1 bonus to save and attacks with Pet/ Partner within 100 ft of each other. As long as their Pet / Partner is range the both of them gain the bonus on their saves and attacks, this bonus stacks with bonuses provided by other sources such as allies.

Protector – At 10th level and higher a Trainer gains a +2 bonus to PS score that applies to both, the trainer and Pet/ Partner when they are within 100 ft of each other. This bonus stacks with bonuses provided by other sources such as allies.

Savior – At 15th level and higher the trainer's Pet /Partner can heal Trainer 2d8 + Trainer level, they gain this ability equal to the trainers CHA Mod in times that it can be used in a day. (thus a Trainer with 15 CHA granting him a +2 can have his pet / partner heal them 2 / day)

Friend to the end – At 20th level a trainer's Pet / Partner grants complete cover bonus to trainer when within 30 ft even if the pet partner is much smaller than the trainer. This is doing to the fact that the Pet / Partner will leap in the way of attacks brought towards their Trainer. The Pet / partner takes damage but it's only half the total damage the trainer would have taken.

Weapon Proficiencies: Simple, Net, Whip

Armor Proficiencies: Light

Hit Die: 1d6

Skills: (points per level 40 + INT MOD), Acrobatics, Animal Empathy, Bluff, Climb, Craft, Decipher Script, Diplomacy, Disguise, Drive, Gamble, Jump, Knowledge Area, Knowledge Nature, Medical, Navigate, Notice, Perform, Profession, Ride, Search, Stealth, Streetwise, Swim, Taunt, Use Rope, Use Magic Device