

## Animal Trainings

Upon taking the Beastmaster archetype at 3rd level, you chose one of the following trainings to learn between yourself and/or your animal companion. At 7th level, 11th level and 15th level, you choose another training which you and your animal companion can learn.

To train an animal companion a single training, you must spend three long rests devoting your animal companion's and your own time to learning the training, though there may be ways to enhance the training time in some instances, such as tutors, better environments to train in and better items to train with. You may lose sleep in doing these trainings. A new animal will require training for all of your taken trainings.

### Trainings

**Acute Planning-** You and your animal companion have revised how to perform evasive tactics in unison with harsh study and deliberation. While you and your animal companion are within 5 ft. of each other and one or both of you must make a saving throw from an origin you perceived the last round, (6 seconds prior) such as a saving throw prompted from an attack by a creature that was barreling toward you for more than one round, an environmental hazard you previously encountered and knew would affect you or a trap you knew would trigger, you can add your Intelligence modifier to the saving throw(s). You can do this a number of times per long rest equal to your Intelligence modifier (minimum of 1).

**Barding Training-** You have trained your animal companion to wear barding. You can purchase or craft the equipment from the armor table and it can be proficiently worn by your animal companion, all of which can be worn by a medium or large sized animal companion. Small animal companions can only wear light barding. Animal companions smaller than the Small size category cannot wear barding. Barding costs four times the equivalent armor made for humanoids, and it weighs twice as much.

**Battle Stancing-** You have trained with your animal companion to stance appropriately while next to the other within combat. You and your animal companion can end your turn in the other's space. While in the same space, you are both treated as though you are under half cover.

**Burdening Workouts-** You have trained your animal companion to lift and carry intense amounts. After gaining this training, increase your animal companion's Strength score by 2, and your animal companion counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift. If your animal companion is small sized, after gaining this training it can proficiently wear medium barding if it has Barding Training.

**Communication Training-** You have trained with your animal companion to understand your intentions vastly clearer. After gaining this training, your animal companion can understand a language that you know, but cannot speak it. Through the access to clearer commands, your animal companion can also perform the following actions, in addition to the ones it already knows: Ready, Search, and Use Object, provided it can physically manipulate the desired object in a way to use it. Lastly, you can specify five gestures that your animal companion can perform, each which represents a statement, sentence or question, so as to offer you some reciprocation.

*You can obtain this training for your animal companion multiple times. Each time this training is taken beyond the first, you can choose a new language and five more gestures for your animal companion to learn.*



**Conditioning-** You have trained with your animal companion to focus on a specific trait and enhance it. After gaining this training, you choose two of your animal companion's skills, of which they are not proficient in already, and make them proficient from the following list of skills: Acrobatics, Athletics, Deception, Insight, Intimidation, Investigation, Nature, Perception, Performance, Sleight of Hand, Stealth, Survival.

*You can obtain this training for your animal companion multiple times.*

**Defensive Tactics-** You have trained your animal companion to achieve defensive tactics to safeguard from attacks while its movement is unrestricted. While your animal companion is not wearing armor (barding), it adds a +2 to its AC.

**Disarm-** You have trained your animal companion to notice arms wielded by foes in battle and target them with the intention to debilitate their combat capacities. Your animal companion can, after successfully dealing damage with an attack, force the target to make a Strength saving throw ( $DC\ 8 + \text{your proficiency bonus} + \text{your choice of your animal companion's Strength or Dexterity modifier}$ ). On a failed save, the target drops its weapon, which lands by its feet. Your animal companion can perform this feature a number of times per long rest equal to your Wisdom modifier (minimum of 1).

**Dual Training-** You actively train with your animal companion and help each other to improve. When you would take an ability score increase, even when not from the ranger class, (when multiclassing) you can also improve the ability score of your animal companion in ability score(s) of your choice. This does not gain any affect from past ability score improvements.

**Durability Training-** You have trained your animal companion to endure through ardor and pain. Your animal companion's hit points either equals its initial hit points or five times your ranger level rather than four times your ranger level. Additionally, your animal companion can shrug off pain. When taking damage, you/your animal companion can expend a reaction to roll one of your animal companion's hit dice (Constitution modifier added as well), which is deducted from their total hit dice per long rest, and reduce the damage taken by that amount. Your animal companion can do this a number or times per long rest equal to its Constitution modifier (minimum of 1) and in correspondence with its hit dice limit.

**Expose Weakness-** You have trained together with your animal companion to hone in on weaknesses the other exposes. When you or your animal companion uses the Help action to aid the other, the rest of both of your attacks that turn have advantage instead of a single attack for the rest of the turn.

**External Appearance-** You have conditioned your animal companion's appearance to elicit a response on sight. Chose a single skill from the following three of your animal companion's: Deception, Intimidation, Performance. Your animal companion gains a +5 to all of its ability checks using the chosen skill, provided the check's intended target can see you animal companion. Additionally, you can call upon your animal companion to perform the chosen ability check on your turn as a bonus action instead of an action, provided it can hear your call.



**Ferocity Training-** You have trained your animal companion to strike to kill. Choose a single attack action that your animal companion has and increase the damage dice to a higher dice determined by the following chart:

*You can obtain this training for your animal companion multiple times. You can increase the damage of the same attack multiple times.*

| Damage Conversions |    |      |  |      |    |      |
|--------------------|----|------|--|------|----|------|
| 1                  | to | 1d4  |  | 1d12 | to | 2d8  |
| 1d4                | to | 1d6  |  | 2d4  | to | 2d6  |
| 1d6                | to | 1d8  |  | 2d6  | to | 2d8  |
| 1d8                | to | 1d10 |  | 2d8  | to | 2d10 |
| 1d10               | to | 1d12 |  | 2d10 | to | 2d12 |

**Guerrilla Tactics-** You have trained your animal companion to weave in and out of combat, casting aside formal conventions of fair fighting. After gaining this training, as a bonus action on your turn, your animal companion can take the Hide action.

**Harder They Fall-** You have trained your animal companion to take down much larger foes. On successful attack rolls, your animal companion deals an additional 1d4 points of damage per size category difference against larger targets.

**Interception-** You have trained with your animal companion to defend the other in dire circumstances. While within 5 ft. of your animal companion, you and your animal companion can expend a reaction when either of you makes a Strength or Dexterity saving throw against an attack or spell targeting either of you, to allow the other ally to make the save in their stead. If it is successfully made, any damage or condition which might be taken by the initial target will instead be taken by the reacting creature. You can choose to have you or your animal companion roll their saving throw even after the other has already rolled their own initial save. In the case of a targeted area attack or spell prompting a saving throw, a successful interception saving throw provides half damage to the interceptor and none to the other.

**Lunge-** Your animal companion has trained to leap and strike a target. You choose a single attack action that your animal companion has and grant it the Reach property. After it uses an attack action with reach provided by this training, it occupies an adjacent space next to its target if it successfully hits. If it misses the target or if there are no adjacent spaces for it to occupy, it stays in its initial location.

**Mutual Alertness-** You have trained with your animal companion to operate off of both of your actions. When rolling initiative while your animal companion is with you, roll initiative for it. If your animal companion's initiative roll's total is higher than yours, you instead take its initiative as your own.

**Natural Conflux-** You have found a natural magic within your animal companion. Your animal companion can attune to a single magic item, provided it can understand how to use it and it can physically utilize its capacities (DM's discretion).



**Nimbleness Training-** You have trained your animal companion to reach high speeds. After gaining this training, your animal companion's Dexterity score increases by 2 and your animal companion's movement speed is increased by 10 feet.

**Phalanx Stancing-** You have trained with your animal companion to aid the other when in close combat. While you and your animal companion are within 5 ft. of each other, melee attacks against either of you prompt opportunity attacks from the other, provided that the target is within range.

**Rally-** You and your animal companion hold a kinship which compels you both to carry on in battle when others would falter. As an action, you or your animal companion can roll a d8 + your ranger level and grant the other that much as temporary hit points. You can use this feature a number of times per long rest equal to your Charisma modifier (minimum of 1).

**Stealth Training-** You have trained with your animal companion to work with the other to move stealthily and precisely. When both you and your animal companion are within 30 ft. of each other and you both roll Dexterity (Stealth) checks, you both may use whichever of your rolls are higher.

**Trained Hunter-** You have trained with your animal companion to hunt and kill with deadly ferocity. When on a surprise round or when your animal companion has advantage on an attack roll, they deal an additional 1d6 damage of the same damage as the attack's damage roll. The damage deals 2d6 damage once you reach 7th level in the Ranger class, 3d6 at 11th level, 4d6 at 15th level and 5d6 at 19th level.

**Two-Pronged Attack-** Both you and your animal companion have trained to attack in unison. On a turn when either you or your animal companion has successfully made an attack roll against a creature and your animal companion is within 30 ft. of you, the other can make an attack roll against that same target as a bonus action.



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*Your pet bull is somehow content with all the beef being harvested from the minotaur. Your moral center, however, is left to be seen.*

