HUNTER ello da Cacciatore			INCANTESIMI CONOSCIUTI						
inc	CANTESIMI	11							
Incantesimi CD TS conosciuti Incantesimi	Inc. = Inc al Giorno Base	Inc. Bonus				0 -			
0		.6 - 4 .6 - 8 .6 - 12							
1		SAG SAG SAG SAG							
		-				- ₁ -			
2									
3									
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5		- 777				_ 2 -			
6									
CD Salvezza Inc. = 10 + S	SAG + Liv. Incantesimo	12.0							
Concentrazione	= SAG +	Livello Incantato	re						
FALLIMENTO INCANT	TESIMI ARCANI SOG	LIA				3 -			
Hunters can wear light armour without risking									
	% spell failure. COMPAGNO ANIMALE								
Nome del Compagno anima									
Tipo di creatura				4					
Livello IMPROVED EM									
	companions' eyes as a s ed while maintining this								
Livello Livello BONUS TRICKS			5						
7 13 19 Animal companion learns another trick, in addition to the tricks gained for druid level.									
Livello RAISE ANIMAL									
10 Not restricted to your own animal companion. Take a negative level for 24 hours.			6						
Livello SPEAK WITH M									
11 Parli col tuo compagno animale come se usassi un linguaggi			ANIMAL FOCUS						
comune. Gli altri non ti possono comprendere. Livello GREATER EMPATHIC LINK			A 0 0 014	ift action	apply an animal focus to yo			DURATA Livello da Cacciat	
14 Range of empathic link increased to 10 miles.				companio	n. They do not need to be the	e same.		AL GIORNO	
	ABILITÀ				anion's focus has no duratio	n limit.		rd =	
Migliora l'atteggiamento di		na sa usassi Dinla	Self Ani	mal	o I	8 Rivello	<u> </u>	e 15 15 15 15 15 15 15 15 15 15 15 15 15	
Subisci -4 per influenzare u	ına bestia magica.	ne se usassi Dipi	Jaz.i@0[Scurovisione 18m	Darkvision 9		Blindsense 10ft	
Empatia Selvatica	= CAR +	Livello da	Cacciato	Bear	+2 Constitution	+4 Constitut		+6 Constitution	
Livello	Livello o	la Cacciatore		Bull	+2 Strength	+4 Strength		+6 Strength	
2	Sopravvivenza	`		Falcon	+4 Perception	+6 Perceptio		+8 Perception	
Seguire tracce	+ (÷ 2)		Frog	+4 Swim and jump +4 Climb	+6 Swim and	Jump	+8 Swim and jump +8 Climb	
Livello SWIFT TRACKE				Monkey Mouse	Eludere	TO CHIIID	Improv	ed evasion	
8 Track at normal speed with no penalty, or at twice normal speed with only -10 penalty.				Owl	+4 Stealth	+6 Stealth		+8 Stealth	
	ENTI BONUS			Snake	+2 AoO attack and AC	+4 AoO attac	k and AC	+6 AoO attack and AC	
Livello				Stag	+5ft Speed	+10ft Speed		+20ft Speed	
2 Tiro preciso	☐ Outflank			Tiger	+2 Destrezza	+4 Destrezza	1	+6 Destrezza	
3				Wolf	Scent 10ft	Scent 20ft		Scent 30ft	
6				8 Apply two aspects to yourself, and two to your animal compaion.					
9		Livello ONE WITH THE WILD 17 Creatures of the same approximate type as any of your current animal foci will not willingly attack you							
12			- /		tacked first or magically con			g., actual jou	
15	MASTER HUNTER								
18	d to onimal arm of	s well. Be well as well as well as well. Be well as we			full speed with no penalty. apply one animal focus to y	ourealf in addition	to the above		
Teamwork feats are grante As a standard action, swap		s weii. 트 rk feat 프	20	сасн дау	apply one allillal focus to y	oursen in addition	to the above.		
	I AND STRIDE								

Livello Hunter and animal companion may move through any sort **5** of undergrowth without slowing down or taking damage.