HUNT	ER Hunter	1 1 1	*		Изве	стные зак	линания		*
закл	инания	- (
	Заклинаний_Базовь Дог	т. Заклинания	1			0			
известнот заклинания	в день Заклинаний	1 - 4							
0		M M M M M M M M M M M M M M M M M M M							
1		7777							
2						1			
3									
4									
5									
6						2			
КС Спаса от заклинания =	10 + MVII + Vpopour 22								
- КС Спаса от заклинания		Уровень							
Концентрация]= МУД +	Заклина							
Магическое заклинані	ие Шанс провала					3			
Hunters car % spell failure	wear light armour with	out risking							
Имя животного-компаньона	е-компаньон	¥							
ими животного компанвона									
Тип очиноство						4			
Тип существа									
Уровень IMPROVED EMPA	THE LINE								
	mpanions' eyes as a swi	ft action							
(but Hunter is blinded	while maintining this co	nnection).				5			
Уровен Уровен Уровень ВОNU									
7 13 19 Animal companion learns another trick, in addition to the tricks gained for druid level.									
Уровень RAISE ANIMAL CO	OMPANION			_					
10 Not restricted to your own animal companion. Take a negative level for 24 hours.						— 6			
УровеньSPEAK WITH MASTER									
11 Talk with your animal companion as if using a common									
language. Others cannot understand you.			\			ANIMAL FO	OCUS		*
Уровень GREATER EMPATHIC LINK 14. Range of empathic link increased to 10 miles.					apply an animal focus to y		ır	ДЛИТЕЛЬНОСТЬ Н В ДЕНЬ L	lunter Level
Communicate telepath					n. They do not need to be t anion's focus has no durati				
HA	ВЫКИ	"	Self Animal		9	全	9	рнд	
Improve the attitude of a wild a		пасу.	compani	on	фовент 1	Уровень	^я не 12	15	
Take -4 penalty to influce a ma	ngical beast.	Hunter	□ □ Bat		Darkvision 60ft	Darkvisio	_	Blindsense 10f	it
Связь с Природой	= XAP +	Level	□ □ Bear		+2 Constitution	+4 Consti	tution	+6 Constitution	ก
Уровень	Hur	nter	□□ Bull		+2 Strength	+4 Streng		+6 Strength	
2	Выживание Le		□□ Falc		+4 Perception	+6 Percep		+8 Perception	
Выслеживание	_=+ (÷2)	□□ Frog		+4 Swim and jump +4 Climb	+6 Swim a	and Jump	+8 Swim and ju	ımp
Уровень SWIFT TRACKER			□□ Mon		+4 CIIMD Уворот	+o Climb	Jmnrov	+8 Climb red evasion	
	with no penalty, or at tw	ice normal	□□ Owl	00	+4 Stealth	+6 Stealth		+8 Stealth	
speed with only -10 pe			□ □ Snal	(e	+2 AoO attack and AC		tack and AC	+6 AoO attack	and AC
Уровень	ые черты	# (□ □ Stag		+5ft Speed	+10ft Spe	ed	+20ft Speed	
2 Precise shot	☐ Outflank		□□ Tige	r	+2 Dexterity	+4 Dexter	ity	+6 Dexterity	
3			□ □ Wolf	:	Scent 10ft	Scent 20f	t	Scent 30ft	
6			Уровень Арр	v tw	aspects to yourself, and t	wo to your anima	compaion		
			0			j dillillu			
9					TH THE WILD	type as any of year	ir current enimal	foci will not willingly attack	VOII
12			unle	ss at	tacked first or magically co	ompelled.	n vuncnt dillifidi	Tool will not willingly attack	you
15			X			ASTER HU	NTER		*
18		 lent	Уровень Тгас	k at	full speed with no penalty.				
Teamwork feats are granted to		<u> </u>			apply one animal focus to	yourself in addition	on to the above.		
As a standard action, swap the	e most recent teamwork	feat. &							_
WOODL	AND STRIDE	"							

 $^{y_{\text{POBeHbHunter}}}$ and animal companion may move through any sort $\mathbf{5}$ of undergrowth without slowing down or taking damage.