HUNTER ello da Cacciatore	INCANTESIMI CONOSCIUTI						
incantesimi *							
Incantesimi CD TS Inc. = Inc. + Inc. conosciuti Incantesimi al Giorno Base Bonus ~				0			
4 % -							
o SAS SAS SAS SAS SAS SAS SAS SAS SAS SA							
1 777				- ₁ -			
2							
3							
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5							
6				2			
CD Salvezza Inc. = 10 + SAG + Liv. Incantesimo							
Concentrazione = SAG + Livello incantato	ore						
FALLIMENTO INCANTESIMI ARCANI INCANTESIMI AR	CANI			,			
Hunters can wear light armour without risking				3 			
spell failure.							
COMPAGNO ANIMALE							
Nome del Compagno animale							
				4			
Tipo di creatura							
Livello IMPROVED EMPATHIC LINK							
4 See through animal companions' eyes as a swift action							
(but Hunter is blinded while maintining this connection).				5			
Livello Livello Livello BONUS TRICKS 7 13 19 Animal companion learns another trick, in							
7 13 19 Animal companion learns another trick, in addition to the tricks gained for druid level.							
Livello RAISE ANIMAL COMPANION							
10 Not restricted to your own animal companion. Take a negative level for 24 hours.				6 -			
Livello SPEAK WITH MASTER							
11 Parli col tuo compagno animale come se usassi un linguaggi			Δ.	NIMAL FO	CIIC	7	
comune. Gli altri non ti possono comprendere.						DURATA Livello da Cacciatore	
Livello GREATER EMPATHIC LINK 14 Range of empathic link increased to 10 miles.	As a swift action, apply an animal focus to yourself and to your animal companion. They do not need to be the same.						
Communicate telepathically within 1 mile.			nion's focus has no duration			rd =	
× ABILITÀ *	Self Ani	mal =	0 1	8 Rivello	<u>e</u> 12	 15	
Migliora l'atteggiamento di un animale selvatico come se usassi Dipl Subisci -4 per influenzare una bestia magica.	omazi _{@or}	npanion -					
	a Cacciato	Bat ore Bear	Scurovisione 18m +2 Constitution	Darkvision +4 Constitu		Blindsense 10ft +6 Constitution	
		Bull	+2 Strength	+4 Strength		+6 Strength	
Livello Livello da Cacciatore Sopravvivenza		Falcon	+4 Perception	+6 Percepti		+8 Perception	
Seguire tracce = + (÷ 2)		Frog	+4 Swim and jump	+6 Swim ar		+8 Swim and jump	
		Monkey	+4 Climb	+6 Climb		+8 Climb	
Livello SWIFT TRACKER 8 Track at normal speed with no penalty, or at twice normal		Mouse	Eludere		Improv	ved evasion	
speed with only -10 penalty.		Owl	+4 Stealth	+6 Stealth	1 140	+8 Stealth	
TALENTI BONUS		Snake	+2 AoO attack and AC	+4 AoO atta		+6 AoO attack and AC	
Livello		Stag Tiger	+5ft Speed +2 Dexterity	+10ft Spee +4 Dexterit		+20ft Speed +6 Dexterity	
		Wolf	Scent 10ft	Scent 20ft	y	Scent 30ft	
3	Livello 8 Apply two aspects to yourself, and two to your animal compaion.						
9	Livello 17						
		unless attacked first or magically compelled.					
	*	MASTER HUNTER					
Teamwork feats are granted to animal companion as well.	Livello Track at full speed with no penalty. 20 Each day apply one animal focus to yourself in addition to the above.						
As a standard action, swap the most recent teamwork feat.							

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