

HUNTER

Hunter
Level

CONJUROS

Conjuros Conocidos de Conjuros CD Salv de Conjuros = Conjuros al Día = Conjuros Base + Conjuros Adicionales

Conjuros Conocidos	CD Salv de Conjuros	Conjuros al Día	Conjuros Base	Conjuros Adicionales
0				SAB - 4 SAB - 8 SAB - 12
1				
2				
3				
4				
5				
6				

CD Salv de Conjuro = 10 + SAB + Nivel de Conjuro

Concentración = SAB + Nivel de Lanzador

UMBRAL DE FALLO DE CONJURO ARCANO

Hunters can wear light armour without risking spell failure.

COMPAÑERO ANIMAL

Nombre del Compañero Animal

Tipo de criatura

Nivel IMPROVED EMPATHIC LINK

4 See through animal companions' eyes as a swift action (but Hunter is blinded while maintaining this connection).

Nivel BONUS TRICKS

7 13 19 Animal companion learns another trick, in addition to the tricks gained for druid level.

Nivel RAISE ANIMAL COMPANION

10 Not restricted to your own animal companion. Take a negative level for 24 hours.

Nivel SPEAK WITH MASTER

11 Talk with your animal companion as if using a common language. Others cannot understand you.

Nivel GREATER EMPATHIC LINK

14 Range of empathic link increased to 10 miles. Communicate telepathically within 1 mile.

HABILIDADES

Improve the attitude of a wild animal as if using Diplomacy. Take -4 penalty to influence a magical beast.

Wild Empathy = CAR + Hunter Level

Nivel 2 Supervivencia Hunter Level

Rastrear = + (÷ 2)

Nivel SWIFT TRACKER

8 Track at normal speed with no penalty, or at twice normal speed with only -10 penalty.

DOTES ADICIONALES

Nivel 2 ☐ Disparo Preciso ☐ Outflank

3
6
9
12
15
18

Teamwork feats are granted to animal companion as well. As a standard action, swap the most recent teamwork feat.

WOODLAND STRIDE

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

CONJUROS CONOCIDOS

0

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ANIMAL FOCUS

As a swift action, apply an animal focus to yourself and to your animal companion. They do not need to be the same. The animal companion's focus has no duration limit.

DURACIÓN
AL DÍA

Hunter
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turnos =

Self	Animal companion	Nivel 1	Nivel 8	Nivel 12	Nivel 15
<input type="checkbox"/>	<input type="checkbox"/>	Bat Darkvision 60ft	Darkvision 90ft		Blindsense 10ft
<input type="checkbox"/>	<input type="checkbox"/>	Bear +2 Constitution	+4 Constitution		+6 Constitution
<input type="checkbox"/>	<input type="checkbox"/>	Bull +2 Strength	+4 Strength		+6 Strength
<input type="checkbox"/>	<input type="checkbox"/>	Falcon +4 Perception	+6 Perception		+8 Perception
<input type="checkbox"/>	<input type="checkbox"/>	Frog +4 Swim and jump	+6 Swim and jump		+8 Swim and jump
<input type="checkbox"/>	<input type="checkbox"/>	Monkey +4 Climb	+6 Climb		+8 Climb
<input type="checkbox"/>	<input type="checkbox"/>	Mouse Evasión		Improved evasion	
<input type="checkbox"/>	<input type="checkbox"/>	Owl +4 Stealth	+6 Stealth		+8 Stealth
<input type="checkbox"/>	<input type="checkbox"/>	Snake +2 AoO attack and AC	+4 AoO attack and AC		+6 AoO attack and AC
<input type="checkbox"/>	<input type="checkbox"/>	Stag +5ft Speed	+10ft Speed		+20ft Speed
<input type="checkbox"/>	<input type="checkbox"/>	Tiger +2 Dexterity	+4 Dexterity		+6 Dexterity
<input type="checkbox"/>	<input type="checkbox"/>	Wolf Scent 10ft	Scent 20ft		Scent 30ft

Nivel 8 Apply two aspects to yourself, and two to your animal companion.

Nivel ONE WITH THE WILD

17 Creatures of the same approximate type as any of your current animal foci will not willingly attack you unless attacked first or magically compelled.

MASTER HUNTER

Nivel 20 Track at full speed with no penalty. Each day apply one animal focus to yourself in addition to the above.