

HUNTER

Hunter
Level

MAGIAS

Magias de Resistência CD = Base + Magias Bônus
Conhecidas por dia

| 0 | 1 | 2 | 3 | 4 | 5 | 6 |
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Teste de Resistência CD = 10 + SAB + Nível da Magia

Concentração = SAB + Conjurador Nível

FALHA ARCANA LIMIAR

% Hunters can wear light armour without risking spell failure.

COMPANHEIRO ANIMAL

Nome do Companheiro Animal

Tipo da Criatura

Nível IMPROVED EMPATHIC LINK

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

Nível BONUS TRICKS

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

Nível RAISE ANIMAL COMPANION

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

Nível SPEAK WITH MASTER

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

Nível GREATER EMPATHIC LINK

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

PERÍCIAS

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

Wild Empathy = CAR + Hunter Level

Nível 2 Sobrevivência Hunter Level

Rastrear = + (÷ 2)

Nível SWIFT TRACKER

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

TALENTO BÔNUS

Nível 2 ☐ Precise shot ☐ Outflank

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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

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

MAGIAS CONHECIDAS

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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.

DURAÇÃO
POR DIA

Hunter
Level

rds =

Self Companheiro Animal

Nível 8

Nível 12

Nível 15

| | | | |
|---------------------------------|----------------------|----------------------|----------------------|
| <input type="checkbox"/> Bat | Visão no Escuro 18m | Darkvision 90ft | Blindsense 10ft |
| <input type="checkbox"/> Urso | +2 Constituição | +4 Constituição | + Constituição |
| <input type="checkbox"/> Touro | +2 Força | +4 Força | +6 Força |
| <input type="checkbox"/> Falcon | +4 Percepção | +6 Percepção | +8 Percepção |
| <input type="checkbox"/> Frog | +4 natação e saltar | +6 Natação e Saltar | +8 Natação e Saltar |
| <input type="checkbox"/> Macaco | +4 Escalar | +6 Escalar | +8 Escalar |
| <input type="checkbox"/> Rato | Evasão | Improved evasion | |
| <input type="checkbox"/> Owl | +4 Furtividade | +6 Furtividade | +8 Furtividade |
| <input type="checkbox"/> Snake | +2 AoO attack and AC | +4 AoO attack and AC | +6 AoO attack and AC |
| <input type="checkbox"/> Stag | +1.5m de Velocidade | +3m de Velocidade | +6m de Velocidade |
| <input type="checkbox"/> Tiger | +2 Destreza | +4 Destreza | +6 Dextreza |
| <input type="checkbox"/> Wolf | Scent 10ft | Scent 20ft | Scent 30ft |

Nível 8 Apply two aspects to yourself, and two to your animal compaion.

Nível 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

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