HUNTER Hunter Level				SORTS CONNUS					
X	SORTS	Level 1							
Sorts Sort	Sorts	= Base + Sorts supp.				- 0 -			
Connus DD sauvegard		4 8 -							
	0	SAG SAG SAG SAG							
	1					- 1 -			
	2								
	3					_			
	4								
	5								
	6					2			
DD de jet de sauveg	arde d'un sort = 1	0 + SAG + niveau du sort							
Concentration	= S.	AG + Niveau	ı de ır de Sort						
DISONE DIÉCHEC		Lance	ue sort						
RISQUE D'ÉCHEC DES SORTS PROFANES Hunters can wear light armour without risking spell failure. COMPAGNON ANIMAL						3			
Nom du compagnon a	nimal								
						4			
Type de créature									
Nim m Tarabayura	TAED AMILIO I	*****	_			_			
Niveau IMPROVED 4 See through a		INK s' eyes as a swift action							
(but Hunter is	blinded while ma	intining this connection).	_			5			
Niveau Niveau Niveau BONUS TRICKS 7 13 19 Animal companion learns another trick, in addition to the tricks gained for druid level.									
				000					
Niveau RAISE ANII									
10 Not restricted to your own animal companion. Take a negative level for 24 hours.				6					
Niveau SPEAK WITH MASTER									
11 Parlez avec votre compagnon animal comme si vous partagi Les autres ne peuvent pas vous comprendre.				ngue.	ΛN	IMAL FOCU	IS.		
Niveau GREATER EMPATHIC LINK				.6			,,,	DUREE Hunter	
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. PAR JOUR Level					
	telepathically wit		-	imal comp	panion's focus has no duration li	mit.		mins =	
	COMPETEN		Self An	imal	Niveau	8 8	Nive an	ng Nive	
Improve the attitude o Take -4 penalty to infl			СО	mpanion	를 - sourVis sion dans le noir a 18m	≧ Darkvision 90		Blindsense 10ft	
Empathie sauvag	ie = C	HA + Hunter		Bear	+2 Constitution	+4 Constitutio		+6 Constitution	
		Hunter		Bull	+2 Strength	+4 Force		+6 Strength	
Niveau 2	St	ırvie Level		Falcon	+4 Perception	+6 Perception		+8 Perception	
Traquer	=	+ (÷ 2)		Frog	+4 Swim and jump	+6 Swim and j	ump	+8 Swim and jump	
Niveau SWIFT TRA	CKEB			Monkey	+4 Grimpe	+6 Grimpe		+8 Climb	
8 Track at norma	al speed with no p	penalty, or at twice normal		Mouse Owl	Evasion +4 Discrétion	+6 Stealth	Improv	ved evasion +8 Stealth	
speed with only -10 penalty.				Snake	+2 AoO attack and AC	+6 Stealth +4 AoO attack and AC		+6 AoO attack and AC	
	SUPPLEME	ENTAIRES		Stag	+5ft Speed	+10ft Speed		+20ft Speed	
Niveau 2 Tir precis	□ 0u	tflank		Tiger	+2 Dexterity	+4 Dextérité		+6 Dextérité	
3				Loup	Scent 10ft	Scent 20ft		Scent 30ft	
6			Niveau	Apply tw	o aspects to vourself, and two t	o vour animal con	npaion.		
				Apply two aspects to yourself, and two to your animal compaion.					
9			Niveau 17	Niveau 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.						
			MASIER HONIER						
18		n	Niveau		full speed with no penalty.				
Teamwork feats are g		· · · · · · · · · · · · · · · · · · ·	20	Each da	y apply one animal focus to you	self in addition to	the above.		
As a standard action,	<u> </u>		-						
WC	OODLAND S	TRIDE 💌	l.						

 $\begin{array}{ccc} \text{Niveau} & \text{Hunter and animal companion may move through any sort} \\ \textbf{5} & \text{of undergrowth without slowing down or taking damage}. \end{array}$