	HUN	TER	Hur Le	nter evel	×			CONJUROS	CONOCIDOS		*
×		CONJUE		<i>*</i> (
Conjurc	os CD Salv	Conj	uros _Conju@	ospjuros Adicional	es				0		
Conocid	los de Conjuros	al [Día Base	3 - 4 3 - 8 3 - 12							
		0		SAB SAB SAB SAB							
		1							1 —		
		2		_					1		
		3		_							
		4		_							
		5		444					_		
		6							2		
CD S	alv de Conjuro = 1	0 + SAB + N	livel de Conjur	0							
Conce	entración	=	SAB +	Nivel de Lanzado	r						
UMBF	RAL DE FALLO								3		
Hunters can wear light armour without risking spell failure.									100		
COMPAÑERO ANIMAL											
Nombre	e del Compañero A		ANTINIAL								
Tipo de criatura									4		
Nivel	IMPROVED E										
4	See through anim (but Hunter is bli								_		
Nivel		ONUS TRI							5		
7			nnion learns an e tricks gained	other trick, in for druid level.							
									(
10 Not restricted to your own animal companion. Take a negative level for 24 hours.									6 ——		
Nivel SPEAK WITH MASTER											
11 Talk with your animal companion as if using a common language. Others cannot understand you.					X			ANIMA	L FOCUS		<i>y</i> .
Nivel GREATER EMPATHIC LINK						wift action	apply an animal foor			DURACIÓN	Hunter
14 Range of empathic link increased to 10 miles. Communicate telepathically within 1 mile.						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.					
		. ,					anion's focus has no	duration limit.		turnos =	
Improv	e the attitude of a	ABILID		nlomacy	Self An		1	8 Ki	. <u>□</u> 12	. <u>*</u> 15	
	4 penalty to influce			promacy.	CO	mpanion Bat	Darkvision 60ft		rkvision 90ft	Blindsens	e 10ft
Wild	Empathy	=	CAR +	Hunter Level		Bear	+2 Constitution		Constitution	+6 Constit	
Nivel				Hunter		Bull	+2 Strength	+4	Strength	+6 Streng	th
2		Sup	pervivencia	Level		Falcon	+4 Perception	+6	Perception	+8 Percep	tion
Rastr	ear	_ = _	+ (÷ 2)		Frog	+4 Swim and jur		Swim and jump	+8 Swim a	ınd jump
Nivel	SWIFT TRACE	KER				Monkey Mouse	+4 Climb Evasión	+6	Climb	+8 Climb oved evasion	
8	Track at normal s			t twice normal		Owl	+4 Stealth	+6	Stealth	+8 Stealth	1
	speed with only -					Snake	+2 AoO attack a		AoO attack and AC		tack and AC
Nivel	DOTE	S ADIC	IONALES	*		Stag	+5ft Speed	+1	Oft Speed	+20ft Spe	ed
2	☐ Disparo Precis	0 🗆	Outflank			Tiger	+2 Dexterity	+4	Dexterity	+6 Dexteri	ty
3						Wolf	Scent 10ft	Sc	ent 20ft	Scent 30f	t
6					Nivel 8	Apply tw	o aspects to yourself	f, and two to your	animal compaion.		
9						ONIE VI	ITH THE WILD				
12					Nivel 17	Creature	s of the same approx		of your current anim	al foci will not willingly at	tack you
							tacked first or magic	cally compelled.			
15 18					``			MASTEI	R HUNTER		, i
	vork feats are granted to animal companion as well.						full speed with no pe		addition to the above		
	vork teats are gran tandard action, sw			as well. E	20	Eacii (la)	apply one animal to	cus to yourself In	addition to the above		
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	· .	·	STRIDE	#							

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