

HUNTER

Hunter
Level

ZAUBER

Bekannte Zauber	RW gegen Zauber	Zauber pro Tag	= Grund- zauber	+ Bonuszauber
		0		WE - 4 WE - 8 WE - 12
		1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

RW gegen Zauber (SG) = 10 + WE + Zaubergrad

Konzentration = WE + Zauber-
stufe

ARKANE ZAUBERPATZER WAHRSCHEINLICHKEIT

% Hunters can wear light armour without risking spell failure.

TIERGEFÄHRTE

Name des Tiergefährten

Art

Stufe 4 IMPROVED EMPATHIC LINK

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

Stufe 7 13 19 BONUS TRICKS

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

Stufe 10 RAISE ANIMAL COMPANION

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

Stufe 11 SPEAK WITH MASTER

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

Stufe 14 GREATER EMPATHIC LINK

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

FERTIGKEITEN

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

Tierempathie = CH + Hunter
Level

Stufe 2 Überlebenskunst Hunter
Level

Spuren lesen = + (÷ 2)

Stufe 8 SWIFT TRACKER

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

BONUSTALENTE

Stufe 2 ☐ Präzisionsschuss ☐ 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

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

BEKANNTE ZAUBER

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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.

DAUER
PRO TAG

Hunter
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min.

=

Self	Animal companion	Stufe 1	Stufe 8	Stufe 12	Stufe 15
<input type="checkbox"/>	<input type="checkbox"/> Bat	Dunkelsicht 18m	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	Entrinnen	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	

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

Stufe 17 ONE WITH THE WILD

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

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