

HUNTER

Hunter
Level

SORTS

Sorts Connus	Sort DD sauvegarde	Sorts par jour	=	Sorts de base	+	Sorts supp. SAG - 4 SAG - 8 SAG - 12
		0				
		1				SAG
		2				SAG
		3				SAG
		4				SAG
		5				SAG
		6				SAG

DD de jet de sauvegarde d'un sort = 10 + SAG + niveau du sort

Concentration = SAG + Niveau de Lancer de Sort

RISQUE D'ÉCHEC DES SORTS PROFANES

% Hunters can wear light armour without risking spell failure.

COMPAGNON ANIMAL

Nom du compagnon animal

Type de créature

Niveau IMPROVED EMPATHIC LINK

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

Niveau Niveau Niveau BONUS TRICKS

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

Niveau RAISE ANIMAL COMPANION

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

Niveau SPEAK WITH MASTER

11 Parlez avec votre compagnon animal comme si vous partagiez une langue. Les autres ne peuvent pas vous comprendre.

Niveau GREATER EMPATHIC LINK

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

COMPETENCES

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

Empathie sauvage = CHA + Hunter Level

Niveau 2 Survie Hunter Level

Traquer = + (÷ 2)

Niveau SWIFT TRACKER

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

DONS SUPPLEMENTAIRES

Niveau 2 ☐ Tir précis ☐ 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

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

SORTS CONNUS

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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.

DUREE
PAR JOUR

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mins =

Self	Animal companion	Niveau 1	Niveau 8	Niveau 12	Niveau 15
<input type="checkbox"/>	<input type="checkbox"/>	Chauves-souris Vision dans le noir à 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 Force		+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 Grimpe	+6 Grimpe		+8 Climb
<input type="checkbox"/>	<input type="checkbox"/>	Mouse Evasion		Improved evasion	
<input type="checkbox"/>	<input type="checkbox"/>	Owl +4 Discrétion	+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 Dextérité		+6 Dextérité
<input type="checkbox"/>	<input type="checkbox"/>	Loup Scent 10ft	Scent 20ft		Scent 30ft

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

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.

MASTER HUNTER

Niveau Track at full speed with no penalty.

20 Each day apply one animal focus to yourself in addition to the above.