

Dag

Male coldborn hunter 12

LG Medium humanoid (shapechanger)

Init +2; **Senses** low-light vision, Perception +17

Languages Aklo, Common, Sylvan

DEFENSE

AC 24, touch 15, flat-footed 22 (+9 armor, +3 deflection, +2 Dex)

hp 134 (12 HD)

Fort +15, **Ref** +13, **Will** +9

OFFENSE

Speed 20 ft. (4 squares), 30 ft. unarmored

Melee +3 *adamantine battleaxe* +17/+12 (1d8+8/×3), bite +14 (1d6+4) and claw +14 (1d4+4) or +3 *adamantine battleaxe* +23/+18 (1d8+1d6+8/×3), bite +20 (2d6+4) and claw +20 (1d4+1d6+4) while flanking with animal companion

Ranged +1 *adaptive composite longbow* +12/+7 (1d8+6/×3 plus pheromones) with pheromone arrows

Special Attacks precise companion (outflank), hunter tactics

Spell-like Abilities (CL 12th; Concentration +14)

At-will – *raise animal companion*

1/day – *calm animals*

Hunter Spells Known (CL 12th; Concentration +14)

4th (3/day) – *animal growth*, *atavism*^{UM}, *thorn body*^{APG}, *tree stride*

3rd (4/day) – *meld into stone*, *nature's exile*^{APG}, *see through stone*^{DoG}, *strong jaw*^{APG}

2nd (5/day) – *acute senses*^{UM}, *barkskin*, *carry companion*^{KotIS}, *hide campsite*^{APG}, *protection from energy*

1st (5/day) – *call animal*^{APG}, *charm animal*, *animal messenger*, *detect animals or plants*, *endure elements*, *speak with animals*

0 (at will) – *create water*, *detect poison*, *guidance*, *mending*, *purify food and drink*, *spark*^{APG}

STATISTICS

Abilities Str 20 (+5), Dex 14 (+2), Con 18 (+4), Int 14 (+2), Wis 14 (+2), Cha 6 (–2)

Base Atk +9; **CMB** +14; **CMD** 29 (33 vs. bull rush/trip)

Feats Animal Soul, Combat Expertise, Extra Feature, Escape Route, Ferocious Loyalty^B, Improved Spell Sharing, Multiattack, Outflank^B, Pack Flanking^B, Precise Strike^B

Skills Climb +12, Handle Animal +13 (+17 with animal companion), Intimidate +13, Knowledge (dungeoneering) +11, Knowledge (geography) +11, Knowledge (nature) +17, Perception +17, Stealth +13, Survival +17 (+23 track), Swim +10; **Armor Check Penalty** –4; **Racial Bonus** +2 Climb

SQ animal focus (12 minutes/day), change shape (9/day), improved empathic link, nature training, second animal focus, swift tracker, track +6, wild empathy +10 (+14 with animal companion), woodland stride

Combat Gear arrows (20), pheromone arrows (16), *wand of cure light wounds* (50 charges); **Other Gear** +1 *adaptive composite longbow*, +2 *amulet of mighty fists*, +3 *adamantine battleaxe*, +3 *living steel four-mirror armor*, *belt of giant strength* +4, *cloak of resistance* +3, *stagger-proof boots*, tender (24gp)

Encumbrance light 133 lb., medium 266 lb., heavy 400 lb.; **Weight Carried** 62 lb. 7 oz. (excluding tender)

SPECIAL ABILITIES

Animal Focus (Su) You can take on the aspect of an animal as a swift action. You must select one type of animal to emulate, gaining a bonus or special ability based on the type of animal emulated and your hunter level. You can use this ability for a number of minutes per day equal to your hunter level. This duration does not need to be consecutive, but must be spent in 1-minute increments. You can emulate only one animal at a time. You can also apply one of these aspects to your animal companion. Unlike with yourself, there is no duration on the animal aspect applied to your animal companion. An aspect



applied in this way does not count against your minutes of duration per day—it remains in effect until you change it. The companion's aspect can be the same aspect you have taken on or a different one. You can select or change the animal foci on both yourself and your animal companion as part of the same swift action. If your animal companion is dead, you can apply your companion's animal focus to yourself instead of your animal companion. This is in addition to the normal one you can choose, and (as with a companion's focus) remains in effect until you change it instead of counting against your minutes per day. A list of animal aspects are shown below.

Change Shape You can change shape into a bestial form as a standard action. In bestial form, you gain a +2 racial bonus to Wisdom. While in this form, you also take on an animalistic feature that provides a special effect. Each time you assume bestial form, you can choose to gain two of the following features: bite attack (1d6), 2 claws (1d4), climb 20 ft., or scent (30 ft.). The racial ability score bonus and additional features last as long as you remain in that form, and you can remain in bestial form for as long as you want. While in bestial form, you take a –4 penalty on Charisma and Charisma-based checks when interacting with humanoids that lack the shapechanger subtype. You can return to your humanoid form as a swift action. To change forms and gain a different benefit, you must first return to your humanoid form then use your shapechange ability again. You can shapechange into bestial form a number of times per day equal to $3 + \frac{1}{2}$ your character level.

Hunter Tactics (Ex) You automatically grant your teamwork feats to your animal companion. The companion doesn't need to meet the prerequisites of these teamwork feats.

Improved Empathic Link (Su) You gain an empathic link with your animal companion out to one mile. You can communicate empathically with your animal companion and can also see through a companion's eyes as a swift action, maintaining this connection as long as you like (as long as the companion is within 1 mile) and ending it as a free action. You are blinded while maintaining this connection. Because of the link's limited nature, only general emotions can be shared. You have the same connection to an item or place that your animal companion does.

Nature Training (Ex) You count your total hunter level as both druid levels and ranger levels for the purpose of qualifying for feats, traits, and options that modify or improve an animal companion.

Raise Animal Companion (Sp) You gain *raise animal companion* as a spell-like ability; this is not restricted to raising only your own animal companion. Using this spell-like ability gives you a permanent negative level. This negative level cannot be overcome in any way (including by *restoration*), but automatically ends after 24 hours.

Second Animal Focus (Su) Whenever you use your animal focus ability, you select two different animal aspects for yourself instead of one, and can assign two aspects to your animal companion instead of one. As with the companion's previous aspect, the second one does not count against the minutes per day you can take on an aspect. If your animal companion is dead and you have applied the companion's animal aspect to yourself, that aspect does not count toward your maximum of two aspects at once. You can still apply only one of your dead companion's aspects to yourself, not both.

Speak with Master (Ex) You and your animal companion can communicate verbally, as if you were using a common language. Other creatures cannot understand the communication without magical aid.

Swift Tracker (Ex) You can move at your normal speed while using Survival to follow tracks without taking the normal –5 penalty. You take only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Teamwork Feat As a standard action, you can choose to learn a new bonus teamwork feat in place of the most recent bonus teamwork feat you have already learned. In effect, you lose the bonus feat in exchange for the new one. You can change only the most recent teamwork feat gained, and must meet the prerequisites for the newly selected feat. You can change your most recent teamwork feat a number of times per day equal to your Wisdom modifier (minimum 1). Whenever you gain a new teamwork feat, your previous teamwork feats become permanent.

Track (Ex) You add $\frac{1}{2}$ your hunter level to Survival skill checks made to follow tracks.

Wild Empathy (Ex) You can improve the initial attitude of an animal. This ability functions as a Diplomacy check to improve the attitude of a person, but you roll 1d20 and add your hunter level and your Charisma modifier to determine the wild empathy check result. The typical domestic animal has a

starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, you and the animal must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time. You can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a –4 penalty on the check.

Woodland Stride (Ex) You and your animal companion may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion will still affect you and your animal companion.

Snaggletooth

Spinosaurus Animal Companion

N Large animal

Init +6; **Senses** Perception +12

DEFENSE

AC 26, touch 13, flat-footed 22 (+4 Dex, +13 natural, –1 size)

hp 95 (10 HD)

Fort +12, **Ref** +13, **Will** +4; +4 vs. enchantment spells and effects

Defensive Abilities devotion, evasion

OFFENSE

Speed 30 ft. (6 squares), swim 20 ft.

Melee bite +19 (2d6+12) and 2 claws +18 (1d6+12) or

bite +25 (3d6+12) and 2 claws +24 (2d6+12) while flanking with master, or

bite +17 (2d6+16) and 2 claws +16 (1d6+16) with Power Attack, or

bite +23 (3d6+16) and 2 claws +22 (2d6+16) with Power Attack while flanking with master

Space 10 ft.; **Reach** 10 ft.

STATISTICS

Abilities Str 34 (+12), Dex 22 (+6), Con 20 (+5), Int 2 (–4), Wis 13 (+1), Cha 3 (–4)

Base Atk +7; **CMB** +20; **CMD** 36

Feats Combat Reflexes, Escape Route^B, Ferocious Loyalty^B, Improved Natural Attack (bite), Improved Spell Sharing^B, Multiattack^B, Narrow Frame, Outflank^B, Pack Flanking^B, Power Attack, Precise Strike^B, Weapon Focus (bite)

Skills Escape Artist +10, Perception +12, Stealth +6, Swim +20 (may take 10)

SQ animal aspects (traditionally bull and tiger), link, share spells, speak with master, tricks (advanced attack, break out, come, defend, down, exclusive, heel, sneak, stay, watch), woodland stride

Gear *beast-bond brand* (10 charges), *menacing amulet of mighty fists*

Encumbrance light 1,864 lb., medium 3,728 lb., heavy 5,600 lb.; **Weight Carried** 0 lb.

SPECIAL ABILITIES

Devotion (Ex) An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Evasion (Ex) If an animal companion is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

Link (Ex) You can handle your animal companion as a free action, or push it as a move action, even if you don't have any ranks in the Handle Animal skill. You gain a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex) You may cast a spell with a target of "You" on your animal companion (as a spell with a range of touch) instead of on yourself. You may cast spells on your animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come



from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

ANIMAL ASPECTS

Bat: The creature gains darkvision to a range of 60 feet. At 8th-level, the range increases by 30 feet. At 15th-level, the creature also gains blindsense to a range of 10 feet.

Bear: The creature gains a +2 enhancement bonus to Constitution. This bonus increases to +4 at 8th-level and +6 at 15th-level.

Bull: The creature gains a +2 enhancement bonus to Strength. This bonus increases to +4 at 8th-level and +6 at 15th-level.

Falcon: The creature gains a +4 competence bonus on Perception checks. This bonus increases to +6 at 8th-level and +8 at 15th-level.

Frog: The creature gains a +4 competence bonus on Swim checks and on Acrobatics checks to jump. These bonuses increase to +6 at 8th-level and +8 at 15th-level.

Monkey: The creature gains a +4 competence bonus on Climb checks. This bonus increases to +6 at 8th-level and +8 at 15th-level.

Mouse: The creature gains evasion, as the rogue class feature. At 12th-level, this increases to improved evasion, as the rogue advanced talent.

Owl: The creature gains a +4 competence bonus on Stealth checks. This bonus increases to +6 at 8th-level and +8 at 15th-level.

Snake: The creature gains a +2 bonus on attack rolls when making attacks of opportunity and a +2 dodge bonus to AC against attacks of opportunity. These bonuses increase to +4 at 8th-level and +6 at 15th-level.

Stag: The creature gains a 5-foot enhancement bonus to its base land speed. This bonus increases to 10 feet at 8th-level and 20 feet at 15th-level.

Tiger: The creature gains a +2 enhancement bonus to Dexterity. This bonus increases to +4 at 8th-level and +6 at 15th-level.

Wolf: The creature gains the scent ability with a range of 10 feet. The range of this sense increases to 20 feet at 8th-level and 30 feet at 15th-level. The range doubles if the opponent is upwind, and is halved if the opponent is downwind.