

HUNTER

Hunter
Level

CZARY

Znane Czary	ST Rzutu Obronnego	Czary na dzień	= Czary Bazowe	Premiowe Czary
		0		RZT - 4 RZT - 8 RZT - 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"/>

ST Rz. Obr. = 10 + RZT + Poziom Czaru

Koncentracja = RZT + Poziom Czarującego

NIEPOWODZENIE CZARU WTAJEMNICZEŃ RYZYKO

% Hunters can wear light armour without risking spell failure.

ZWIERZĘCY TOWARZYSZ

Imię Zwierzęcego Towarzysza

Typ Potwora

Poziom IMPROVED EMPATHIC LINK

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

PoziomPoziomPoziom BONUS TRICKS

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

Poziom RAISE ANIMAL COMPANION

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

Poziom SPEAK WITH MASTER

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

Poziom GREATER EMPATHIC LINK

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

UMIEJĘTNOŚCI

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

Wild Empathy = CHA + Hunter Level

Poziom 2 Survival Hunter Level

Tropienie = + (÷ 2)

Poziom SWIFT TRACKER

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

ATUTY PREMIOWE

Poziom 2 ☐ Precise shot ☐ 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

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

ZNANE CZARY

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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.

CZAS TRWANIA
NA DZIEŃ

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rund =

Self	Animal companion	Poziom 1	Poziom 8	Poziom 12	Poziom 15
<input type="checkbox"/> Bat		Darkvision 60ft	Darkvision 90ft		Blindsense 10ft
<input type="checkbox"/> Bear		+2 Constitution	+4 Constitution		+6 Constitution
<input type="checkbox"/> Bull		+2 Strength	+4 Strength		+6 Strength
<input type="checkbox"/> Falcon		+4 Perception	+6 Perception		+8 Perception
<input type="checkbox"/> Frog		+4 Swim and jump	+6 Swim and jump		+8 Swim and jump
<input type="checkbox"/> Monkey		+4 Climb	+6 Climb		+8 Climb
<input type="checkbox"/> Mouse		Uchylanie		Improved evasion	
<input type="checkbox"/> Owl		+4 Stealth	+6 Stealth		+8 Stealth
<input type="checkbox"/> Snake		+2 AoO attack and AC	+4 AoO attack and AC		+6 AoO attack and AC
<input type="checkbox"/> Stag		+5ft Speed	+10ft Speed		+20ft Speed
<input type="checkbox"/> Tiger		+2 Dexterity	+4 Dexterity		+6 Dexterity
<input type="checkbox"/> Wolf		Scent 10ft	Scent 20ft		Scent 30ft

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

Poziom 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

Poziom Track at full speed with no penalty.

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