

HUNTER

Hunter
Level

INCANTESIMI

Incantesimi conosciuti	CD salvezza incantesimi	Incantesimi al giorno	Incantesimi Base	Incantesimi Bonus
		0		SAG - 4 SAG - 8 SAG - 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"/>

CD Salvezza Inc. = 10 + SAG + Liv. Incantesimo

Concentrazione = SAG + Livello incantatore

FALLIMENTO INCANTESIMI ARCANI SOGLIA

% Hunters can wear light armour without risking spell failure.

COMPAGNO ANIMALE

Nome del compagno animale

Tipo di creatura

Livello IMPROVED EMPATHIC LINK

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

Livello Livello Livello BONUS TRICKS

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

Livello RAISE ANIMAL COMPANION

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

Livello SPEAK WITH MASTER

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

Livello GREATER EMPATHIC LINK

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

ABILITÀ

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

Wild Empathy = CAR + Hunter Level

Livello 2 Survival Hunter Level

Seguire tracce = + (÷ 2)

Livello SWIFT TRACKER

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

TALENTI BONUS

Livello 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

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

INCANTESIMI CONOSCIUTI

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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.

DURATA

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PER DAY

r =

Self	Animal companion	Livello 1	Livello 8	Livello 12	Livello 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		Eludere	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	

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

Livello 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

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