

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

Hunter
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Self	Animal companion	Poziom 1	Poziom 8	Poziom 12	Poziom 15
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	Bat Darkvision 60ft	Bat Darkvision 90ft	Bat Darkvision 120ft	Bat Blindsight 10ft
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	Bear +2 Constitution	Bear +4 Constitution	Bear +6 Constitution	Bear +8 Constitution
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	Bull +2 Strength	Bull +4 Strength	Bull +6 Strength	Bull +8 Strength
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	Falcon +4 Perception	Falcon +6 Perception	Falcon +8 Perception	Falcon +10 Perception
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	Frog +4 Swim and jump	Frog +6 Swim and jump	Frog +8 Swim and jump	Frog +10 Swim and jump
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	Monkey +4 Climb	Monkey +6 Climb	Monkey +8 Climb	Monkey +10 Climb
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	Mouse Uchylanie	Mouse Improved evasion	Mouse Improved evasion	Mouse Improved evasion
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	Owl +4 Stealth	Owl +6 Stealth	Owl +8 Stealth	Owl +10 Stealth
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	Snake +2 AoO attack and AC	Snake +4 AoO attack and AC	Snake +6 AoO attack and AC	Snake +8 AoO attack and AC
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	Stag +5ft Speed	Stag +10ft Speed	Stag +15ft Speed	Stag +20ft Speed
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	Tiger +2 Dexterity	Tiger +4 Dexterity	Tiger +6 Dexterity	Tiger +8 Dexterity
<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	Wolf Scent 10ft	Wolf Scent 20ft	Wolf Scent 30ft	Wolf Scent 40ft

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

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.