HUNTER

Hunter Level

SORTS

Sorts Connus	DD Sort sauvegarde		Sorts par jour	= Base Sorts	+ Sorts supplémentaires SAG - 4	SAG - 8	SAG - 12
		0					
		1					
		2					
		3					
		4					
		5					
		6					

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

Concentration [ ] = SAG + _____ Niveau de Lanceur 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 4 **IMPROVED EMPATHIC LINK**
See through animal companions' eyes as a swift action (but Hunter is blinded while maintining this connection).

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

Niveau 10 **RAISE ANIMAL COMPANION**
Not restricted to your own animal companion. Take a negative level for 24 hours.

Niveau 11 **SPEAK WITH MASTER**
Talk with your animal companion as if using a common language. Others cannot understand you.

Niveau 14 **GREATER EMPATHIC LINK**
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 influce a magical beast.

Empathie sauvage [ ] = CHA + _____ Hunter Level

Niveau 2
Traquer [ ] = _____ Survie + (_____ Hunter Level ÷ 2)

Niveau 8 **SWIFT TRACKER**
Track at normal speed with no penalty, or at twice normal speed with only -10 penalty.

DONS SUPPLEMENTAIRES

Niveau 2 ☐ Precise shot ☐ Outflank

3 _____ ☐
6 _____ ☐
9 _____ ☐
12 _____ ☐
15 _____ ☐
18 _____ Permanent

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

0

1

2

3

4

5

6

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 [ ] trs = Hunter Level

Self	Animal companion	Niveau 1	Niveau 8	Niveau 12	Niveau 15
☐	☐ Chauves-souris	Vision dans le noir a 18m	Darkvision 90ft		Blindsense 10ft
☐	☐ Bear	+2 Constitution	+4 Constitution		+6 Constitution
☐	☐ Bull	+2 Strength	+4 Force		+6 Strength
☐	☐ Falcon	+4 Perception	+6 Perception		+8 Perception
☐	☐ Frog	+4 Swim and jump	+6 Swim and jump		+8 Swim and jump
☐	☐ Monkey	+4 Grimpe	+6 Grimpe		+8 Climb
☐	☐ Mouse	Evasion		Improved evasion	
☐	☐ Owl	+4 Discrétion	+6 Stealth		+8 Stealth
☐	☐ Snake	+2 AoO attack and AC	+4 AoO attack and AC		+6 AoO attack and AC
☐	☐ Stag	+5ft Speed	+10ft Speed		+20ft Speed
☐	☐ Tiger	+2 Dexterity	+4 Dextérité		+6 Dextérité
☐	☐ Loup	Scent 10ft	Scent 20ft		Scent 30ft

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

Niveau 17 **ONE WITH THE WILD**
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 20 Track at full speed with no penalty.
Each day apply one animal focus to yourself in addition to the above.