			Hunter Level	ī	INCANTESIMI CONOSCIUTI						
×	INCA	NTESIMI	Level	1							
Incantesimi CD TS	.:		Inc. +	Inc.				<b>—</b> 0			
conosciuti Incantesin		al Gloffio	Base	Bouns 5							
	0			SAG SAG SAG SAG							
	1							1			
	2										
	3										
	4										
	5										
	6							2			
CD Salvezza Inc. =	10 + SAG	+ Liv. Incantes	imo								
Concentrazione		= SAG	+	Livello Incantat	ore						
FALLIMENTO IN	CANTES	IMI ARCANI	INCAN	TESIMI AF	RCANI			3			
Hunters can wear light armour without risking								<b>)</b>			
Nome del Compagno		NO ANIMA	ALE	*							
Nome del compagno	aiiiiiaic										
Tipo di creatura								4			
ripo di cicatara											
Livello IMPROVEI	D EMPAT	THIC LINK									
4 See through	animal cor	npanions' eyes									
(but Hunter is blinded while maintining this connection).								5			
Livello Livello Livello BONUS TRICKS 7 13 19 Animal companion learns another trick, in											
	addition	to the tricks ga									
Livello RAISE AN			nanion					6			
10 Not restricted to your own animal companion.  Take a negative level for 24 hours.								— <b>6</b>			
Livello SPEAK WITH MASTER											
11 Talk with your animal companion as if using a common language. Others cannot understand you.					×			ANIMAL FO	CUS		<i>x</i>
Livello GREATER EMPATHIC LINK					As a sv	vift action	, apply an animal focus to y	vourself and to vou		DURATA	Hunter
<b>14</b> Range of empathic link increased to 10 miles. Communicate telepathically within 1 mile.					animal	companio	on. They do not need to be to anion's focus has no durat	the same.		AL GIORNO	Level
Communicat		ILITÀ	illie.	# (						rd =	
Improve the attitude			na Diplom		Self An	imal mpanion	Livello	Livello 8	<u>≅</u> <b>12</b>	<u>§</u> 15	
Take -4 penalty to in						Bat	Darkvision 60ft	Darkvision		Blindsense	10ft
Wild Empathy		= CAR	+	Hunter Level		Bear	+2 Constitution	+4 Constit	ution	+6 Constit	ution
Livello			Hun	ter		Bull	+2 Strength	+4 Strengt	h	+6 Strengt	h
2		Sopravviven	za Lev			Falcon	+4 Perception	+6 Percept		+8 Percept	
Seguire tracce $=$ $\div$ <b>2</b> )					Frog	+4 Swim and jump +4 Climb	+6 Swim a +6 Climb	+6 Swim and jump		nd jump	
Livello SWIFT TRACKER					Monkey Mouse	Eludere	+0 CIIIID	Impro	+8 Climb ved evasion		
8 Track at normal speed with no penalty, or at twic speed with only -10 penalty.			ce normal		Owl	+4 Stealth	+6 Stealth		+8 Stealth		
					Snake	+2 AoO attack and AC	+4 AoO att	+4 AoO attack and AC		+6 AoO attack and AC	
TALENTI BONUS Livello						Stag	+5ft Speed	+10ft Spee	ed +20ft Speed		ed
2 ☐ Tiro preciso ☐ Outflank					Tiger	+2 Dexterity		4 Dexterity +6 Dexterity			
3					Livello	Wolf	Scent 10ft	Scent 20ft		Scent 30ft	
6						Apply tw	o aspects to yourself, and	two to your animal	compaion.		
9						ONE W	TTH THE WILD				
12						Creature	s of the same approximate		r current anima	l foci will not willingly att	ack you
						unless a	ttacked first or magically c	·			
18								MASTER HU	NTER		×
Teamwork feats are granted to animal companion as well.  As a standard action, swap the most recent teamwork feat.						full speed with no penalty.  y apply one animal focus to		n to the above			
As a standard action	-			eii. Ei feat. d	20	Lauii ud)	, apply one allillal locus to	, yoursell ill duuill0	וו נט נווכ מטטעפ.		
	•	AND STRI									

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