

# HUNTER

Hunter  
Level

## SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		0		WIS WIS - 4 WIS - 8 WIS - 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"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration  = WIS + Caster Level

## ARCANE SPELL FAILURE THRESHOLD

% Hunters can wear light armour without risking spell failure.

## ANIMAL COMPANION

Animal Companion's Name

Creature Type

### Level 4 IMPROVED EMPATHIC LINK

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

### Level 7 Level 13 Level 19 BONUS TRICKS

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

### Level 10 RAISE ANIMAL COMPANION

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

### Level 11 SPEAK WITH MASTER

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

### Level 14 GREATER EMPATHIC LINK

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

## SKILLS

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

Wild Empathy  = CHA + Hunter Level

Level 2 Survival Hunter Level

Track  =  + (  ÷ 2 )

### Level 8 SWIFT TRACKER

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

## BONUS FEATS

Level 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

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

## KNOWN SPELLS

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.

DURATION  
PER DAY

Hunter  
Level

rds =

Self	Animal companion	Level 1	Level 8	Level 12	Level 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		Evasion		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

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

### Level 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

Level Track at full speed with no penalty.

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