

# HUNTER

Hunter  
Level

## CZARY

| Znane Czary | ST Rzutu Obronnego | Czary Dziennie | = Czary Bazowe | Premiowe Czary   |
|-------------|--------------------|----------------|----------------|--|
|             |                    | 0              |                | RZT - 4<br>RZT - 8<br>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 Hunter Level  
**2** Sztuka Przetrawiania

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

## ZNANE CZARY

0

1

☐ ☐ ☐

2

☐ ☐ ☐

3

☐ ☐ ☐

4

☐ ☐ ☐

5

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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.

CZAS TRWANIA  
NA DZIEŃ

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