HU	NTER	Hunter Level			SO	RTS CONN	US		*
X	SORTS	2000.							
Sorts Sort	Sorts	= Baseorts supplé	mentaires			<b>– 0</b> –			
Connus DD sauvegarde		Sorts	1						
	0	SAG	SAG						
	1	779				- 4 -			
	2					<b>1</b>			
	3					_			
	4								
	5	440							
	6					2			
DD de jet de sauvegarde d'un sort = 10 + SAG + niveau du sort									
Concentration	= SA	( - <del></del>	veau de inceur de Sort						
RISQUE D'ÉCHEC I	DES SORTS PRO					_ , _			
Hunters can wear light armour without risking						_ 3 			
- Spen failure.						_ =====================================			
Nom du compagnon an	PAGNON AI	NIMAL	#						
Nom du compagnon an	IIIIai								
Type de créature						_ 4 _			
Niveau IMPROVED I	EMPATHIC LIN	JK							
4 See through ani	imal companions'	eyes as a swift actio tining this connectio							
Niveau Niveau BONUS TRICKS						_			
	7 13 19 Animal companion learns another trick, in addition to the tricks gained for druid level.					_ 888 _			
Niveau RAISE ANIMAL COMPANION  10 Not restricted to your own animal companion.						_ 6 _			
Take a negative level for 24 hours.						_			
Niveau SPEAK WITH MASTER  11 Talk with your animal companion as if using a common language. Others cannot understand you.				ANIMAL FOCUS					
Niveau GREATER EMPATHIC LINK				wift action	, apply an animal focus to yours			DUREE	Hunter
14 Range of empathic link increased to 10 miles. Communicate telepathically within 1 mile.				ıl companio	on. They do not need to be the sa	ame.		PAR JOUR	Level
	OMPETENC				panion's focus has no duration li			trs	
Improve the attitude of			Seli A	nimal ompanion	Niveau <b>1</b>	8 san	Nivean 12	Niveau 15	
Take -4 penalty to influ		st.		•	= :-soun∛ssion dans le noir a 18m	<b>≥</b> Darkvision 90		Blindsense 1	Oft
Empathie sauvage	= CH	( / / ) = e	unter 🗆 🗆 🗆		+2 Constitution	+4 Constitution	on	+6 Constituti	ion
Niveau		Hunter		Bull	+2 Strength	+4 Force		+6 Strength	
2	Surv	vie Level		Falcon	+4 Perception	+6 Perception		+8 Perceptio	
Traquer	=	+ (÷	-, -		+4 Swim and jump	+6 Swim and	jump	+8 Swim and	jump
Niveau SWIFT TRAC	CKER				+4 Grimpe Evasion	+6 Grimpe	Improv	+8 Climb red evasion	
8 Track at normal speed with only		enalty, or at twice nor	mal		+4 Discrétion	+6 Stealth	Шргоч	+8 Stealth	
	. ,	ATTA IDDG		Snake	+2 AoO attack and AC	+4 AoO attacl	and AC	+6 AoO attac	k and AC
Niveau DONS	SUPPLEMEN	NTAIRES		Stag	+5ft Speed	+10ft Speed		+20ft Speed	
2 ☐ Tir precis	□ Outf	flank			+2 Dexterity	+4 Dextérité		+6 Dextérité	
3				Loup	Scent 10ft	Scent 20ft		Scent 30ft	
6			- Nivea _ □ <b>8</b>	u Apply tw	o aspects to yourself, and two t	o your animal co	mpaion.		
9				TITH THE WILD as of the same approximate type	as any of your o	irrent animal	foci will not willingly otton	ok vou	
12			<b>17</b>		is of the same approximate type ttacked first or magically compe		arrent dillillidi	Tool will not willingly attac	л you
15			- " 📉		MAS	STER HUNT	TER		#
18			Nivea		full speed with no penalty.				
Teamwork feats are gra			Nivea 20	Each day	y apply one animal focus to you	self in addition t	o the above.		
As a standard action, s	<u> </u>								
WO	ODLAND ST	RIDE	#						

 $\begin{array}{ccc} \text{Niveau} & \text{Hunter and animal companion may move through any sort} \\ \textbf{5} & \text{of undergrowth without slowing down or taking damage}. \end{array}$