HUN'	TER	Hunter Level		×		INCA	NTESIN	II CONOSCIU	JTI	,
INC	CANTESIM		- (
ncantesimi CD TS	Inc. =	Inc. +	Inc.					0 —		
conosciuti Incantesimi		Base	Bonus ~							
0			SAG SAG SAG SAG							
1								1 —		
2										
3										
4										
5								2		
CD Salvazza Ina. = 10 + SAC + Liv Incentacima								ınn ———		
CD Salvezza Inc. = 10 + SAG + Liv. Incantesimo							— E			
Concentrazione	= SAC	<u> </u> +	Incant.							
FALLIMENTO INCANT	TESIMI ARCA	NI INCAN	ITESIMI AR	CANI				3		
Hunters can wear light armour without risking spell failure.								inn ———		
open iai	COMPAGNO ANIMALE									
Nome del Compagno anima		VIIADL								
Tipo di creatura								4 		
Livello IMPROVED EM			ft antion							
4 See through animal companions' eyes as a swift action (but Hunter is blinded while maintining this connection).								5		
Tivello Livello Livello BONUS TRICKS 7 13 19 Animal companion learns another trick, in addition to the tricks gained for druid level.) 		
Livello RAISE ANIMAL	COMPANION	J								
10 Not restricted to your own animal companion. Take a negative level for 24 hours.								6 —		
Livello SPEAK WITH MASTER										
11 Talk with your animal companion as if using a common				\			ΔΝΙΜΔ	L FOCUS		
language. Others cannot understand you. Livello GREATER EMPATHIC LINK					ift action				DURATA	Hunter
14 Range of empathic link increased to 10 miles. Communicate telepathically within 1 mile.				animal	As a swift action, apply an animal focus to yourself and to your animal companion. They do not need to be the same.					
	ABILITÀ	I mile.	# (anion's focus has no durat			=	
Improve the attitude of a w		ısina Dinlon		Self An	imal mpanion	e Inde	8 Rivello	Livello	2 egg 15	
Take -4 penalty to influce a		9 - 1	,			Darkvision 60ft		kvision 90ft	Blindsens	e 10ft
Wild Empathy	= CAI	R +	Hunter Level		Bear	+2 Constitution	+4	Constitution	+6 Consti	tution
Livello		Hur			Bull	+2 Strength		Strength	+6 Streng	
2	Sopravviv	/			Falcon Frog	+4 Perception +4 Swim and jump		Perception Swim and jump	+8 Percep	
Seguire tracce	=	+ (÷ 2)		Monkey	+4 Climb		Climb	+8 Climb	ilia jullip
Livello SWIFT TRACKER 8 Track at normal speed with no penalty, or at twice normal					Mouse	Eludere			nproved evasion	
8 Track at normal spe speed with only -10		alty, or at tw	ice normal		Owl	+4 Stealth	+6	Stealth	+8 Stealth	1
TAL	ENTI BON	US			Snake	+2 AoO attack and AC		AoO attack and AC		tack and AC
Livello					Stag	+5ft Speed		Oft Speed	+20ft Spe	
2 Tiro preciso	☐ Outfla	nk			Tiger	+2 Dexterity		Dexterity	+6 Dexter	•
3				Livello	Wolf	Scent 10ft	506	ent 20ft	Scent 30f	
6				8	Apply tw	o aspects to yourself, and t	two to your	animal compaion.		
9				Livello	ONE W	ITH THE WILD				
12				17		s of the same approximate tacked first or magically co		of your current an	imal foci will not willingly at	tack you
15				\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	umess d		· .	HIINTED.		
					Tax of the			RHUNTER		*
Teamwork feats are granted to animal companion as well. As a standard action, swap the most recent teamwork feat.				Livello 20		full speed with no penalty. apply one animal focus to		addition to the abo	ove.	
As a standard action, swap	the most recen	t teamwork	feat.	~						
WOOL	DLAND STE	RIDE	"							

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