			lunter Level		×				KNC	WN SPELL	S			,	
``		SPELLS		1											
Spells	Spell	Spells	= Bas	se + Bonus S	pells						0 —				
Known		per day	Spe	4 0											
		0	1	S M S				_							
		1		<u> </u>							1 -				
		2		77											
		3									-				
		4		++											
		5		++											
6											2				
Spell Save DC = 10 + WIS + Spell Level											- 000				
Conce	ntration	= w	IS +		aster evel										
ARCAI	NE SPELL FAII	URE THRESI	HOLD								3 —				
Hunters can wear light armour without risking spell failure.															
	ANIMAL COMPANION										- 000				
Animal	Companion's Nan		AIVIO	IN											
Creature Type											. 4				
											. 555				
	IMPROVED EN														
	See through anim (but Hunter is bli														
Level	Level Level BONUS TRICKS										· 5				
7		imal companion dition to the tric													
	RAISE ANIMA			mian											
10 Not restricted to your own animal companion. Take a negative level for 24 hours.											6 —				
Level SPEAK WITH MASTER															
11 Talk with your animal companion as if using a common language. Others cannot understand you.						ANIMAL FOCUS									
Level GREATER EMPATHIC LINK 14 Range of empathic link increased to 10 miles. Communicate telepathically within 1 mile.									y an animal focus to				ДЛИТЕЛЬ В ПЕШЬ	НОСТЬ	Hunter Level
							animal companion. They do not need to be the same. The animal companion's focus has no duration limit.								Level
``		SKILLS										_		rds =	
	the attitude of a			Diplomacy.		Self Ani	imal npanion	Leve	1	Leve	8	<u>a</u> 12	Leve	15	
	penalty to influce			Н	unter		Bat		Darkvision 60ft		Darkvision 90ft			Blindsense	e 10ft
Wild E	mpathy	= CH	1A +		evel		Bear		+2 Constitution		+4 Constitution			+6 Constit	
Level		Surv	iival	Hunter Level			Bull Falcon		+2 Strength +4 Perception		+4 Strength +6 Perception			+6 Strengt +8 Percept	
2 Track		= 3017	IVal		2)		Frog		+4 Swim and jump		+6 Swim and ju	mp		+8 Swim a	
Track				·	2)		Monkey		+4 Climb		+6 Climb			+8 Climb	a jap
	SWIFT TRACKER Track at normal speed with no penalty, or at twice normal						Mouse		Evasion			Impro	ved evasion		
	speed with only -		enaity, o	r at twice noi	mai		Owl		+4 Stealth		+6 Stealth			+8 Stealth	l
``	В	ONUS FEA	TS				Snake		+2 AoO attack and A	С	+4 AoO attack a	nd AC			tack and AC
Level	☐ Precise shot	☐ Outf					Stag		+5ft Speed		+10ft Speed			+20ft Spec	
			IIGIIK				Tiger Wolf		+2 Dexterity Scent 10ft		+4 Dexterity Scent 20ft			+6 Dexteri	
3						Level									-
6					_	8	Apply tw	o asp	ects to yourself, and	I two to	your animal com	oaion.			
9			Level			THE WILD		_							
12						17			he same approximate ed first or magically (ent anima	l foci will not	willingly att	tack you
15						X					TER HUNTI	ER			×
18					_ nent	Level	Track at	full s	peed with no penalty						
Teamwork feats are granted to animal companion as well. As a standard action, swap the most recent teamwork feat.						20			y one animal focus t		elf in addition to	he above.			
As a sta	andard action, sw	·			- P										
*	WOO	DLAND ST	RID	E	-										

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