

HUNTER

Hunter
Level

ZAUBER

Bekannte Zauber	RW gegen Zauber	Zauber pro Tag	= Grund- zauber	+ Bonuszauber
		0		WE - 4 WE - 8 WE - 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"/>

RW gegen Zauber (SG) = 10 + WE + Zaubergrad

Konzentration = WE + Zauber-
stufe

ARKANE ZAUBERPATZER THRESHOLD

% Hunters can wear light armour without risking spell failure.

TIERGEFÄHRTE

Name des Tiergefährten

Art

Stufe IMPROVED EMPATHIC LINK

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

Stufe BONUS TRICKS

7 13 19 Animal companion learns another trick, in addition to the tricks gained for druid level.

Stufe RAISE ANIMAL COMPANION

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

Stufe SPEAK WITH MASTER

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

Stufe GREATER EMPATHIC LINK

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

FERTIGKEITEN

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

Wild Empathy = CH + Hunter
Level

Stufe Survival Hunter
2 Level

Spuren lesen = + (÷ 2)

Stufe SWIFT TRACKER

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

BONUSTALENTE

Stufe ☐ Precise shot ☐ Outflank
2

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12
15
18

Teamwork feats are granted to animal companion as well. As a standard action, swap the most recent teamwork feat.

WOODLAND STRIDE

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

BEKANNTE ZAUBER

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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.

DAUER
PER DAY

Hunter
Level

Runden =

Self	Animal companion	Stufe 1	Stufe 8	Stufe 12	Stufe 15
<input type="checkbox"/>	<input type="checkbox"/> Bat	Dunkelsicht 18m	Darkvision 90ft	Blindsense 10ft	
<input type="checkbox"/>	<input type="checkbox"/> Bear	+2 Constitution	+4 Constitution	+6 Constitution	
<input type="checkbox"/>	<input type="checkbox"/> Bull	+2 Strength	+4 Strength	+6 Strength	
<input type="checkbox"/>	<input type="checkbox"/> Falcon	+4 Perception	+6 Perception	+8 Perception	
<input type="checkbox"/>	<input type="checkbox"/> Frog	+4 Swim and jump	+6 Swim and jump	+8 Swim and jump	
<input type="checkbox"/>	<input type="checkbox"/> Monkey	+4 Climb	+6 Climb	+8 Climb	
<input type="checkbox"/>	<input type="checkbox"/> Mouse	Entrinnen	Improved evasion		
<input type="checkbox"/>	<input type="checkbox"/> Owl	+4 Stealth	+6 Stealth	+8 Stealth	
<input type="checkbox"/>	<input type="checkbox"/> Snake	+2 AoO attack and AC	+4 AoO attack and AC	+6 AoO attack and AC	
<input type="checkbox"/>	<input type="checkbox"/> Stag	+5ft Speed	+10ft Speed	+20ft Speed	
<input type="checkbox"/>	<input type="checkbox"/> Tiger	+2 Dexterity	+4 Dexterity	+6 Dexterity	
<input type="checkbox"/>	<input type="checkbox"/> Wolf	Scent 10ft	Scent 20ft	Scent 30ft	

Stufe Apply two aspects to yourself, and two to your animal compaion.
8

Stufe 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

Stufe Track at full speed with no penalty.
20 Each day apply one animal focus to yourself in addition to the above.