| H | R Hunter Level | 7 7 1 1 1 | INCANTESIMI CONOSCIUTI | | | | | | | |
|--|---------------------|-----------------------------------|--------------------------|---------------------------------------|---------------|---|---|-----------------|----------------------------|-------------|
| × | INCANT | | 1 | | | | | | | |
| Incantesimi CD TS | | | Inc. Bonus | | | | 0 | | | |
| conosciuti Incantesi | | giorno Base | - 12 | | | | | | | |
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| CD Salvezza Inc. | = 10 + SAG + Li | v. Incantesimo | | | | | | | | |
| Concentrazione | = | SAG + | Livello Incantat | Ore | | | | | | |
| SOGLIA FALLIM | ENTO THRE | SHOLD | mountae | | | | | | | |
| | Hunters can wea | ar light armour witho | out risking | | | | 3 | | | |
| % spell failure. | | | | | | | | | | |
| COMPAGNO ANIMALE | | | | | | | | | | |
| Nome del Compagn | o animale | | | | | | | | | |
| | | | | | | | 4 | | | |
| Tipo di creatura | | | | | | | | | | |
| Livelle TREDDOM | TO THE DAMES | 0 I INW | | | | | | | | |
| Livello IMPROVE 4 See through | | C LINK nions' eyes as a swit | ft action | | | | | | | |
| | | e maintining this cor | | | | | 5 | | | |
| Livello Livello Livello BONUS TRICKS 7 13 19 Animal companion learns another trick, in | | | | | | | | | | |
| 7 13 19 | | he tricks gained for | | | | | | | | |
| Livello RAISE AN | IIMAL COMP | ANION | | | | | | | | |
| 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 | | | | \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ | _ | | ANIMAL FO | CIIC | | |
| language. Others cannot understand you. | | | | | | | | | DURATA | Hunter |
| Livello GREATER EMPATHIC LINK 14 Range of empathic link increased to 10 miles. | | | | | | , apply an animal focus to y on. They do not need to be tl | | | PER DAY | Level |
| | ite telepathicall | y within 1 mile. | | | | anion's focus has no durati | | | r = | |
| * | ABIL | | * | Self An | imal | Livello 1 | 8 | <u>e</u> 12 | 15 | |
| Improve the attitud Take -4 penalty to i | | al as if using Diplom Il heast | пасу. | CO | mpanion | | | | | |
| Wild Empathy | | CAR + | Hunter | | Bat | Darkvision 60ft | Darkvision | | #6 Constit | |
| wild Lilipatily | | | Level | | Bear Bull | +2 Constitution +2 Strength | +4 Constit +4 Strengt | | +6 Strengt | |
| Livello | | Hun Survival Lev | | | Falcon | +4 Perception | +6 Percept | | +8 Percep | |
| 2 Seguire tracce | = | + (| ÷ 2) | | Frog | +4 Swim and jump | +6 Swim a | nd jump | +8 Swim a | ınd jump |
| | | | | | Monkey | +4 Climb | +6 Climb | | +8 Climb | |
| Livello SWIFT TI 8 Track at no | no nenalty or at tw | nalty, or at twice normal | | Mouse | Eludere | | Improv | ved evasion | | |
| speed with only -10 penalty. | | | | | Owl | +4 Stealth | +6 Stealth | | +8 Stealth | |
| × | TALENTI | BONUS | # | | Snake | +2 AoO attack and AC | +4 AoO att | | | tack and AC |
| Livello Tiro pred | riso [|] Outflank | | | Stag Tiger | +5ft Speed +2 Dexterity | +10ft Spec | | +20ft Spec | |
| | | | | Wolf | Scent 10ft | | +4 Dexterity +6 Dexterity Scent 20ft Scent 30ft | | • | |
| 3 | | | | Livello | | | | | | |
| 6 | | | | | Apply tw | o aspects to yourself, and t | wo to your animal | compaion. | | |
| 9 | | | | Livello ONE WITH THE WILD | | | | | | |
| 12 | | | | | | s of the same approximate ttacked first or magically co | | current animal | foci will not willingly at | tack you |
| 45 | | | | | umess a | | ASTER HUI | TED | | |
| 18 | | | | | | | WHO THE MAINTEN | VIER | | |
| Teamwork feats are granted to animal companion as well. As a standard action, swap the most recent teamwork feat. | | | | 20 | | full speed with no penalty. v apply one animal focus to | yourself in additio | n to the above. | | |
| | | st recent teamwork | feat. | ~ | | | | | | |
| | VOODLAN | D STRIDE | , | | | | | | | |

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