

BAB Low

HP per Lv 6(d8)

Weapon Proficiency 4 groups (+1 group on multiclass)

Armor Proficiency Light, Medium, Shield

Saving Throw Proficiency Fort, Ref

Lv	Class Ability
1st	Animal companion , animal focus , nature training , wild empathy
2nd	Precise companion , track , hunter's trick
3rd	<u>Hunter</u> tactics , teamwork feat
4th	Improved empathic link
5th	Woodland stride
6th	Teamwork feat , hunter's trick
7th	—
8th	Second animal focus , swift tracker
9th	Teamwork feat
10th	Raise animal companion , hunter's trick
11th	Speak with master
12th	Teamwork feat
13th	—
14th	Greater empathic link , hunter's trick
15th	Teamwork feat
16th	—
17th	One with the wild
18th	Teamwork feat , hunter's trick
19th	—
20th	Master hunter

Spells: A hunter casts divine spells drawn from the druid and ranger spell lists. Only druid spells of 6th level and lower and ranger spells are considered to be part of the hunter spell list. Her casting type is Known 6th casting, and her casting ability is Wisdom.

A hunter cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of druid spells of 7th level or higher.

In addition to the spells gained by hunters as they gain levels, each hunter also automatically adds all summon nature's ally spells to her list of spells known. These spells are added as soon as the hunter is

capable of casting them.

A hunter can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Animal Companion (Ex): At 1st level, a hunter forms a bond with an animal companion. A hunter begins play with any one of the animals available to a druid. This animal is a loyal companion that accompanies the hunter on her adventures. This ability functions like the druid animal companion ability (which is part of the nature bond class feature). The hunter's effective druid level is equal to her hunter level. If a character receives an animal companion from more than one source, her effective druid levels stack for the purpose of determining the companion's statistics and abilities.

If a hunter releases her companion from service or her animal companion perishes, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. While the hunter's animal companion is dead, any animal she summons with a summon nature's ally spell remains for 24 hours instead of 10 minutes. A hunter cannot have more than one summon nature's ally spell active in this way at one time. If this ability is used again, any existing summon nature's ally effect immediately ends.

Animal Focus (Su): At 1st level, a hunter can apply the aspect of an animal to herself as a swift action. She must select one type of animal to emulate, gaining a bonus or a special ability based on the type of animal emulated and her hunter level. Once it activates, it lasts until she change the aspect or quit the aspect as a swift action. Also, if she becomes unconscious, the effect ends immediately. Normally, the hunter can emulate only one animal at a time.

The hunter can also apply one of these aspects to her animal companion. The companion's aspect can be the same aspect the ranger has taken on, or a different one. The hunter can select or change the animal aspects on both herself and her animal companion as part of the same swift action.

Animal Focus によって Ability Score に Enhancement ボーナスが付く場合、対象の Ability について同量の Ability 限界突破を得る。

Bat: The creature gains darkvision out to a range of 60 feet. At 8th level, the range increases by 30 feet. At 15th level, the creature also gains blindsight with a range of 10 feet.

Bear: The creature gains a +2 enhancement bonus to Constitution. This bonus increases to +4 at 8th level and +6 at 15th level.

Bull: The creature gains a +2 enhancement bonus to Strength. This bonus increases to +4 at 8th level and +6 at 15th level.

Falcon: The creature gains a +4 class bonus on Perception checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Frog: The creature gains a +4 class bonus on Athletics checks. These bonuses increase to +6 at 8th level and +8 at 15th level.

Monkey: The creature gains a +4 class bonus on Acrobatics checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Mouse: The creature gains evasion, as the rogue class feature. At 12th level, this benefit becomes improved evasion, as the rogue advanced talent.

Owl: The creature gains a +4 class bonus on Stealth checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Stag: The creature gains a 5-foot class bonus to its base land speed. This bonus increases to 10 feet at 8th level and 20 feet at 15th level.

Tiger: The creature gains a +2 enhancement bonus to Dexterity. This bonus increases to +4 at 8th level and +6 at 15th level.

Wolf: The creature gains the scent ability with a range of 10 feet. The range of this sense increases to 20 feet at 8th level and 30 feet at 15th level. The range doubles if the opponent is upwind, and is halved if the opponent is downwind.

Nature Training (Ex): A hunter counts her total hunter level as both druid levels and ranger levels for the purpose of qualifying for feats, traits, and options that modify or improve an animal companion.

Wild Empathy (Ex): Druid を参照

Precise Companion (Ex): At 2nd level, a hunter chooses either Point-Blank Shot or Outflank as a bonus feat. She does not need to meet the prerequisites for this feat. If she chooses Outflank, she automatically grants this feat to her animal companion as well.

Track (Ex): Ranger を参照

Hunter's trick: A hunter can teach her companion a hunter's tricks from the skirmisher ranger archetype. At 6th level and every four level thereafter, a hunter can teach additional hunter's trick. The animal companion can use these tricks when commanded, a number of times per day equal to 1/2 its hit dice + its Wisdom modifier in total.

Hunter Tactics (Ex): At 3rd level, the hunter automatically grants her teamwork feats to her animal companion. The companion doesn't need to meet the prerequisites of these teamwork feats.

Teamwork Feat: At 3rd level and every 3 levels thereafter, the hunter gains a bonus teamwork feat in addition to those gained from normal advancement. The hunter must meet the prerequisites of the selected bonus teamwork feat.

As a standard action, the hunter can learn a new bonus teamwork feat in place of the most recent bonus teamwork feat she had already learned. In effect, the hunter loses the bonus feat in exchange for the new one. She can change only the most recent teamwork feat gained, and must meet the prerequisites for the newly selected feat. A hunter can change her most recent teamwork feat a number of times per day equal to her Wisdom modifier (minimum 1). Whenever she gains a new teamwork feat, her previous teamwork feats become permanent.

Improved Empathic Link (Su): At 4th level, the hunter gains an empathic link with her animal companion. This functions like an empathic link with a familiar, except the hunter can also see through a companion's eyes as a swift action, maintaining this connection as long as she likes (as long as the companion is within 1 mile) and ending it as a free action. The hunter is blinded while maintaining this connection.

Woodland Stride (Ex): At 5th level, a hunter and her animal companion may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at their normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion will still affect the hunter and her animal companion.

Bonus Tricks (Ex): At 7th level and every 6 levels thereafter, a hunter's animal companion learns a bonus trick (in addition to the bonus tricks gained from the hunter's effective druid level).

Second Animal Focus (Su): At 8th level, whenever a hunter uses her animal focus ability, she selects two animal aspects for herself instead of one, and can apply two aspects to her companion instead of one.

Swift Tracker (Ex): Ranger を参照

Raise Animal Companion (Sp): At 10th level, a hunter gains raise animal companion as a spell-like ability. Using this spell-like ability gives the hunter a permanent negative level. This negative level cannot be overcome in any way (including by restoration), but automatically ends after 24 hours. At 16th level, this ability functions as resurrection instead of raise dead, but otherwise operates as normal.

Speak with Master (Ex): At 11th level, a hunter and her animal companion can communicate verbally, as if they were using a common language. Other creatures cannot understand the communication without magical aid.

Greater Empathic Link (Su): At 14th level, the range of the hunter's empathic link with her animal companion increases to 10 miles. If the animal companion is within 1 mile, the hunter can communicate with it telepathically.

One with the Wild (Ex): At 17th level, the hunter and her animal companion are respected or even feared by other animals, so long as the animals are approximately of the same type as any of the hunter's current animal foci: bat for bats, tiger for felines, falcon for birds, snake for reptiles, and so on. No animal in this

category (including dire varieties) willingly attacks the hunter or her companion unless magically compelled to do so or if the hunter or companion attacks it first.

The hunter and her companion can attempt to demoralize animals in the appropriate category as a swift action, rolling 1d20 and adding the hunter's level and her Charisma modifier to determine the Intimidate check result.

Master Hunter (Ex): At 20th level, a hunter becomes a master hunter, able to track down foes with ease. She can always move at full speed while using Nature to follow tracks without penalty.

Additionally, each day when the hunter regains her spell slots, she chooses one animal focus to be active on herself for the entire day. This focus is in addition to using her animal focus class ability and persists even if she is unconscious.