

Dov

Player: Irwin

Male half-orc hunter 17 - CR 16

True Neutral Humanoid (Human, Orc); Deity: **Gozreh**; Age: 22; Height: 6' 5"; Weight: 283 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	16/20	+3/+5	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	18	+4	
INT INTELLIGENCE	12/14	+1/+2	
WIS WISDOM	20	+5	
CHA CHARISMA	11	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+17 =	+10	+4	+3			
REFLEX (DEXTERITY)	+15 =	+10	+2	+3			
WILL (WISDOM)	+13 =	+5	+5	+3			

Damage Reduction (5/magic)		Spell Resistance (27)						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 27 =	+8	+4	+2		+1	+2		
Touch AC 14	Flat-Footed AC 25							
CM Bonus +17 =	+12	+5	-	-				

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	31 = 10	BAB	Strength	Dexterity	Size
		+12	+5	+2	-

Base Attack	+12	HP	170
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Outflank: +2 bonus when flanking foe with ally w/this feat

Initiative	+4	Damage / Current HP
Speed	30 / 40 ft	

+1 keen scimitar

Main hand: +18/+13/+8, 1d6+6 Crit: 15-20/x2

Both hands: +18/+13/+8, 1d6+8 1-hand, S

Main w/ offhand: +12/+7/+2, 1d6+6

Main w/ light off: +14/+9/+4, 1d6+6

Offhand: +8, 1d6+3

Outflank: +2 bonus when flanking foe with ally w/this feat

Composite longbow

Ranged, both hands: +14/+9/+4, 1d8+2 Crit: x3

Rng: 110'
2-hand, P

Outflank: +2 bonus when flanking foe with ally w/this feat



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+19	DEX (2)	17	
Speed greater/less than 30 ft. : +4 to jump				
Appraise	+2	INT (2)	-	
Bluff	+0	CHA (0)	-	
Climb	+23	STR (5)	15	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Handle Animal	+13	CHA (0)	10	
Animal Companion Link : +4 circumstance bonus to checks made regarding an animal companion				
Heal	+9	WIS (5)	1	
Intimidate	+2	CHA (0)	-	
Knowledge (dungeoneering)	+16	INT (2)	11	
Knowledge (geography)	+10	INT (2)	5	
Knowledge (nature)	+22	INT (2)	17	
Perception	+25	WIS (5)	17	
Ride	+2	DEX (2)	-	
Sense Motive	+5	WIS (5)	-	
Spellcraft	+15	INT (2)	10	
Stealth	+22	DEX (2)	17	
Survival	+26	WIS (5)	17	
Track: +8 to track				
Swim	+9	STR (5)	1	

Activated Abilities & Adjustments

Damage Reduction: 5
Longstrider: +10
Natural Armor Bonus: +1
Spell Resistance: +27

Feats

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Blood for the Empire

When attack target dmgd by ally last rnd, +2 to attack and wep dam. 1 rnd *haste* when ally dies.

Combat Expertise +/-4

Bonus to AC in exchange for an equal penalty to attack.

Coordinated Charge

You may charge the same foe when an ally does

Coordinated Distraction

Ally w/ same feat threatens same foe, increase DC of casting def. by +2

Horde Charge

+2 attack when you charge with an ally.

Improved Spell Sharing

Divide share spell dur evenly between you and companion. Can move apart w/o ending effect.

Feats

Keen Scent

Gain the Scent ability.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Outflank

Flanking bonus increases to +4 if the other flanker also has this feat, and ally gets an AoO if you score a critical hit against the target.

Pack Flanking

If you and comp are adj or share square and threat same target, you're considered flanking.

Precise Strike

+1d6 precision damage for melee attacks if you and an ally with this feat flank the same target.

Punch Through

Full rnd. action: single attack, success allows ally w/ same feat to ignore 5 pts DR of foe.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Spirit's Gift (Stone, Ursa)

You commune with a spirit of your choice, and it grants your animal companion or familiar a boon.

Stealth Synergy

Take the highest roll made by you and your allies on Stealth checks

Telepathic Link

Communicate telepathically with familiar up to 1 mile.

Toughness

You gain +3 hit points.

Traits

Outcast

+1 to Survival checks, Survival is always a class skill for you.

Reactionary

+2 Initiative

Heavy shield bash

Main hand: **+17/+12/+7, 1d4+5**

Crit: x2
1-hand, B

Both hands: **+17/+12/+7, 1d4+7**

Main w/ offhand: **+11/+6/+1, 1d4+5**

Main w/ light off: **+13/+8/+3, 1d4+5**

Offhand: **+7, 1d4+2**

Outflank: +2 bonus when flanking foe with ally w/this feat

Scimitar

Main hand: **+17/+12/+7, 1d6+5**

Crit: 18-20/x2
1-hand, S

Both hands: **+17/+12/+7, 1d6+7**

Main w/ offhand: **+11/+6/+1, 1d6+5**

Main w/ light off: **+13/+8/+3, 1d6+5**

Offhand: **+7, 1d6+2**

Outflank: +2 bonus when flanking foe with ally w/this feat

Unarmed strike

Main hand: **+17/+12/+7, 1d3+5**

Crit: x2
Light, B, Nonlethal

nonlethal

Main w/ offhand: **+11/+6/+1,**

1d3+5 nonlethal

Main w/ light off: **+13/+8/+3,**

1d3+5 nonlethal

Offhand: **+9, 1d3+2 nonlethal**

Outflank: +2 bonus when flanking foe with ally w/this feat

Experience & Wealth

Experience Points: **85000**/1,200,000

Current Cash: **You have no money!**

+4 mithral chain shirt

+8

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Chain shirt

+4

Max Dex: +4, Armor Check: -2
Spell Fail: 20%, Light

Lion's shield (3/day)

+4

Max Dex: -, Armor Check: -
Spell Fail: 15%, Shield

Gear

Total Weight Carried: 45.5/400 lbs, Light Load
(Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)

+1 keen scimitar	4 lbs
+4 mithral chain shirt	12.5 lbs
Arrows x20 <In: Handy haversack (31 @ 33	0.15 lbs
Belt of giant strength +4	1 lb
Blanket <In: Handy haversack (31 @ 33 lbs)>	1 lb
Boots of speed (10 rounds/day)	1 lb
Chain shirt <In: Handy haversack (31 @ 33 lbs)>	25 lbs
Cloak of resistance +3	1 lb
Cold weather outfit (Free)	-
Composite longbow	3 lbs
Flint and steel <In: Handy haversack (31 @ 33 lbs)>	-
Handy haversack (31 @ 33 lbs)	5 lbs
Headband of vast intelligence +2 (Acrobatics)	1 lb
Heavy shield bash	-
Holly and mistletoe <In: Handy haversack (31 @ 33	-
Lion's shield (3/day)	15 lbs
Money	-
Potion of endure elements <In: Handy haversack (31	-
Potion of enlarge person <In: Handy haversack (31 @	-
Potion of feather step <In: Handy haversack (31 @ 33	-
Potion of jump <In: Handy haversack (31 @ 33 lbs)>	-
Ring of protection +2	-
Scimitar <In: Handy haversack (31 @ 33 lbs)>	4 lbs
Scroll of goodberry <In: Handy haversack (31 @ 33	-
Spell component pouch	2 lbs
Wand of spider climb (11 charges) <In: Handy	-

Special Abilities

Animal Companion (animal companion (bear named

At 1st level, a hunter forms a bond with an animal companion. A hunter may begin play with any of the animals available to a druid. This animal is a loyal companion that accompanies the hunter on her adventures. This ability

Animal Companion Link (Ex)

Masters can handle their animal companion as a free action, or push it as a move action, even if they don't have any ranks in the Handle Animal skill. The link grants a +4 circumstance bonus on all wild empathy checks and

Dov – Abilities & Gear

Blood for the Empire Feat

When fighting alongside your allies, the sight of a bloodied foe inspires you to greatness, while a martyred comrade compels you to vengeance.

Prerequisite: Base attack bonus +4.

Benefit: You gain a +2 morale bonus on attack and damage rolls against a target that was damaged by an ally with this feat within the last round. When an ally with this feat dies within 30 feet of you, you gain the effects of haste for 1 round.

Appears In : War for the Crown

Combat Expertise +/-4 Feat

You can increase your defense at the expense of your accuracy.

Prerequisite: Int 13.

Benefit: You can choose to take a –1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can only choose to use this feat when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.

Coordinated Charge Feat

You are an expert at leading your allies into the fray.

Prerequisites: You have at least two other teamwork feats, base attack bonus +10.

Benefit: When an ally with this feat charges a creature that is no further away from you than your speed, you can, as an immediate action, charge that creature. You must be able to follow all of the normal charge rules.

Appears In : Ultimate Combat

Coordinated Distraction Feat

When working in tandem, you can make it difficult for foes to use their magical abilities.

Benefit: When you and at least one ally with this feat threaten the same enemy, the enemy treats the DC to cast spells defensively as 2 higher for each threatening character with this feat. If you or your allies are incapable of taking an attack of opportunity against the target for any reason, the effects of this feat do not apply.

Appears In : Demon Hunter's Handbook

Horde Charge Feat

When you charge with an ally, you are more deadly.

Prerequisites: Base attack bonus +1, half-orc or orc.

Benefit: When charging during the same round as an ally with this feat, you gain a +2 bonus on attack and damage rolls in addition to the normal bonus for charging. If you can make multiple attacks on a charge, this bonus only applies to the first attack.

Appears In : Advanced Race Guide

Improved Spell Sharing Feat

Your link with your companion creature allows you to share your magic with it.

Prerequisite: Ability to acquire an animal companion, eidolon, familiar, or special mount.

Benefit: When you are adjacent to or sharing a square with your companion creature and that companion creature has this feat, you can cast a spell on yourself and divide the duration evenly between yourself and the companion creature. You can use this feat only on spells with a duration of at least 2 rounds. For example, you could cast *bull's strength* on yourself, and instead of the spell lasting 1 minute per level on yourself, it lasts 5 rounds per level on yourself and 5 rounds per level on your companion.

Once the spell is cast, you and the companion creature can move farther apart without ending the effect.

Appears In : Advanced Class Guide

Keen Scent Feat

Your nose is as sensitive as that of a wild predator.

Prerequisites: Wis 13, half-orc or orc.

Benefit: You gain the scent special ability.

Appears In : Advanced Player's Guide

Outflank Feat

You look for every edge when flanking an enemy.

Prerequisites: Base attack bonus +4.

Benefit: Whenever you and an ally who also has this feat are flanking the same creature, your flanking bonus on attack rolls increases to +4. In addition, whenever you score a critical hit against the flanked creature, it provokes an attack of opportunity from your ally.

Appears In : Advanced Player's Guide

Pack Flanking Feat

You and your companion creature are adept at fighting together against foes.

Prerequisites: Int 13, Combat Expertise, ability to acquire an animal companion.

Benefit: When you and your companion creature have this feat, your companion creature is adjacent to you or sharing your square, and you both threaten the same opponent, you both are considered to be flanking that opponent, regardless of your actual positioning.

Normal: You must be positioned opposite an ally to flank an opponent.

Appears In : Advanced Class Guide

Precise Strike Feat

You are skilled at striking where it counts, as long as an ally distracts your foe.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: Whenever you and an ally who also has this feat are flanking the same the creature, you deal an additional 1d6 points of precision damage with each successful melee attack. This bonus damage stacks with other sources of precision damage, such as sneak attack. This bonus damage is not multiplied on a critical hit.

Appears In : Advanced Player's Guide

Dov – Abilities & Gear

Punch Through

Feat

You and your allies are adept at bypassing enemy defenses.

Prerequisite: Base attack bonus +6.

Benefit: As a full-round action, you may make a single attack against a target. If the attack hits and deals damage to the target, all of your allies with this feat ignore up to 5 points of damage reduction against the same target for 1 round. This feat does not apply to damage reduction without a type (such as DR 10/—).

Appears In : Demon Hunter's Handbook

Spirit's Gift (Stone, Ursa)

Feat

You commune with a spirit of your choice, and it grants your animal companion or familiar a boon.

Prerequisite: Animal companion class feature or familiar class feature.

Benefit: At the start of the day, you can choose to commune with a single shaman spirit. (Although a shaman would need an hour of preparation, this takes you no time.) Once during the next 24 hours, you can spend a standard action to grant your animal companion or familiar that shaman spirit's spirit animal ability for 1 minute per level in the class that grants your animal companion or familiar.

Appears In : Advanced Class Guide

Stealth Synergy

Feat

Working closely with an ally, you are able to move like twin shadows.

Benefit: While you can see one or more allies who also have this feat, whenever you and your allies make a Stealth check, you all take the highest roll and add all your modifiers to Stealth.

Appears In : Ultimate Combat

Telepathic Link

Feat

You can telepathically communicate with your familiar.

Prerequisite: Must have a familiar with the speak with master ability.

Benefit: You and your familiar can communicate with each other telepathically at a range of up to 1 mile.

Appears In : Familiar Folio

Toughness

Feat

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Outcast

Trait

Driven from town after town because of your heritage, you have become adept at living apart from others. You gain a +1 trait bonus on Survival skill checks, and Survival is always a class skill for you.

Appears In : Advanced Player's Guide Traits, Orcs of Golarion, Ultimate Campaign

Reactionary

Trait

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Damage Reduction (5/magic)

Unknown

You have Damage Reduction against all except Magic attacks.

Darkvision (60 feet)

Racial Ability, Senses (Half-Orc)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light.

Darkvision is black and white only but otherwise like normal sight.

Orc Blood

Racial Ability (Half-Orc)

Half-orcs count as both humans and orcs for any effect related to race.

Orc Ferocity (1/day)

Racial Ability (Half-Orc)

Once per day, when a half-orc is brought below 0 hit points but not killed, he can fight on for 1 more round as if disabled. At the end of his next turn, unless brought to 1 or more hit points, he immediately falls unconscious and begins dying.

Scent (Ex)

Racial Ability

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed - only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Spell Resistance (27)

Unknown

You have Spell Resistance.

Dov – Abilities & Gear

Animal Companion (animal companion) (be) Class Ability (Hunter)

At 1st level, a hunter forms a bond with an animal companion. A hunter may begin play with any 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 purposes of determining the companion's statistics and abilities. A hunter may teach her companion hunter's tricks from the skirmisher ranger archetype (Pathfinder RPG Advanced Player's Guide 128) instead of standard tricks. The animal companion can use skirmisher tricks when commanded, a number of times per day equal to half its Hit Dice plus its Wisdom modifier.

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 1 minute per level instead of 1 round per level. 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* immediately ends.

Animal Companion Link (Ex) Class Ability (Hunter)

Masters can handle their animal companion as a free action, or push it as a move action, even if they don't have any ranks in the Handle Animal skill. The link grants a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Bat (90 feet) (Su) Class Ability (Hunter)

The creature gains darkvision to a range of 60 feet. At 8th level, the range increases by 30 feet. At 15th level, the creature also gains blindsense to a range of 10 feet.

Appears In : Advanced Class Guide

Bear +6 (Su) Class Ability (Hunter)

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

Appears In : Advanced Class Guide

Bull +6 (Su) Class Ability (Hunter)

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

Appears In : Advanced Class Guide

Falcon +8 (Su) Class Ability (Hunter)

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

Appears In : Advanced Class Guide

Frog +8 (Su) Class Ability (Hunter)

The creature gains a +4 competence bonus on Swim checks and on Acrobatics checks to jump. These bonuses increase to +6 at 8th level and +8 at 15th level.

Appears In : Advanced Class Guide

Greater Empathic Link (Su) Class Ability (Hunter)

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.

Hunter Tactics (Ex) Class Ability (Hunter)

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.

Note: You should be able to add these feats to your companion's Hunter Benefits tab.

Improved Empathic Link (10 mile) (Su) Class Ability (Hunter)

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.

Monkey +8 (Su) Class Ability (Hunter)

The creature gains a +4 competence bonus on Climb checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Appears In : Advanced Class Guide

Mouse (Su) Class Ability (Hunter)

The creature gains evasion, as the rogue class feature. At 12th level, this increases to improved evasion, as the rogue advanced talent.

Appears In : Advanced Class Guide

One with the Wild (Ex) Class Ability (Hunter)

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 with 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 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.

Owl +8 (Su) Class Ability (Hunter)

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

Appears In : Advanced Class Guide

Raise Animal Companion (Sp) Class Ability (Hunter)

At 10th level, a hunter gains *raise animal companion* as a spell-like ability; this is not restricted to raising only her own animal companion. 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 functions as *resurrection* instead of *raise dead*, but otherwise operates as normal.

Dov – Abilities & Gear

Second Animal Focus (17 minutes/day) (Su) Class Ability (Hunter)

At 1st level, a hunter can take on the aspect of an animal as a swift action. She must select one type of animal to emulate, gaining a bonus or special ability based on the type of animal emulated and her hunter level. The hunter can use this ability for a number of minutes per day equal to her level. This duration does not need to be consecutive, but must be spent in 1-minute increments. The hunter can emulate only one animal at a time. The hunter can also apply one of these aspects to her animal companion. Unlike with the hunter herself, there is no duration on the animal aspect applied to her animal companion. An aspect applied in this way does not count against the hunter's minutes of duration per day—it remains in effect until the hunter changes it. 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 foci on both herself and her animal companion as part of the same swift action.

If the hunter's animal companion is dead, the hunter can apply her companion's animal focus to herself instead of her animal companion. This is in addition to the normal one she can choose, and (as with a companion's focus) remains in effect until the hunter changes it instead of counting against her minutes per day.

At 8th level, whenever a hunter uses her animal focus ability, she selects two different animal aspects for herself instead of one, and can assign two aspects to her companion instead of one. As with the companion's previous aspect, the second one does not count against the minutes per day a hunter can take on an aspect. If the hunter's animal companion is dead and the hunter has applied the companion's animal aspect to herself, that aspect does not count toward her maximum of two aspects at once. The hunter can still apply only one of her dead companion's aspects to herself, not both.

Note: On the Hunter tab or the Animal Focus tab on your animal companion, you can add as many or as few animal focuses as you wish, so that you can save space by choosing only your favorites or add them all so you can see all your options. You can activate the focuses you are currently using on the In-Play tab.

Share Spells with Companion (Ex) Class Ability (Hunter)

The druid may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A druid may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

Snake +6 (Su) Class Ability (Aquatic Beastmaster)

The creature gains a +2 bonus on attack rolls when making attacks of opportunity and a +2 dodge bonus to AC against attacks of opportunity. These bonuses increase to +4 at 8th level and +6 at 15th level.

Appears In : Advanced Class Guide, Blood of the Sea

Speak with Master (Ex) Class Ability (Hunter)

If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

The Hunter uses this ability with his animal companion.

Stag +20 (Su) Class Ability (Hunter)

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

Appears In : Advanced Class Guide

Swift Tracker (Ex) Class Ability (Hunter)

An 8th level ranger or 11th level slayer can move at his normal speed while using Survival to follow tracks without taking the normal -5 penalty. When moving at up to twice his normal speed while tracking, he takes only a -10 penalty instead of the normal -20.

Tiger +6 (Su) Class Ability (Hunter)

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

Appears In : Advanced Class Guide

Track +8 Class Ability (Hunter)

A ranger, shifter, or slayer adds 1/2 his level (minimum 1) to Survival skill checks made to follow tracks.

Wild Empathy +17 (Ex) Class Ability (Hunter)

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Wolf (30 feet) (Su) Class Ability (Hunter)

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.

Appears In : Advanced Class Guide

Woodland Stride (Ex) Class Ability (Hunter)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

This ability also affects the Hunter's animal companion.

Scroll of goodberry Goodberry Scroll

Casting *goodberry* makes 2d4 freshly picked berries magical. You (as well as any other druid of 3rd or higher level) can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

Ring of protection +2

Ring

This ring offers continual magical protection in the form of a deflection bonus of +2 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 4,000 gp

Wand of spider climb (11 charges)

Wand

Spider Climb

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

Potion of endure elements

Potion or Oil

Endure Elements

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Potion of feather step

Potion or Oil

Feather Step, Fortitude negates (DC 11)

For the duration of this spell, the subject ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain.

Belt of giant strength +4

Wondrous Item (Belt)

This belt is a thick leather affair, often decorated with huge metal buckles. The belt grants the wearer an enhancement bonus to Strength of +4. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements: Craft Wondrous Item, *bull's strength*; **Cost** 8,000 gp

Boots of speed (10 rounds/day) Wondrous Item (Feet)

As a free action, the wearer of *boots of speed* can click her heels together, letting her act as though affected by a *haste* spell for up to 10 rounds each day. The *haste* effect's duration need not be consecutive rounds.

Construction

Requirements: Craft Wondrous Item, *haste*; **Cost** 6,000 gp

Cloak of resistance +3

Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +3 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction

Requirements: Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 4,500 gp

Handy haversack (31 @ 33 lbs)

Wondrous Item

A backpack of this sort appears to be well made, well used, and quite ordinary. It is constructed of finely tanned leather, and the straps have brass hardware and buckles. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

Construction

Requirements Craft Wondrous Item, *secret chest*; **Cost** 1,000 gp

Headband of vast intelligence +2 (Acrobat) Wondrous Item (Headband)

This intricate gold headband is decorated with several small blue and deep purple gemstones. The headband grants the wearer an enhancement bonus to Intelligence of +2. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. A headband of vast intelligence has one skill associated with it per +2 bonus it grants. After being worn for 24 hours, the headband grants a number of skill ranks in those skills equal to the wearer's total Hit Dice. These ranks do not stack with the ranks a creature already possesses. These skills are chosen when the headband is created. If no skill is listed, the headband is assumed to grant skill ranks in randomly determined Knowledge skills.

Construction

Requirements: Craft Wondrous Item, *fox's cunning*; **Cost** 2,000 gp

Special Abilities

Bat (90 feet) (Su)

The creature gains darkvision to a range of 60 feet. At 8th level, the range increases by 30 feet. At 15th level, the creature also gains blindsense to a range of 10 feet.

Bear +6 (Su)

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

Bull +6 (Su)

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

Darkvision (60 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but

Falcon +8 (Su)

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

Frog +8 (Su)

The creature gains a +4 competence bonus on Swim checks and on Acrobatics checks to jump. These bonuses increase to +6 at 8th level and +8 at 15th level.

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.

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.

Improved Empathic Link (10 mile) (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

Monkey +8 (Su)

The creature gains a +4 competence bonus on Climb checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Mouse (Su)

The creature gains evasion, as the rogue class feature. At 12th level, this increases to improved evasion, as the rogue advanced talent.

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 with felines,

Orc Blood

Half-orcs count as both humans and orcs for any effect related to race.

Orc Ferocity (1/day)

Once per day, when a half-orc is brought below 0 hit points but not killed, he can fight on for 1 more round as if disabled. At the end of his next turn, unless brought to 1 or more hit points, he immediately falls unconscious and begins

Owl +8 (Su)

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

Raise Animal Companion (Sp)

At 10th level, a hunter gains *raise animal companion* as a spell-like ability; this is not restricted to raising only her own animal companion. Using this spell-like ability gives the hunter a permanent negative level. This negative level cannot

Scent (Ex)

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Second Animal Focus (17 minutes/day) (Su)

At 1st level, a hunter can take on the aspect of an animal as a swift action. She must select one type of animal to emulate, gaining a bonus or special ability based on the type of animal emulated and her hunter level. The hunter can use

Share Spells with Companion (Ex)

The druid may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A druid may cast spells on her animal companion even if the spells normally do not affect creatures of the

Snake +6 (Su)

The creature gains a +2 bonus on attack rolls when making attacks of opportunity and a +2 dodge bonus to AC against attacks of opportunity. These bonuses increase to +4 at 8th level and +6 at 15th level.

Special Abilities

Speak with Master (Ex)

If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Stag +20 (Su)

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

Swift Tracker (Ex)

An 8th level ranger or 11th level slayer can move at his normal speed while using Survival to follow tracks without taking the normal -5 penalty. When moving at up to twice his normal speed while tracking, he takes only a -10

Tiger +6 (Su)

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

Track +8

A ranger, shifter, or slayer adds 1/2 his level (minimum 1) to Survival skill checks made to follow tracks.

Wild Empathy +17 (Ex)

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to determine the wild

Wolf (30 feet) (Su)

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.

Woodland Stride (Ex)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Spell-Like Abilities

Resurrection (animal comp only, neg level when cast, At will)

Tracked Resources

Arrows	<input type="checkbox"/>
Boots of speed (10 rounds/day)	<input type="checkbox"/>
Lion's shield (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Orc Ferocity (1/day)	<input type="checkbox"/>
Potion of endure elements	<input type="checkbox"/>
Potion of enlarge person	<input type="checkbox"/>
Potion of feather step	<input type="checkbox"/>
Potion of jump	<input type="checkbox"/>
Second Animal Focus (17 minutes/day) (Su)	<input type="checkbox"/>
Teamwork Feat	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of spider climb (11 charges)	<input type="checkbox"/>

Languages

Common
Giant

Orc
Sylvan

Spells & Powers

Hunter spells known (CL 17th; concentration +22)

Melee Touch +17 Ranged Touch +14

6th (2/day)—*greater dispel magic*, *enlightened step*, *spellstaff* (DC 21), *summon nature's ally VI*

5th (5/day)—*fire snake*^{APG} (DC 20), *hunter's blessing*, *insect plague*, *stoneskin*, *summon nature's ally V*

4th (5/day)—*air walk*, *animal growth* (DC 19), *firewalker's meditation*, *freedom of movement*, *sturdy tree fort*^{UW}, *summon nature's ally IV*

3rd (6/day)—*burst of speed*^{UC}, *life bubble*^{APG} (DC 18), *greater magic fang*, *neutralize poison*, *raven's flight*, *strong jaw*^{APG} (DC 18), *summon nature's ally III*

2nd (6/day)—*barkskin*, *campfire wall*^{APG}, *carry companion*, *lesser restoration*, *share language*^{APG} (DC 17), *spider climb*, *summon nature's ally II*

1st (7/day)—*cheetah's sprint*, *longstrider*, *produce flame*, *resist energy*, *speak with animals*, *summon nature's ally I*, *thunderstomp*^{ACG}

0th (at will)—*create water*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*

Companions

Ursa CR –

Female bear

N Medium animal

Init +7; **Senses** low-light vision, scent; Perception +6

Defense

AC 40, touch 16, flat-footed 34 (+6 armor, +6 Dex, +18 natural)

hp 142 (14d8+80)

Fort +16, **Ref** +19, **Will** +8 (+4 morale bonus vs. enchantment effects)

Defensive Abilities improved evasion; **DR** 5/magic; **SR** 27

Offense

Speed 50 ft.

Melee *unarmed strike* +25/+20 (1d3+15 nonlethal) or *bite* +25 (2d6+15), *2 claws* +25 (2d6+15)

Special Attacks hunter tricks (8/day; chameleon step, sic 'em, upending strike, vengeance strike)

Statistics

Str 31, **Dex** 25, **Con** 18, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +20; **CMD** 37 (41 vs. trip)

Feats Blind-fight, Blood For The Empire, Combat Reflexes, Coordinated Charge^{UC}, Coordinated Distraction, Extra Item Slot, Horde Charge^{ARG}, Improved Natural Attack (claw), Improved Spell Sharing^{ACG}, Light Armor Proficiency, Outflank^{APG}, Pack Flanking^{ACG}, Power Attack, Precise Strike^{APG}, Punch Through, Stealth Synergy^{UC}, Telepathic Link, Toughness

Tricks Attack, Attack Any Target, Defend, Down, Flank, Guard, Heel, Serve, Stay, Subdue

Skills Acrobatics +7 (+15 to jump), Climb +17, Perception +6, Stealth +17, Swim +14

SQ animal focus, attack any target, defend, devotion, down, flank, guard, heel, serve, stay, subdue, woodland stride

Other Gear +2 *mithral chain shirt*, chain shirt, *amulet of mighty fists* +5, *ring of resistance* +3

Tracked Resources

Skirmisher Tricks (8/day) - 0/8

Sourcebooks Used

- **Advanced Class Guide** - Bat (special ability); Bear (special ability); Bull (special ability); Falcon (special ability); Frog (special ability); Hunter (class); Improved Spell Sharing (feat); Monkey (special ability); Mouse (special ability); Owl (special ability); Pack Flanking (feat); Spirit's Gift (feat); Stag (special ability); Thunderstomp (spell); Tiger (special ability); Wolf (special ability)
- **Advanced Class Guide / Blood of the Sea** - Snake (special ability)
- **Advanced Player's Guide** - Campfire Wall (spell); Fire Snake (spell); Keen Scent (feat); Life Bubble (spell); Outflank (feat); Feather Step (spell); Precise Strike (feat); Share Language (spell); Strong Jaw (spell)
- **Advanced Player's Guide / Adventurer's Armory** - Blanket (equipment)
- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Reactionary (trait)
- **Advanced Player's Guide Traits / Orcs of Golarion / Ultimate Campaign** - Outcast (trait)
- **Advanced Race Guide** - Horde Charge (feat)
- **Demon Hunter's Handbook** - Coordinated Distraction (feat); Punch Through (feat)
- **Divine Anthology** - Enlightened Step (spell); Firewalker's Meditation (spell)
- **Familiar Folio** - Telepathic Link (feat)
- **Heroes of the Wild** - Cheetah's Sprint (spell); Raven's Flight (spell)
- **Inner Sea Gods** - Hunter's Blessing (spell)
- **Knights of the Inner Sea** - Carry Companion (spell)
- **Ultimate Combat** - Burst of Speed (spell); Coordinated Charge (feat); Stealth Synergy (feat)
- **Ultimate Wilderness** - Sturdy Tree Fort (spell)
- **War for the Crown** - Blood for the Empire (feat)

Title - Dov (Adventure Journal)

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- no notes -