

WITCHGUARD

(RANGER)

Ranger
Level

Level
Bonus

+

COMBAT STYLE

FAVORED ENEMIES

Level	FAVORED ENEMY BONUS	+2	4	6	8	10
1		■	□	□	□	□
5		□	□	□	□	□
10		□	□	□	□	□
15		□	□	□	□	□
20		□	□	□	□	□

FAVORED TERRAINS

Level	FAVORED TERRAIN BONUS	+2	4	6	8
3		■	□	□	□
8		□	□	□	□
13		□	□	□	□
18		□	□	□	□

WILD EMPATHY

WILD EMPATHY
BONUS

Ranger
Level

Misc

= CHA + +

Use in place of Diplomacy to improve the attitude of an animal

TRACK

Ranger
Level

Survival
Bonus

Track = (÷ 2) +

SPELLS

Level
4

Ranger
Level

- 3 = Caster
Level

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells WIS
<input type="text"/>	1	<input type="text"/>		<input type="text"/>		□ □ □ □
<input type="text"/>	2	<input type="text"/>		<input type="text"/>		□ □ □ □
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Spell Save DC = 10 + WIS + Spell Level

Concentration

= WIS + Caster
Level

WANDS

CHARGES	#	□ □ □ □	□ □ □ □	□ □ □ □
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Ranger
Level

2

6

10

14

18

Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armor.

DEFEND CHARGE

Level

4

Once per day, this bond allows the witchguard to spend a move action to grant an adjacent spellcaster a +2 dodge bonus to AC and a +2 circumstance bonus to concentration checks.

5

Increase previous bonuses by +2 at 5th level and at every 5 levels after that.

7

May use Defend Charge an additional time per day at 7th level and every 3 levels after that.

PREPARED SPELLS

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4

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PATRON SPELLS

Patron

Level

2

4

6

8

BONUS FEATS

Level

3

BODYGUARD

When an adjacent ally is attacked, you may use an attack of opportunity to attempt the aid another action to improve only your ally's AC.

Level

7

IN HARM'S WAY

While using the aid another action to improve an adjacent ally's AC, you can intercept a successful attack against that ally as an immediate action, taking full damage from that attack and any associated effects (bleed, poison, etc.). A creature cannot benefit from this feat more than once per attack.

SCROLLS

POTIONS