

WITCHGUARD

(RANGER)

Ranger
Level

Level
Bonus

+

FAVOURED ENEMIES

Level	FAVOURED ENEMY BONUS	+2	4	6	8	10
1						
5						
10						
15						
20						

FAVOURED TERRAINS

Level	FAVOURED TERRAIN BONUS	+2	4	6	8
3					
8					
13					
18					

WILD EMPATHY

WILDE EMPATHIE
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	Ranger Level	Spells per day	Basis Spreuken	Bonus Spreuken
4	- 3 =			
Spell Save DC				
1				
2				
3				
4				

Spell Save DC = 10 + WIS + Spell Level

Concentration = WIS + Caster Level

WANDS

CHARGES	#								

CHARGES	#								

CHARGES	#								

CHARGES	#								

CHARGES	#								

COMBAT STYLE

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 armour.

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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PATRON SPELLS

Patron

Level

2

4

6

8

BONUS PRESTATIES

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