

WITCHGUARD

(RANGER)

Ranger
Level

Level
Bonus

+

COMBAT STYLE

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 4 Ranger Level - 3 = Caster Level

| Spell Save DC | Spells per day | Basis Spreuken | Bonus Spreuken WIJS |
|------------------|-------------------|-------------------|------------------------|
| 1 | | | □ □ □ □ |
| 2 | | | □ □ □ □ |
| 3 | | | □ □ □ □ |
| 4 | | | □ □ □ □ |

Spell Save DC = 10 + WIS + Spell Level

Concentration = WIS + Caster Level

WANDS

| CHARGES | # | □ □ □ □ | □ □ □ □ | □ □ □ □ |
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| CHARGES | # | □ □ □ □ | □ □ □ □ | □ □ □ □ |
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| 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 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 BODYGUARD

3

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 IN HARM'S WAY

7

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