

WITCHGUARD

(WALDLÄUFER)

Waldläufer-
stufe

Stufen-
bonus

+

ERZFEINDE

Stufe	BONUS GEGEN ERZFEIND	+2	4	6	8	10
1		■	□	□	□	□
5		□	□	□	□	□
10		□	□	□	□	□
15		□	□	□	□	□
20		□	□	□	□	□

■ Bonus to attack, damage and selected skills against this enemy

Bevorzugtes Gelände

Stufe	BONUS FÜR BEVORZUGTES GELÄNDE	6	8
3		■	□
8		□	□
13		□	□
18		□	□

○ Bonus to Initiative and selected skills when in this terrain

TIEREMPATHE

Wie Diplomatie, aber verbessert die Einstellung eines Tieres

ZAUBER

Stufe	Waldläufer- stufe	-	3	=	Zauber- stufe
4					
RW gegen Zauber		Zauber pro Tag	=	Grund- zauber	+ Bonuszauber WE
	1				□ □ □ □
	2				□ □ □ □
	3				□ □ □ □
	4				□ □ □ □

RW gegen Zauber (SG) = 10 + WE + Zaubergrad

ZAUBERSTÄBE

LADUNGEN	#	□ □ □ □	□ □ □ □	□ □ □ □	□ □ □ □	□ □ □ □
LADUNGEN	#	□ □ □ □	□ □ □ □	□ □ □ □	□ □ □ □	□ □ □ □
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LADUNGEN	#	□ □ □ □	□ □ □ □	□ □ □ □	□ □ □ □	□ □ □ □

KAMPFSTIL

Waldläufer- stufe	
2	□
6	□
10	□
14	□
18	□

Kampfstiltalente können ohne die normalen Voraussetzungen gewählt werden. Sie gelten nur, wenn er keine schwere Rüstung trägt.

DEFEND CHARGE

- Stufe
- 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.

VORBEREITETE ZAUBER

□ □ □	□ □ □	
□ □ □	□ □ □	1
□ □ □	□ □ □	
□ □ □	□ □ □	
□ □ □	□ □ □	2
□ □ □	□ □ □	
□ □ □	□ □ □	
□ □ □	□ □ □	3
□ □ □	□ □ □	
□ □ □	□ □ □	
□ □ □	□ □ □	4
□ □ □	□ □ □	

PATRON SPELLS

Patron

Stufe
2
4
6
8

BONUSTALENTE

Stufe **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.

Stufe **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.

SCHRIFTROLLEN

TRÄNKE