WITCHGUARD

Nível do Patrulheiro

(PATRULHEIRO)

Nível Bônus **+** Nível do Patrulheiro

INIMIGO FAVORITO

Nível	■ BÔNUS DE INIMIGO FAVORITO 2 4 6 8 10	
1	■ ☐ ☐ ☐ ☐	
5	☐ ☐ ☐ ☐	
10	☐ ☐ ☐	
15	☐ ☐ ☐	
20	☐ ☐	

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

TERRENO FAVORITO

Nível	⬭ BÔNUS DE TERRENO FAVORECIDO 2 4 6 8	
3	☐ ☐ ☐ ☐	
8	☐ ☐ ☐ ☐	
13	☐ ☐ ☐	
18	☐ ☐	

⬭ Bonus to Initiative and selected skills when in this terrain

EMPATIA COM A NATUREZA

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

MAGIAS

Nível **4**   Nível do Patrulheiro **– 3 =** Conjurador Nível

Teste de Resistência CD		Magias por dia	Magias Base **=** Magias Bônus **+** SAB
	1		☐☐☐☐
	2		☐☐☐☐
	3		☐☐☐☐
	4		☐☐☐☐

Teste de Resistência CD = 10 + SAB + Nível da Magia

ESTILO DE COMBATE

- **2**
- **6**
- **10**
- **14**
- **18**

O talento bônus de ranger pode ser adquirido sem os pre-requisitos, mas são aplicados apenas quando não estiver vestindo armadura pesada.

DEFEND CHARGE

Nível

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 addional time per day at 7th level and every 3 levels after that.

MAGIAS PREPARADAS

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PATRON SPELLS

Patron

Nível
- **2**
- **4**
- **6**
- **8**

TALENTO BÔNUS

BODYGUARD
Nível **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.

IN HARM'S WAY
Nível **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.

VARINHAS

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PERGAMINHOS

POÇÕES