

# WITCHGUARD

Livello  
da Ranger

(RANGER)

Livello  
Bonus

+

## NEMICI PRESCELTI

Livello ☒ BONUS NEMICO PRESCELTO +2 4 6 8 10

1	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
15	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
20	<input type="checkbox"/> <input type="checkbox"/>

## AMBIENTI PRESCELTI

Livello ☐ BONUS AMBIENTE PRESCELTO +2 4 6 8

3	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
13	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
18	<input type="checkbox"/> <input type="checkbox"/>

## EMPATIA SELVAGGIA

BONUS EMPATIA SELVAGGIA Livello da Ranger Varie

= CAR +  +

Uso al posto di Diplomazia per migliorare l'atteggiamento di un animale

## SEGUIRE TRACCE

Livello  
da Ranger

Bonus  
Sopravvivenza

Seguire tracce  = (  ÷ 2 ) +

## INCANTESIMI

Livello 4 Livello da Ranger - 3 = Livello Incantatore

CD TS Incantesimi	Inc. al Giorno	Inc. Base	Inc. Bonus SAG
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3	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

CD Salvezza Inc. = 10 + SAG + Liv. Incantesimo

Concentrazione  = SAG +  Livello incantatore

## BACCHETTE

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## STILE DI COMBATTIMENTO

Livello  
da Ranger

2

6

10

14

18

I Talenti bonus del Ranger possono essere acquisiti anche senza soddisfare i normali pre-requisiti, ma si applicano solo quando non indossa Armature pesanti

## DEFEND CHARGE

Livello

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.

## INCANTESIMI PREPARATI

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## INCANTESIMI del PATRONO

Patrono

Livello

2

4

6

8

## TALENTI BONUS

**BODYGUARD**  
Livello 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**  
Livello 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.

## PERGAMENE

## POZIONI