

WITCHGUARD

(RANGER)

Ranger
Level

Level
Bonus

+

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 FEATS

BODYGUARD

Level

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

Level

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

FAVOURED ENEMIES

Level **FAVOURED ENEMY BONUS** +2 4 6 8 10

1

5

10

15

20

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

FAVOURED TERRAINS

Level **FAVOURED TERRAIN BONUS** +2 4 6 8

3

8

13

18

○ Bonus to Initiative and selected skills when in this terrain

WILD EMPATHY

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

SPELLS

Level

4

Ranger
Level

-

3

=

Caster
Level

3

Spell
Save DC

Spells
per day

=

Base
Spells

+

Bonus
Spells

WIS

1

2

3

4

Spell Save DC = 10 + WIS + Spell Level

WANDS

CHARGES
#

1

2

3

4

5

6

7

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9

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11

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