WITCHGUARD Ranger Level			COMBAT STYLE				
(R	ANGER)	Level Bonus	Rangei	r 📮			
FA	VORED ENEMIE		Level	<u> </u>			
	D ENEMY BONUS	+2 4 6 8 10	2	<u></u>			
1			6	<u> </u>			
5							
10			10				
15			14 18	Ranger bonus feats can be taken without the		al pre-	requisites,
20			but only apply when not wearing heavy armor. DEFEND CHARGE				
FAV	VORED TERRAI	NS ,	Level				
Level O FAVORI	ED TERRAIN BONUS	\$ +2 4 6 8 	4	Once per day, this bond allows the witchguard to s dodge bonus to AC and a +2 circumstance bonus			
8			5	Increase previous bonuses by +2 at 5th level and a	at eve	ry 5 lev	rels after that.
13			7 May use Defend Charge an additional time per day at 7th level and every 3 levels after that.				
18			PREPARED SPELLS				
WILD EMPATHY	VILD EMPATHY Ranger	*					
BONUS	Level	Misc			1		
=	CHA +	+					
Use in place of Diplom	acy to improve the attit	ude of an animal					
	Ranger	Survival			2		
	Level	Bonus					
Track		÷ 2) +					
Level	SPELLS Ranger	. Caster			3		
4	Ranger Level - 3 =	Level					
Spell Save DC	Spells = Base per day = Spell	e + Bonus Spells ls • WIS					
1		P P P P P			4		
2					1 1		
3		_	Patron	PATRON SPELLS		`	BONUS FEATS BODYGUARD
Spell Save DC = 10	+ WIS + Spell Level		Level		_	Level	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.
Concentration	= WIS	+ Caster Level	2				IN HARM'S WAY
×	WANDS	x (4		-	Level	While using the aid another action to improve an adjacent ally's AC, you can intercept a successful
	CHARGES		8		_	7	adjacent any s AL, 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.
	Снавсе В			SCROLLS		×	POTIONS
	CHARGES						
	CHARGES						