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	+2	4	6	8
3		■	□	□	□
8		□	□	□	□
13		□	□	□	
18		□	□		

○ Bonus to Initiative and selected skills when in this terrain

TIEREMPATHIE

Wie Diplomatie, aber verbessert die Einstellung eines Tieres

ZAUBER

Stufe 4

Waldläufer-stufe − 3 = Zauber-stufe

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

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

ZAUBERSTÄBE

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

VORBEREITETE ZAUBER

1	□ □ □	□ □ □
	□ □ □	□ □ □
	□ □ □	□ □ □
2	□ □ □	□ □ □
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4	□ □ □	□ □ □
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PATRON SPELLS

Patron

Stufe	
2	
4	
6	
8	

BONUSTALENTE

BODYGUARD
Stufe 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
Stufe 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