

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 armor.

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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1

2

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PATRON SPELLS

Patron

Level

2

4

6

8

BONUS FEATS

Level

3

BODYGUARD

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.

Level

7

IN HARM'S WAY

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

FAVORED ENEMIES

Level ☒ FAVORED ENEMY BONUS +2 4 6 8 10

1 ☒ ☐ ☐ ☐ ☐ ☐

5 ☐ ☐ ☐ ☐ ☐ ☐

10 ☐ ☐ ☐ ☐ ☐ ☐

15 ☐ ☐ ☐ ☐ ☐ ☐

20 ☐ ☐ ☐ ☐ ☐ ☐

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

FAVORED TERRAINS

Level ☐ FAVORED 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

| Spell Save DC | Spells per day | = | Base Spells | + | Bonus Spells WIS |
|---------------|----------------|---|-------------|---|---|
| 1 | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 2 | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 3 | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 4 | | | | | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |

Spell Save DC = 10 + WIS + Spell Level

WANDS

CHARGES #

CHARGES #

CHARGES #

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