WITCHGUA	RD	Ranger Level		*		COMBA	Т:	STY.	LE	
(RANGER)		Level	+	Donger	P					
FAVOURED ENEMIES				Ranger Level						
Level ■ FAVOURED ENEMY			6 8 10	2	<u></u>					
1			-00	6						
5										
10			-00	10						
15				14 18	Ranger bonus feats can be but only apply when not we			al pre-	requisites,	
20			DEFEND CHARGE							
Bonus to attack, damage and selected skills against this enemy FAVOURED TERRAINS				Level						
Level O FAVOURED TERRAINS +2 4 6 8				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.						
3			5 Increase previous bonuses by +2 at 5th level and at every 5 levels after that.							
8										
13					7 May use Defend Charge an addional time per day at 7th level and every 3 levels after that.					
18			-		7	PREPARI	ŁD	SPE		
O Bonus to Initiative and selected		in this t					1			
Use in place of Diplomacy to improv		do of an	animal .							
SPELI		ue or an	allillal]					
Level Rang	jer _ 2 -	Caster					2			
Spell Spells	/ei 🤳	Level	us Spreuken							
Save DC per day	= Spreuk	en + Don	WIJS							
1		_ [3			
2		_								
3 4		_					,		· -	
Spell Save DC = 10 + WIS + Spell L	Level	_					4			
					PATRON SPE	110	١		BONUS PRESTATIES	
				Patron	PATRON SPE	PP2 1			BODYGUARD	
				Level 2				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.	
				4			-		IN HARM'S WAY	
WANI	DS		Į.	6				Level	While using the aid another action to improve an adjacent ally's AC, you can intercept a successful	
				8				7	attack against that ally as an immediate action, taking full damage from that attack and any	
CHARGES	‡ 0000								associated effects (bleed, poison, etc.). A creature cannot benefit from this feat more than once per attack.	
CHARGES	# 000 000			×	SCROLLS	*		*	POTIONS	
CHARGES										
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