

# 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	6	8
3		■	□
8		□	□
13		□	□
18		□	□

○ Bonus to Initiative and selected skills when in this terrain

## TIEREMPATHE

Wie Diplomatie, aber verbessert die Einstellung eines Tieres

## ZAUBER

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

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

## ZAUBERSTÄBE

LADUNGEN	#	□ □ □ □	□ □ □ □	□ □ □ □	□ □ □ □	□ □ □ □
LADUNGEN	#	□ □ □ □	□ □ □ □	□ □ □ □	□ □ □ □	□ □ □ □
LADUNGEN	#	□ □ □ □	□ □ □ □	□ □ □ □	□ □ □ □	□ □ □ □
LADUNGEN	#	□ □ □ □	□ □ □ □	□ □ □ □	□ □ □ □	□ □ □ □
LADUNGEN	#	□ □ □ □	□ □ □ □	□ □ □ □	□ □ □ □	□ □ □ □

## 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

- 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.
- Increase previous bonuses by +2 at 5th level and at every 5 levels after that.
- May use Defend Charge an additional time per day at 7th level and every 3 levels after that.

## VORBEREITETE ZAUBER

□ □ □	1	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	2	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	3	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	4	□ □ □
□ □ □		□ □ □

## 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