WITCHGUARD

(EXPLORADOR)

Nivel de Explorador

Bon de Nivel +

ENEMIGOS PREDILECTOS

Nivel	BON DE ENEMIGO PREDILECTO 2	4	6	8	10
1					
5					
10					
15					
20					

Bonus al ataque, daño y habilidades seleccionadas contra este enemigo

TERRENOS PREDILECTOS

Nivel	BON DE TERRENO PREDILECTO 2	4	6	8
3				
8				
13				
18				

Bonus to Initiative and selected skills when in this terrain

EMPATIA SALVAJE

Usar en lugar de Diplomacia para mejorar la actitud de un animal

CONJUROS

Nivel 4

Nivel de Explorador − 3 = Nivel de Lanzador

CD Salv de Conjuros		Conjuros al Día	=	Conjuros Base	+	Conjuros Adicionales SAB
	1					
	2					
	3					
	4					

CD Salv de Conjuro = 10 + SAB + Nivel de Conjuro

ESTILO DE COMBATE

Nivel de Explorador

2

6

10

14

18

Las dotes adicionales de explorador pueden ser tomadas sin los prerrequisitos normales, pero sólo se aplican cuando no se lleva armadura pesada

DEFEND CHARGE

Nivel	
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.

CONJUROS PREPARADOS

	1	
	2	
	3	
	4	

PATRON SPELLS

Patron

Nivel	
2	
4	
6	
8	

DOTES ADICIONALES

Nivel 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.

Nivel 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.

VARITAS

CARGAS #

CARGAS #

CARGAS #

CARGAS #

CARGAS #

PERGAMINOS

POCIONES