

WITCHGUARD

(RANGER)

Ranger
Level

Level
Bonus

+

FAVOURED ENEMIES

Level **FAVOURED ENEMY BONUS** +2 4 6 8 10

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5 □ □ □ □ □ □

10 □ □ □ □ □

15 □ □ □ □

20 □ □

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

FAVOURED TERRAINS

Level **FAVOURED 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

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Spell Save DC = 10 + WIS + Spell Level

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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 armour.

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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PATRON SPELLS

Patron

Level

2

4

6

8

BONUS FEATS

Level **BODYGUARD**

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.

Level **IN HARM'S WAY**

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.

SCROLLS

POTIONS

WANDS

CHARGES #

CHARGES #

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