WITCHGUARD		Ranger Level	COMBAT STYLE				
		Level +					
(R	ANGER)	Bonus	Ranger Level	T			
FAVOURED ENEMIES			2	T			
Level ■ FAVOUR	ED ENEMY BONUS	+2 4 6 8 10					
			6				
5		_					
10			10				
15			18	Ranger bonus feats can be taken without the but only apply when not wearing heavy armou		al pre-	requisites,
20			*	DEFEND CHARGE			
FAVOURED TERRAINS FAVOURED TERRAINS FAVOURED TERRAIN BONUS +2 4 6 8				el Once per day, this bond allows the witchguard to spend a move action to grant an adjacent spellcaster a +2			
Level O FAVOU	RED TERRAIN BON	US +2 4 6 8	4	dodge bonus to AC and a +2 circumstance bonus			
8				Increase previous bonuses by +2 at 5th level and at every 5 levels after that.			
13			7	May use Defend Charge an addional time per day a	at 7th	level a	nd every 3 levels after that.
18			` .	PREPARED SPELLS			
Бонус Дикого сопере	WILD EMPATHY живания Ranger	<i>!</i>					
BONUS	Level	Misc			1		
=	CHA +	+					
Use in place of Diplom	nacy to improve the attit	tude of an animal					
*	TRACK Ranger	Survival			2		
_	Level	Bonus					
Track	= (÷ 2) +					
×	SPELLS				3		
Level 4	Ranger Level - 3 =	Caster Level					
Spell	Spells = Base	е Бонусные закляти	я 🗆 🗆 [
Save DC	per day Spel				4		
1							
2			×	PATRON SPELLS		×	BONUS FEATS
3 4			Patron			Lovel	BODYGUARD
Spell Save DC = 10	+ WIS + Spell Level		1		_	Level	When an adjacent ally is attacked, you may use an attack of opportunity to attempt the aid
Concentration	= WIS	+ Caster	Level 2		_		another action to improve only your ally's AC.
Concentration		Level	4				IN HARM'S WAY
WANDS F			6	6 8 7			While using the aid another action to improve an Hb 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.
# # 000 000 000 000 000 000 000 000 000			8				
	CHARGES		*	SCROLLS		*	POTIONS
	CHARGES						
	CHARGES						