WITC	HGUARD	Ranger Level	N.	COMBA	AT	STY	LE	
(R	ANGER)	Level Bonus	Ranger	r P	_			
FAY	VOURED ENEMI		Level	h				
	RED ENEMY BONUS		2					
1								
5			6					
10			10	† 				
15			14 18	Ranger bonus feats can be taken without the n		al pre-	requisites,	
20			but only apply when not wearing heavy armour.					
FAV	OURED TERRA	INS	Level	DEFENI) C.	HAR	€GE •	
Level O FAVOU	RED TERRAIN BON	US +2 4 6 8	4	Once per day, this bond allows the witchguard to s dodge bonus to AC and a +2 circumstance bonus t				
8			5	Increase previous bonuses by +2 at 5th level and a	t eve	ry 5 lev	vels after that.	
13				7 May use Defend Charge an addional time per day at 7th level and every 3 levels after that.				
18 —			PREPARED SPELLS					
WILD EMPATHY	WILD EMPATHY Ranger							
BONUS	Level	Misc			1			
=	CHA +	+						
Use in place of Diplon	nacy to improve the attit	ude of an animal						
	Ranger	Survival			2			
	Level	Bonus						
Track		÷ 2) +						
Level	SPELLS				3			
4	Ranger Level - 3 =	Caster Level						
Spell Save DC	Spells = Bas per day = Spel	e + Bonus Spells ls • WIS						
1	per day Sper				4			
2								
3			` .	PATRON SPELLS		``	BONUS FEATS	
4 Spell Save DC = 10	+ WIS + Spell Level		Patron			Level	BODYGUARD 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.	
\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	WANDS	Level	4				IN HARM'S WAY While using the aid another action to improve an	
	WANDS		6			Level	adjacent ally's AC, you can intercept a successful attack against that ally as an immediate action,	
CHARGES			8			/	taking full damage from that attack and any associated effects (bleed, poison, etc.). A creatur cannot benefit from this feat more than once per attack.	
	CHARGES		×	SCROLLS		*	POTIONS	
	CHARGES							
	CHARGES							