

# WITCHGUARD

(RANGER)

Ranger  
Level

Level  
Bonus

+

## FAVOURED ENEMIES

Level	FAVOURED ENEMY BONUS	+2	4	6	8	10
1		■	□	□	□	□
5		□	□	□	□	□
10		□	□	□	□	□
15		□	□	□	□	□
20		□	□	□	□	□

## FAVOURED TERRAINS

Level	FAVOURED TERRAIN BONUS	+2	4	6	8
3		■	□	□	□
8		□	□	□	□
13		□	□	□	□
18		□	□	□	□

## WILD EMPATHY

WILD EMPATHY BONUS

Ranger  
Level

Misc

= CHA +  +

Use in place of Diplomacy to improve the attitude of an animal

## TRACK

Ranger  
Level

Survival  
Bonus

Track  = (  ÷ 2 ) +

## SPELLS

Level	Ranger Level	-3 =	Caster Level
4			<input type="text"/>
Spell Save DC	Spells per day	Base Spells	Bonus Spells WIS
<input type="text"/>	1	<input type="text"/>	<input type="text"/>
<input type="text"/>	2	<input type="text"/>	<input type="text"/>
<input type="text"/>	3	<input type="text"/>	<input type="text"/>
<input type="text"/>	4	<input type="text"/>	<input type="text"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration  = WIS +  Caster Level

## WANDS

CHARGES	#	CHARGES	#	CHARGES	#	CHARGES	#
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
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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

## PATRON SPELLS

Patron

Level

2

4

6

8

## BONUS FEATS

Level

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.

Level

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.

## SCROLLS

## POTIONS