WITCHGUARD

(RANGER)

Nível de Ranger

Nível Bônus +

INIMIGO FAVORITO

Nível	BÔNUS DE INIMIGO FAVORITO	0	4	6	8	10
1		■	□	□	□	□
5		□	□	□	□	□
10		□	□	□	□	
15		□	□	□		
20		□	□			

TERRENO FAVORITO

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

EMPATIA COM A NATUREZA

EMPATIA COM A NATUREZA BÔNUS [ ] = CAR + Nível de Ranger + Outros

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

TRACK

Rastrear [ ] = (Nível de Ranger ÷ 2) + Sobrevivência Bônus

MAGIAS

Nível 4 — Nível de Ranger - 3 = Conjurador Nível [ ]

Teste de Resistência CD		Magias por dia	=	Base Magia	+	Magias Bônus SAB
	1					□ □ □ □
	2					□ □ □ □
	3					□ □ □ □
	4					□ □ □ □

Teste de Resistência CD = 10 + SAB + Nível da Magia

Concentração [ ] = SAB + Conjurador Nível

VARINHAS

CARGAS # □□□ □□□ □□□ □□□□□□□□□□□□□□□ □□□ □□□ □□□

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CARGAS # □□□ □□□ □□□ □□□□□□□□□□□□□□□ □□□ □□□ □□□

ESTILO DE COMBATE

Nível de Ranger	
2	
6	
10	
14	
18	

O talento bônus de ranger pode ser adquirido sem os pre-requisitos, mas são aplicados apenas quando não estiver vestindo armadura pesada.

DEFEND CHARGE

Nível	
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.

MAGIAS PREPARADAS

	□ □ □	□ □ □
	□ □ □	□ □ □
1	□ □ □	□ □ □
	□ □ □	□ □ □
	□ □ □	□ □ □
2	□ □ □	□ □ □
	□ □ □	□ □ □
	□ □ □	□ □ □
	□ □ □	□ □ □
3	□ □ □	□ □ □
	□ □ □	□ □ □
	□ □ □	□ □ □
	□ □ □	□ □ □
4	□ □ □	□ □ □
	□ □ □	□ □ □

PATRON SPELLS

Patron

Nível	
2	
4	
6	
8	

TALENTO BÔNUS

Nível 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.

Nível 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.

PERGAMINHOS

POÇÕES