WITCHGUARD
(EXPLORADOR)

Nivel de Explorador ☐

Bon de Nivel ☐ **+**

ESTILO DE COMBATE

Nivel de Explorador	☐	
2	☐	
6	☐	
10	☐	
14		
18		

Las dotes adicionales de explorador pueden ser tomadas sin los prerrequisitos normales, pero sólo se aplican cuando no se lleva armadura pesada

ENEMIGOS PREDILECTOS

■ BON DE ENEMIGO PREDILECTO +2 4 6 8 10

Nivel		
1	■ ☐ ☐ ☐ ☐	
5	☐ ☐ ☐ ☐ ☐	
10	☐ ☐ ☐ ☐	
15	☐ ☐ ☐	
20	☐ ☐	

TERRENOS PREDILECTOS

○ BON DE TERRENO PREDILECTO +2 4 6 8

Nivel		
3	■ ☐ ☐ ☐	
8	☐ ☐ ☐ ☐	
13	☐ ☐ ☐	
18	☐ ☐	

DEFEND CHARGE

Nivel

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.

EMPATIA SALVAJE

BONUS DE EMPATÍA SALVAJE Nivel de Explorador Misc

☐ **= CAR +** _____ **+** _____

Usar en lugar de Diplomacia para mejorar la actitud de un animal

RASTREAR

Nivel de Explorador Bon de Supervivencia

Rastrear ☐ **= (** _____ **÷ 2) +** _____

CONJUROS

Nivel **4**

Nivel de Explorador **- 3 =** Nivel de Lanzador ☐

CD Salv de Conjuros		Conjuros al Día	**=** Conjuros Base	**+** Conjuros Adicionales SAB
☐	1	☐	_____	☐☐☐☐
☐	2	☐	_____	☐☐☐☐
☐	3	☐	_____	☐☐☐☐
☐	4	☐	_____	☐☐☐☐

CD Salv de Conjuro = 10 + SAB + Nivel de Conjuro

Concentración ☐ **= SAB +** _____ Nivel de Lanzador

CONJUROS PREPARADOS

1
- ☐☐☐ ☐☐☐
- ☐☐☐ ☐☐☐
- ☐☐☐ ☐☐☐

2
- ☐☐☐ ☐☐☐
- ☐☐☐ ☐☐☐
- ☐☐☐ ☐☐☐

3
- ☐☐☐ ☐☐☐
- ☐☐☐ ☐☐☐
- ☐☐☐ ☐☐☐

4
- ☐☐☐ ☐☐☐
- ☐☐☐ ☐☐☐
- ☐☐☐ ☐☐☐

VARITAS

	CARGAS #	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
	CARGAS #	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
	CARGAS #	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐
	CARGAS #	☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐ ☐☐☐

PATRON SPELLS

Patron _____

Nivel	
2	
4	
6	
8	

DOTES ADICIONALES

BODYGUARD
Nivel **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.

IN HARM'S WAY
Nivel **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.

PERGAMINOS

POCIONES