WITC	HGUARD	Ranger Level	,	COMB	AT	STY	LE	
(R	ANGER)	Level Bonus	Ranger	г <u>Р</u>				
EAN	OURED ENEMI		Level	h				
	ED ENEMY BONUS		2					
1								
5			6					
10			10					
15		0-0-0	14 18	Ranger bonus feats can be taken without the I		al pre-	requisites,	
20			but only apply when not wearing heavy armour.					
FAV	OURED TERRAI	INS	Level	DEFENI	U 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				
8			5	Increase previous bonuses by +2 at 5th level and a	at eve	ry 5 lev	vels after that.	
13			7	7 May use Defend Charge an addional time per day at 7th level and every 3 levels after that.				
18			PREPARED SPELLS					
EMPATIA COM A I	WILD EMPATHY NATUREZA Ranger	#						
BÔNUS	Level	Misc			1			
	CHA +	. +						
Use in place of Diplom	nacy to improve the attit							
	TRACK Ranger	Survival			2			
	Level	Bonus						
Track		÷ 2 ) +						
Level	SPELLS	Contar			3			
4	Ranger Level - 3 =	Caster Level						
Spell Save DC	Spells = Base per day = Spell	e + Magias Bônus Is <b>WIS</b>						
1		9999			4			
2		0000			<i>-</i> \			
3			Patron	PATRON SPELLS		*	BONUS FEATS	
Spell Save DC = 10 + WIS + Spell Level		Level			Level	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.		
Concentration	= wis	+ Caster Level	2		-			
×	WANDS	,	4		_	Nível	IN HARM'S WAY While using the aid another action to improve an	
	CHARGES		8		_	7	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.	
	CHARGES		×	SCROLLS		``	POTIONS	
	CHARGES							
	CHARGES # CO							