WITCHGUARD		Rôdeur Niveau	STYLE DE COMBAT				
(RODEUR)		Niveau +					
		Bonus	Rôdeur Niveau	P			
ENNEMIS JURÉS Niveau BONUS CONTRE LES ENNEMIS JURÉS 8 10			2				
Niveau BONG	O O O O I I I L DE LIVIALI			<u> </u>			
5			6	T			
10			10				
15			14	Les dons supplémentaires du rôdeur peuvent é	être	nris sans satisfaire les nréreguis	
	20		18	mais ne s'appliquent pas lorsque le personnage porte une armure lourde.			
ENVIRONNEMENTS DE PRÉDILECTION				DEFEND CHARGE			
Niveau BONUS SUR LES ENVIRONNEMENTS DE PRÉDILECTIONS 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.							
8		0-0-0	5	Increase previous bonuses by +2 at 5th level and a	it eve	ery 5 levels after that.	
13			7 1	May usa Dafand Charga an addianal time nor day a	+ 7+h	lovel and every 2 lovels after that	
18			/	7 May use Defend Charge an addional time per day at 7th level and every 3 levels after that. SORTS PREPARES			
× E	EMPATHIE SAUVA				PIKI	EPARES • (
BONUS BONUS	Rôdeur Niveau				1		
	= CHA +	+			_		
Utiliser à la place	de Diplomatie pour améliore	 er l'attitude d'un animal					
×	TRACK	*			2		
	Rôdeur Niveau	Survie Bonus]	_		
Traquer	= (÷ 2) +]			
×	SORTS	,			3		
Niveau	Rôdeur _ A	iveau de]			
Sort	Sorts Ras]			
DD sauvegarde	par jour Sort]	4		
	1	7777]	•		
	2		X	PATRON SPELLS		DONS SUPPLEMENTAIRES	
	3		Patron			BODYGUARD	
DD de jet de sau	4uvegarde d'un sort = 10 + SA				_	Niveau When an adjacent ally is attacked, you may use an attack of opportunity to attempt the aid	
Concentration	= SAG	♣ Niveau de				another action to improve only your ally's AC.	
Concentration		Lanceur	d e Sort 4		-	IN HARM'S WAY	
BAGUETTES •			6			While using the aid another action to improve an adjacent ally's AC, you can intercept a successful	
			8		-	7 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		``	PARCHEMINS *		POTIONS	
	CHARGES						
	₹ # □□□						