

# WITCHGUARD

Nivel de Explorador

(EXPLORADOR)

Bon de Nivel

+

## ENEMIGOS PREDILECTOS

Nivel ☒ BON DE ENEMIGO PREDILECTO 2 4 6 8 10

Nivel 1	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
15	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
20	<input type="checkbox"/> <input type="checkbox"/>

## TERRENOS PREDILECTOS

Nivel ☐ BON DE TERRENO PREDILECTO 2 4 6 8

Nivel 3	<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
13	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
18	<input type="checkbox"/> <input type="checkbox"/>

## EMPATIA SALVAJE

BONUS DE EMPATÍA SALVAJE

Nivel de Explorador

Misc

= CAR +  +

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

## TRACK

Nivel de Explorador

Bon de Supervivencia

Rastrear  = (  ÷ 2 ) +

## CONJUROS

Nivel 4 Nivel de Explorador - 3 = Nivel de Lanzador

CD Salv de Conjurios	Conjurios al Día	Conjurios Base	Conjurios Adicionales SAB
1	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4	<input type="text"/>	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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

Concentración  = SAB +  Nivel de Lanzador

## VARITAS

CARGAS #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CARGAS #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CARGAS #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CARGAS #	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## 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

## 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 additional time per day at 7th level and every 3 levels after that.

## CONJUROS PREPARADOS

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

☐ ☐ ☐

## PATRON SPELLS

Patron

Nivel

2

4

6

8

## DOTES ADICIONALES

Nivel

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.

Nivel

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.

## PERGAMINOS

## POCIONES