SHAPESHIFTER Ranger Level	COMBAT STYLE
(RANGER)	NATURAL WEAPON COMBAT
FAVOURED ENEMIES	☐ Aspect of the Beast
Level FAVOURED ENEMY BONUS +2 4 6 8 10	□ Low Light Vision
1	Ranger Level Rending Claws If two claw attacks hit in a turn, the second does an extra 1d6 damage
5	2 Improved Natural Weapon Increased damage dice
10	$1d2 \rightarrow 1d3 \rightarrow 1d4 \rightarrow 1d6 \rightarrow 1d8 \rightarrow 2d6 \rightarrow 3d6 \rightarrow 4d6 \rightarrow 6d6 \rightarrow 8d6 \rightarrow 12d6$ $1d10 \rightarrow 2d8 \rightarrow 3d8 \rightarrow 4d8 \rightarrow 6d8 \rightarrow 8d8 \rightarrow 12d8$
15	Weapon Focus +1 to attack with selected weapon
20	6
SHIFTER'S BLESSING	Multiattack Second attack with natural weapons takes only -2 negalty rather than -5
Level	10 Improved Vital Strike Make a single attack for two extra sets of damage dice
3	Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour.
Level	HUNTER'S BOND
Fevel Tensel Tens	4 SHARE FAVOURED ENEMY HUISDIER
	SHARE FAVOURED ENEMY DURATION Misc
13	rds = WIS + Creature type
Level \square	(WIS minimum 1)
18	As a move action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft
WILD EMPATHY	PREPARED SPELLS
WILDE EMPATHIE Ranger BONUS Level Misc	
= CHA + +	1 000
Use in place of Diplomacy to improve the attitude of an animal	
TRACK Ranger Survival	
Level Bonus	2
Track = (÷ 2) +	
SPELLS	
Ranger – 3 = Caster Level	3 000
Spell Spells Basis Bonus Spreuken	
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Spell Save DC = 10 + WIS + Spell Level	
Concentration = WIS + Caster Level	
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