SHAPESHIFTER
(RANGER)

Ranger Level ☐

FAVOURED ENEMIES

Level	■ FAVOURED ENEMY BONUS	+2	4	6	8	10
1		■	☐	☐	☐	☐
5		☐	☐	☐	☐	☐
10		☐	☐	☐	☐	
15		☐	☐	☐		
20		☐	☐			

SHIFTER'S BLESSING

FORMS

Level **3** _____ ☐

Level **8** _____ ☐

Level **13** _____ ☐

Level **18** _____ ☐

WILD EMPATHY

WILDE EMPATHIE BONUS

☐ = CHA + Ranger Level + Misc

Use in place of Diplomacy to improve the attitude of an animal

TRACK

Track ☐ = (Ranger Level ÷ 2) + Survival Bonus

SPELLS

Level **4**

Ranger Level - 3 = Caster Level ☐

Spell Save DC		Spells per day	= Basis Spreuken	+ Bonus Spreuken WIJS
☐	1	☐	____	☐☐☐☐
☐	2	☐	____	☐☐☐☐
☐	3	☐	____	☐☐☐☐
☐	4	☐	____	☐☐☐☐

Spell Save DC = 10 + WIS + Spell Level

Concentration ☐ = WIS + Caster Level

WANDS

CHARGES	#	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐
CHARGES	#	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐
CHARGES	#	☐☐☐ ☐☐☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐
CHARGES	#	☐☐☐ ☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐
CHARGES	#	☐☐☐ ☐☐☐☐☐ ☐☐☐ / ☐☐☐ ☐☐☐ ☐☐☐

COMBAT STYLE

NATURAL WEAPON COMBAT

Ranger Level 2

☐ **Aspect of the Beast**
- ☐ Low Light Vision   ☐ Dark Vision   ☐ Claws: 1d4 damage (1d3 if small)
- ☐ Predator's Leap: Jump without a run-up   ☐ Wild Instinct: +2 to Initiative and Survival

☐ **Rending Claws**   If two claw attacks hit in a turn, the second does an extra 1d6 damage

☐ **Improved Natural Weapon**   Increased damage dice

1d2 → 1d3 → 1d4 → 1d6 → 1d8 → 2d6 → 3d6 → 4d6 → 6d6 → 8d6 → 12d6
1d10 → 2d8 → 3d8 → 4d8 → 6d8 → 8d8 → 12d8

☐ **Weapon Focus**   +1 to attack with selected weapon

6

☐ **Eldritch Claws**   Natural weapons considered both magical and silver

☐ **Vital Strike**   Make a single attack for an extra set of damage dice

10

☐ **Multiattack**   Second attack with natural weapons takes only -2 penalty rather than -5

☐ **Improved Vital Strike**   Make a single attack for two extra sets of damage dice

14

18

Ranger bonus feats can be taken without the normal pre-requisites,
but only apply when not wearing heavy armour.

HUNTER'S BOND

Level 4   ☐ **SHARE FAVOURED ENEMY**   ☐ **HUISDIER**

SHARE FAVOURED ENEMY
DURATION   Misc

☐ rds = WIS + ____
                    (WIS minimum 1)

As a move action, share half your Favoured Enemy
bonus against a single target with all allies within 30 ft

HUISDIER

Name _____

Creature type _____

Ranger Level - 3 = Druid Level ☐

PREPARED SPELLS

1
☐☐☐ _____   ☐☐☐ _____
☐☐☐ _____   ☐☐☐ _____
☐☐☐ _____   ☐☐☐ _____

2
☐☐☐ _____   ☐☐☐ _____
☐☐☐ _____   ☐☐☐ _____
☐☐☐ _____   ☐☐☐ _____

3
☐☐☐ _____   ☐☐☐ _____
☐☐☐ _____   ☐☐☐ _____
☐☐☐ _____   ☐☐☐ _____

4
☐☐☐ _____   ☐☐☐ _____
☐☐☐ _____   ☐☐☐ _____
☐☐☐ _____   ☐☐☐ _____

SCROLLS

_____
_____
_____
_____
_____
_____

POTIONS

_____
_____
_____
_____
_____
_____