SHAPESHIFTER	Ranger	*	COME	AT	STYLE	#
(RANGER)	Level		NATURAL WEAPON COMBAT			
FAVOURED ENEMI Level FAVOURED ENEMY BONUS 1		Ranger Level	☐ Aspect of the Beast ☐ Low Light Vision ☐ Dark Vis ☐ Predator's Leap: Jump without a run- ☐ Rending Claws If two claw attacks hit i	up	☐ Claws: 1d4 damage (1d3 if small)☐ Wild Instinct: +2 to Initiative and Survival Irn, the second does an extra 1d6 damage	
5 10 15	0-0-0-0	2	Improved Natural Weapon Increased day $1d2 \rightarrow 1d3 \rightarrow 1d4 \rightarrow 1d6 \rightarrow 1d8 \rightarrow 2d$ $1d10 \rightarrow 2d8 \rightarrow 3d8 \rightarrow 4d8 \rightarrow 6d8 \rightarrow 8$ Weapon Focus +1 to attack with selected	$6 \rightarrow 3$ $d8 \rightarrow$	$3d6 \rightarrow 4d6 \rightarrow 6d6 \rightarrow 8d6 \rightarrow 12d6$ $\Rightarrow 12d8$	
20		6	Eldritch Claws Natural weapons consid Vital Strike Make a single attack for an			
Bonus to attack, damage and selected skill SHIFTER'S BLESSI		10	☐ Multiattack Second attack with natural☐ Improved Vital Strike Make a single att			
Level		14 18	Ranger bonus feats can be taken without the but only apply when not wearing heavy armo	norm ur.	nal pre-requisites,	
		×	HUNT	ER'S	S BOND	#
Level		Level 4	SHARE FAVOURED ENEMY		ANIMAL COMPANION	
Forel 8		SHARI DURA	E FAVOURED ENEMY TION Misc	I	Name	
13			rds = WIS +	- 11	Creature type	
Level 18			ove action, share half your Favoured Enemy gainst a single target with all allies within 30 f	t II	Ranger - 3 = Druid Level - 3 = Level	
WILD EMPATHY				KED	SPELLS	#
Use in place of Diplomacy to improve the attitu	ude of an animal			1		
Level Ranger 2 Caster					000	
4 Ranger Level - 3 =	Level					
Spell Spells = Base Save DC per day Spell				2		
1						
2	_			2		
3				3		
Spell Save DC = 10 + WIS + Spell Level						
Spell dave DC = 10 + WIS + Spell Level				4		
				4		
WANDS	*					
CHANGE ES			SCROLLS		POTIONS	
CHARGES						
# 000000000000000000000000000000000000						
CHAPGES						