SHAPESHIFTER Ranger Level	COMBAT STYLE
(RANGER)	NATURAL WEAPON COMBAT
FAVORED ENEMIES	☐ Aspect of the Beast
Level FAVORED ENEMY BONUS +2 4 6 8 10	Low Light Vision
5	2 Improved Natural Weapon Increased damage dice $1d2 \rightarrow 1d3 \rightarrow 1d4 \rightarrow 1d6 \rightarrow 1d8 \rightarrow 2d6 \rightarrow 3d6 \rightarrow 4d6 \rightarrow 6d6 \rightarrow 8d6 \rightarrow 12d6$
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 Eldritch ClawsNatural weapons considered both magical and silver Vital StrikeMake a single attack for an extra set of damage dice
SHIFTER'S BLESSING	Multi-Attack Second attack with natural weapons takes only -2 negative rather than -5
Level	14 Improved Vital StrikeMake a single attack for two extra sets of damage dice Ranger bonus feats can be taken without the normal pre-requisites,
	but only apply when not wearing heavy armor.
Level \square	HUNTER'S BOND Level
Fevel Care Reserved Transfer Care Reserved Tr	4 SHARE FAVORED ENEMY ANIMAL COMPANION
Level	SHARE FAVORED ENEMY DURATION Misc
Level	rds = WIS + Creature type
18	As a move action, share half your Favored Enemy Ranger 3 = Druid
WILD EMPATHY	bonus against a single target with all allies within 30 ft PREPARED SPELLS
WILD EMPATHY Ranger BONUS Level Misc	PREPARED SPELLS
BONUS Level Misc	
Use in place of Diplomacy to improve the attitude of an animal	
TRACK	
Ranger Survival	
\	
SPELLS Level Ranger 2 Caster	2 000
4 Level - 3 = Castel Level	,
Spell Spells = Base + Bonus Spells Save DC per day = Spells + WIS	
1 0,000	
2	4 000
3	
4	
Spell Save DC = 10 + WIS + Spell Level	
Concentration = WIS + Caster Level	
WANDS	
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