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 □ Dark Vision □ Claws: 1d4 damage (1d3 if small) □ Predator's Leap: Jump without a run-up □ Wild Instinct: +2 to Initiative and Survival Ranger □ Rending Claws □ If two claw attacks hit in a turn, the second does an extra 1d6 damage
5	Rending Claws If two claw attacks hit in a turn, the second does an extra 1db damage 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 → 2d8 → 3d8 → 4d8 → 6d8 → 8d8 → 12d8 $□ Weapon Focus +1 to attack with selected weapon$
15	Fldritch Claws Natural weapons considered both manical and silver
20	6 Vital Strike Make a single attack for an extra set of damage dice
SHIFTER'S BLESSING	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
3	14 18 Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour.
Level	HUNTER'S BOND
Fevel Fevel	4 SHARE FAVOURED ENEMY ANIMAL COMPANION
Level 13	SHARE FAVOURED ENEMY DURATION Misc Name
Level \square	rds = WIS + Creature type
18	(WIS minimum 1) As a move action, share half your Favoured Enemy Ranger - 3 = Druid Level - 3 = Level
WILD EMPATHY	bonus against a single target with all allies within 30 ft
WILD EMPATHY Ranger	PREPARED SPELLS
BONUS Level Misc	
Use in place of Diplomacy to improve the attitude of an animal TRACK	
Ranger Survival	
Level Bonus	2 000
Track = (÷ 2) +	
SPELLS	
Ranger - 3 = Caster Level	3
Spell Spells Base Bonus Spells Save DC per day Spells + WIS	
per day openo	
1 2	4
3 4	
Spell Save DC = 10 + WIS + Spell Level	
Concentration — WIS + Caster	
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