SHAPESHIFTER	Ranger Level	*	COMB	ΑT	STYLE	-	
(RANGER)	rever ;		NATURAL WEAPON COMBAT				
FAVORED ENEMI	ES .		Aspect of the Beast				
Level FAVORED ENEMY BONUS	+2 4 6 8 10		☐ Low Light Vision ☐ Darkvision ☐ Darkvision ☐ Predator's Leap: Jump without a run-		 □ Claws: 1d4 damage (1d3 if small) □ Wild Instinct: +2 to Initiative and Survival 		
1		Ranger Level	Rending ClawsIf two claw attacks hit in a				
5		2	Improved Natural WeaponIncreased dama				
10			$1d2 \rightarrow 1d3 \rightarrow 1d4 \rightarrow 1d6 \rightarrow 1d8 \rightarrow 2d6 - 1d10 \rightarrow 2d8 \rightarrow 3d8 \rightarrow 4d8 \rightarrow 6d8 \rightarrow 8d8 \rightarrow 8d8$				
15			☐ Weapon Focus+1 to attack with selected weapon				
20		6	Eldritch ClawsNatural weapons considere				
■ Bonus to attack, damage and selected skills against this enemy		☐ Vital StrikeMake a single attack for an extra set of damage dice ☐ Multi-AttackSecond attack with natural weapons takes only -2 penalty rather than -5					
SHIFTER'S BLESSING		10	10 Improved Vital StrikeMake a single attack for two extra sets of damage dice				
Level		18	14 18 Ranger bonus feats can be taken without the normal pre-requisites,				
3		but only apply when not wearing heavy armor. HUNTER'S BOND					
Level		Level	☐ SHARE FAVORED ENEMY		□ ANIMAL COMPANION		
8 		4		75		_	
Form Porns		DURA	E FAVORED ENEMY FION Misc	I	Name		
13			rds = WIS +	Ш	Creature type		
			(WISminimum 1)				
Level			ve action, share half your Favored Enemy gainst a single target with all allies within 30 fi		Ranger - 3 = Druid Level		
		PREPARED SPELLS					
WILD EMPATHY					000		
Use in place of Diplomacy to improve the attitude of an animal SPELLS Level Ranger Caster				1			
Spell Save DC Spells per day = Spell	se + Bonus Spells						
				2			
2							
3				3			
4]				
Spell Save DC = 10 + WIS + Spell Level]				
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WANDS	*						
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