

SHAPESHIFTER

(RANGER)

Ranger
Level

FAVORED ENEMIES

Level	FAVORED ENEMY BONUS	+2	4	6	8	10
1		■	□	□	□	□
5		□	□	□	□	□
10		□	□	□	□	
15		□	□	□		
20		□	□			

■ Bonus to attack, damage and selected skills against this enemy

SHIFTER'S BLESSING

Level		□
3		
Level		□
8		
Level		□
13		
Level		□
18		

WILD EMPATHY

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

SPELLS

Level		Ranger Level	- 3 =	Caster Level	
4					
Spell Save DC		Spells per day	=	Base Spells	+ Bonus Spells WIS
	1				□ □ □ □
	2				□ □ □ □
	3				□ □ □ □
	4				□ □ □ □

Spell Save DC = 10 + WIS + Spell Level

COMBAT STYLE

NATURAL WEAPON COMBAT

- **Aspect of the Beast**
 - Low Light Vision
 - Darkvision
 - 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
 - **Eldritch Claws**Natural weapons considered both magical and silver
 - **Vital Strike**Make a single attack for an extra set of damage dice
 - **Multi-Attack**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
- Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armor.

HUNTER'S BOND

Level	4	□ SHARE FAVORED ENEMY	□ ANIMAL COMPANION
SHARE FAVORED ENEMY		ANIMAL COMPANION	
DURATION <input type="text"/> rds = WIS + <input type="text"/> (WIS minimum 1)		Name <input type="text"/> Creature type <input type="text"/> Ranger Level - 3 = Druid Level <input type="text"/>	
As a move action, share half your Favored Enemy bonus against a single target with all allies within 30 ft			

PREPARED SPELLS

□ □ □		□ □ □
□ □ □	1	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	2	□ □ □
□ □ □		□ □ □
□ □ □	3	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	4	□ □ □
□ □ □		□ □ □

WANDS

CHARGES #	□ □ □ □ □ □ □ □ □ □
CHARGES #	□ □ □ □ □ □ □ □ □ □
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SCROLLS

POTIONS