SHAPESHIFTER	Ranger	*	COMBA	AT STYLE
(RANGER)	Level		NATURAL WEAPON COMBAT	
FAVORED ENEMI	ES .		☐ Aspect of the Beast	
Level ■ FAVORED ENEMY BONUS	+2 4 6 8 10		☐ Low Light Vision ☐ Darkvision	3 \ /
1		Ranger	☐ Predator's Leap: Jump without a run-u☐ Rending ClawsIf two claw attacks hit in a	•
5		Level	Improved Natural WeaponIncreased dama	
10		2	$1d2 \rightarrow 1d3 \rightarrow 1d4 \rightarrow 1d6 \rightarrow 1d8 \rightarrow 2d6 \rightarrow 1d10 \rightarrow 2d8 \rightarrow 3d8 \rightarrow 4d8 \rightarrow 6d8 \rightarrow 8d8 \rightarrow 8d8$	
15			□ Weapon Focus+1 to attack with selected v	
20		6	Eldritch ClawsNatural weapons considered	-
SHIFTER'S BLESSING		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		
Level		10	14 18 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.	
3				
Level		HUNTER'S BOND		
8		Level	☐ SHARE FAVORED ENEMY	ANIMAL COMPANION
Tenel Form		SHARI	E FAVORED ENEMY	Name
13		DURA	- 11/15 +	Creature tune
Level			rds - W15 + (WISminimum 1)	Creature type
18			ve action, share half your Favored Enemy	Ranger - 3 = Druid
WILD EMPATHY		bonus a	gainst a single target with all allies within 30 ft	Level 5 Level
WILD EMPATHY Ranger				ED SPELLS
BONUS Level	Misc		<u> </u>	
= CHA +	. +			1
Use in place of Diplomacy to improve the attit			J	
TRACK Ranger	Survival		]	
Level	Bonus		]	2
Track = ( ÷ 2 )	+		]	
SPELLS	*		]	000
Level Ranger - 3 =	Caster Level			3
Snall Snalls Bas			]	
Save DC per day Spell				
1			]	4
2	4444			
3				
4				
Spell Save DC = 10 + WIS + Spell Level				
Concentration = WIS	+ Caster Level			
WANDS	*			
		*	SCROLLS	POTIONS
CHARGES				
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HARGES				