

SHAPESHIFTER

(RANGER)

Ranger
Level

FAVOURED ENEMIES

Level	FAVOURED 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
 - ☐ Dark Vision
 - ☐ 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
- ☐ **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
- 10**
- 14**
- 18** Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour.

HUNTER'S BOND

Level **4**

☐ **SHARE FAVOURED ENEMY**

SHARE FAVOURED ENEMY

DURATION _____ **Misc** _____

= **WIS** + _____

(WIS minimum 1)

As a move action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft

☐ **ANIMAL COMPANION**

Name _____

Creature type _____

Ranger Level - 3 = Druid Level

PREPARED SPELLS

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

WANDS

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

POTIONS