SHAPESHIFTER	Ranger Level	*	COMBA	T STYLE	
(RANGER)	rever 1		NATURAL WEAPON COMBAT		
FAVOURED ENEM	IES		Aspect of the Beast		
Level ▼ FAVOURED ENEMY BONUS		Ranger	☐ Low Light Vision ☐ Dark Vision ☐ Dark Vision ☐ Predator's Leap: Jump without a run-u	3 (/	
1	■-0-0-0		Rending Claws If two claw attacks hit in a	turn, the second does an extra 1d6 damage	
5		2	Improved Natural Weapon Increased dam $1d2 \rightarrow 1d3 \rightarrow 1d4 \rightarrow 1d6 \rightarrow 1d8 \rightarrow 2d6$		
10	10		$1d2 \rightarrow 1d3 \rightarrow 1d4 \rightarrow 1d6 \rightarrow 1d8 \rightarrow 2d6$ $1d10 \rightarrow 2d8 \rightarrow 3d8 \rightarrow 4d8 \rightarrow 6d8 \rightarrow 8d8$		
15			☐ Weapon Focus +1 to attack with selected weapon		
20		6			
■ Bonus to attack, damage and selected skills against this enemy		10	Multiattack Second attack with natural w	eapons takes only -2 penalty rather than -5	
SHIFTER'S BLESSING		14	☐ Improved Vital Strike Make a single attac		
Level		18	Ranger bonus feats can be taken without the n but only apply when not wearing heavy armour		
3		×	HUNTE	R'S BOND	
Level		Level 4	☐ SHARE FAVOURED ENEMY	HUISDIER	
Forei Record to the second s		SHARE	FAVOURED ENEMY CHON Misc	Name	
		DUKA	THIC .	Creature type	
13			rds = W1S + (WIS minimum 1)	Creature type	
Level			ve action, share half your Favoured Enemy	Ranger - 3 = Druid Level - 3 = Druid	
18		bonus a	gainst a single target with all allies within 30 ft	ED SPELLS	
WILD EMPATHY	Y ,				
Use in place of Diplomacy to improve the attitude of an animal				1 000	
SPELLS					
Ranger - 3 = Caster Level					
	is Bonus Spreuken			2	
Save DC per day Spreul					
3				3	
4					
Spell Save DC = 10 + WIS + Spell Level					
				<u></u> 4.	
		~			
WANDS	*				
			SCROLLS	POTIONS	
CHARGES			3CROLL3 * (FOIIONS	
# GOOOOOO					
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