SHAPES	HIFTER	Ranger	•	СОМІ	BAT :	STYLE	
(RAN		Level		NATURAL WEAPON COMBAT			
	OURED ENEMI	ES *		Aspect of the Beast			
Level FAVOURE 1 5 10	D ENEMY BONUS	+2 4 6 8 10	Ranger Level 2	□ Low Light Vision □ Dark Vi □ Predator's Leap: Jump without a rur □ Rending Claws If two claw attacks hi □ Improved Natural Weapon Increased $1d2 \rightarrow 1d3 \rightarrow 1d4 \rightarrow 1d6 \rightarrow 1d8 \rightarrow 2$ $1d10 \rightarrow 2d8 \rightarrow 3d8 \rightarrow 4d8 \rightarrow 6d8 \rightarrow$ □ Weapon Focus +1 to attack with select	n-up t in a t dama d6 → 1 8d8 →	ge dice $3\text{d}6 o 4\text{d}6 o 6\text{d}6 o 8\text{d}6 o 12\text{d}6 o 12\text{d}8$	al
15				□ Eldritch Claws Natural weapons cons		<u> </u>	
20			6	☐ Vital Strike Make a single attack for		-	
Level	TER'S BLESSI	NG *	10	Multiattack Second attack with natur Improved Vital Strike Make a single			
3			18	Ranger bonus feats can be taken without the but only apply when not wearing heavy armounts of the control of th		al pre-requisites,	
Level			``	HUNT	ER'S	BOND	-
Penel			Level 4	☐ SHARE FAVOURED ENEMY		ANIMAL COMPANION	
Level 13			SHARE	FAVOURED ENEMY FION Misc		Name	
Level				rds = WIS +		Creature type	
18				(WIS minimum 1 ve action, share half your Favoured Enemy gainst a single target with all allies within 30	`	Ranger - 3 = Druid Level	
WILD EMPATHY	ILD EMPATHY Ranger		×	PREPA	RED	SPELLS	#
BONUS	Level	Misc					
= (CHA +	+			1		
Use in place of Diploma							
	TRACK Ranger	Survival					
	Level	Bonus			2		
Track =	(÷2)						
Level	SPELLS Ranger	Caster			2		
4	Level - 3 =	Level			3		
Spell Save DC	Spells = Bas per day = Spel	e + Bonus Spells WIS					
1		7777			4		
2					-		
3			~				_
4							
Spell Save DC = 10 -		_ Caster					
Concentration	= WIS	Level					
	WANDS	<i>#</i> (
	§ # 🗆 🗆		*	SCROLLS	1)	POTIONS	*
	CHARGES #						
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