	anger	•	COMBA	AT STYLE
(RANGER)	Level		NATURAL WEAPON COMBAT	
FAVOURED ENEMIES Level FAVOURED ENEMY BONUS +:		Ranger Level	☐ Aspect of the Beast ☐ Low Light Vision ☐ Dark Vision ☐ Predator's Leap: Jump without a run-up ☐ Rending Claws If two claw attacks hit in a	D □ Wild Instinct: +2 to Initiative and Survival a turn, the second does an extra 1d6 damage
10		2		$\begin{array}{l} \rightarrow 3d6 \rightarrow 4d6 \rightarrow 6d6 \rightarrow 8d6 \rightarrow 12d6 \\ 3 \rightarrow 12d8 \end{array}$
		6	Eldritch Claws Natural weapons consider Vital Strike Make a single attack for an ex	
SHIFTER'S BLESSING	G ,		Multiattack Second attack with natural w	
Level		10	Improved Vital Strike Make a single attac	
3		18	Ranger bonus feats can be taken without the nobut only apply when not wearing heavy armor.	ormal pre-requisites,
Level		×		R'S BOND
8		Level 4	☐ SHARE FAVOURED ENEMY	ANIMAL COMPANION
Pevel 13		SHARE		Name
Level			rds = WIS +	Creature type
18 WILD EMPATHY	, ((WIS minimum 1) re action, share half your Favoured Enemy ainst a single target with all allies within 30 ft	Ranger - 3 = Druid Level Level
WILD EMPATHY Ranger			PREPARI	ED SPELLS
BONUS Level	Misc			
Use in place of Diplomacy to improve the attitude	of an animal			000
TRACK	e or all allillar			
Ranger Level	Survival Bonus			2 000
Track = (÷2)+				
SPELLS				
·	Caster Level			3
Spell Spells Base	Bonus Spells			
Save DC per day Spells	WIS			
2				4
3				
4				
Spell Save DC = 10 + WIS + Spell Level	-			
Concentration = WIS +	Caster Level			
WANDS	× (
2 # 000		``	SCROLLS	POTIONS
CHANGES				