SHAPESHIFTER	Ranger	×	COMBA	T STYLE
(RANGER)	Level		NATURAL WEAPON COMBAT	
FAVOURED ENEMIE	ES .		☐ Aspect of the Beast	
Level FAVOURED ENEMY BONUS	+2 4 6 8 10		☐ Low Light Vision ☐ Dark Vision ☐ Predator's Leap: Jump without a run-up	3 (/
1		Ranger Level	Rending Claws If two claw attacks hit in a	
5		2	Improved Natural Weapon Increased dama	
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 v	weapon
20		6	☐ Eldritch Claws Natural weapons considere ☐ Vital Strike Make a single attack for an ex	3
SHIFTER'S BLESSIN	IG 🗾		☐ Multiattack Second attack with natural wo	
Level		10 14	Improved Vital Strike Make a single attack	k for two extra sets of damage dice
3		18	Ranger bonus feats can be taken without the no but only apply when not wearing heavy armour.	
Level		*	HUNTER	R'S BOND
8		Level 4	☐ SHARE FAVOURED ENEMY	ANIMAL COMPANION
Forel Forel			E FAVOURED ENEMY	Name
13		DURA	- Wile +	- Construction
Level			rds - W15 +	Creature type
18			(WIS minimum 1) ve action, share half your Favoured Enemy	Ranger - 3 = Druid
WILD EMPATHY	<i>x</i> (bonus a	gainst a single target with all allies within 30 ft	LEVEL LEVEL
WILD EMPATHY Ranger	Minn			ED SPELLS
BONUS Level	Misc			1 000
Use in place of Diplomacy to improve the attitude	do of an animal			
TRACK	de or an animar			
Ranger Level	Survival Bonus			2 000
Track = (• 2) +				
SPELLS	·			
Level Ranger - 3 =				3 000
4 Level	Level			
Spell Spells = Base Save DC per day = Spells				
1	P P P P		<u>-</u>	4 000
2				4
3				
4				
Spell Save DC = 10 + WIS + Spell Level				
Concentration = WIS +	Caster Level			
WANDS	7			
		*	SCROLLS	POTIONS
CHARGES				
₽ # □□□□				
CHA DO				
₹ # □□□□				
₹ □□□				