SHAPESHIFTER	Ranger	``	COMBA	AT STYLE
(RANGER)	Level		NATURAL WEAPON COMBAT	
FAVOURED ENEMY Level FAVOURED ENEMY BONUS 1 5 10		Ranger Level 2	Aspect of the Beast □ Low Light Vision □ Dark Visio □ Predator's Leap: Jump without a run-u Rending Claws If two claw attacks hit in Improved Natural Weapon Increased dam 1d2 → 1d3 → 1d4 → 1d6 → 1d8 → 2d6 1d10 → 2d8 → 3d8 → 4d8 → 6d8 → 8d9 Weapon Focus +1 to attack with selected	p \square Wild Instinct: +2 to Initiative and Survival a turn, the second does an extra 1d6 damage nage dice \rightarrow 3d6 \rightarrow 4d6 \rightarrow 6d6 \rightarrow 8d6 \rightarrow 12d6 \rightarrow 3 \rightarrow 12d8
15	_	6	☐ Eldritch Claws Natural weapons consider	
SHIFTER'S BLESSI Level 3	NG .	10	Vital Strike Make a single attack for an e Multiattack Second attack with natural w Improved Vital Strike Make a single attack Ranger bonus feats can be taken without the m	reapons takes only -2 penalty rather than -5 ck for two extra sets of damage dice ormal pre-requisites,
Level		`	but only apply when not wearing heavy armoun	R'S BOND
8 8		Level	□ SHARE FAVOURED ENEMY	¬ ANIMAL COMPANION
Fevel 13			Wile +	Name
Level 18			(WIS minimum 1) re action, share half your Favoured Enemy painst a single target with all allies within 30 ft	Ranger - 3 = Druid Level
WILD EMPATHY WILD EMPATHY Ranger			PREPAR	ED SPELLS
BONUS Level	Misc			<u> </u>
Use in place of Diplomacy to improve the attit	ude of an animal			
TRACK	*			000
Ranger Level	Survival Bonus			2
Track = (: 2)	+			
SPELLS				000
Level Ranger - 3 =	Level			3
Spell Spells = Bas Save DC per day = Spel	e + Bonus Spells			
1	9999			4 000
2				4
3		~		
4				
Spell Save DC = 10 + WIS + Spell Level Concentration = WIS WANDS	+ Caster Level			
2 # □□□			SCROLLS	POTIONS
CHARGES				
₹ # □□□				
₹ # □□□				
₽ # □□□				