	anger	•	COMBA	AT STYLE
(RANGER)	Level		NATURAL WEAPON COMBAT	
FAVOURED ENEMIES Level FAVOURED ENEMY BONUS +2 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 → 8ds	Wild Instinct: +2 to Initiative and Survival a turn, the second does an extra 1d6 damage mage dice $ \rightarrow 3d6 \rightarrow 4d6 \rightarrow 6d6 \rightarrow 8d6 \rightarrow 12d6 $ $ 8 \rightarrow 12d8 $
	1-0	6	☐ Eldritch Claws Natural weapons consider	
SHIFTER'S BLESSING Level 3		10 14 -	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 n but only apply when not wearing heavy armou	veapons takes only -2 penalty rather than -5 ck for two extra sets of damage dice normal pre-requisites,
Level		'N		R'S BOND
Form 8		Level 4	☐ SHARE FAVOURED ENEMY	ANIMAL COMPANION
Level 13		SHARE	FAVOURED ENEMY FION Misc rds = WIS +	Name Creature type
18 WILD EMPATHY			(WIS minimum 1) re action, share half your Favoured Enemy rainst a single target with all allies within 30 ft	
WILD EMPATHY Ranger			PREPAR	ED SPELLS *
BONUS Level	Misc			1 000
Use in place of Diplomacy to improve the attitude	of an animal			
TRACK	× (
Ranger Level	Survival Bonus			2
Track = (÷ 2) +				
SPELLS	<u>, </u>			000
	aster 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 + WANDS	Caster Level			
2 # □□□□[*	SCROLLS	POTIONS
CHAMBES #				