SHAPESHIFTER
(RANGER)

Waldläufer-stufe

Erzfeinde

Stufe	ERZFEIND BONUS	+2	4	6	8	10
1		■	☐	☐	☐	☐
5		☐	☐	☐	☐	☐
10		☐	☐	☐	☐	
15		☐	☐	☐		
20		☐	☐			

SHIFTER'S BLESSING

FORMS

Stufe 3 ☐

Stufe 8 ☐

Stufe 13 ☐

Stufe 18 ☐

TIEREMPATHIE

TIEREMPATHIE BONUS = CH + Waldläufer-stufe + Sonstiges

Use in place of Diplomacy to improve the attitude of an animal

TRACK

Spuren folgen = (Waldläufer-stufe ÷ 2) + Survival Bonus

ZAUBER

Stufe 4 — Waldläufer-stufe - 3 = Zauber-stufe

Zauber Rettungs SG		Zauber pro Tag	= Grund-zauber	+ Bonus Zauber WIS
	1			☐☐☐☐
	2			☐☐☐☐
	3			☐☐☐☐
	4			☐☐☐☐

Zauber Rettungs SG = 10 + WE + Zaubergrad

Konzentration = WE + Zauber-stufe

ZAUBERSTÄBE

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COMBAT STYLE

NATURAL WEAPON COMBAT

Waldläufer-stufe 2

- ☐ **Aspect of the Beast**
  - ☐ Low Light Vision ☐ Dark Vision ☐ Claws: 1d4 damage (1d3 if small)
  - ☐ Predator's Leap: Jump without a run-up ☐ Wild Instinct: +2 to Initiative and Survival
- ☐ **Rending Claws** If two claw attacks hit in a turn, the second does an extra 1d6 damage
- ☐ **Improved Natural Weapon** Increased damage dice
  1d2 → 1d3 → 1d4 → 1d6 → 1d8 → 2d6 → 3d6 → 4d6 → 6d6 → 8d6 → 12d6
  1d10 → 2d8 → 3d8 → 4d8 → 6d8 → 8d8 → 12d8
- ☐ **Weapon Focus** +1 to attack with selected weapon

6
- ☐ **Eldritch Claws** Natural weapons considered both magical and silver
- ☐ **Vital Strike** Make a single attack for an extra set of damage dice

10
- ☐ **Multiattack** Second attack with natural weapons takes only -2 penalty rather than -5
- ☐ **Improved Vital Strike** Make a single attack for two extra sets of damage dice

14
18

Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour.

BUND DES JÄGERS

Stufe 4 ☐ SHARE FAVOURED ENEMY ☐ TIERGEFÄHRTE

SHARE FAVOURED ENEMY

DURATION = Runden WE + Sonstiges (WIS minimum 1)

As a move action, share half your Favoured Enemy bonus against a single target with all allies within 30 ft

Name

Creature type

Waldläufer-stufe - 3 = Druiden-stufe

VORBEREITETE ZAUBER

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SCHRIFTROLLEN

TRÄNKE