SHAPESHIFTER	Ranger	•	COMBA	AT STYLE
(RANGER)	Level		NATURAL WEAPON COMBAT	
FAVOURED ENEMY BONUS  1  5  10  15		Ranger Level <b>2</b>	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  Improved Natural Weapon Increased dam  1d2 → 1d3 → 1d4 → 1d6 → 1d8 → 2d6  1d10 → 2d8 → 3d8 → 4d8 → 6d8 → 8d8  Weapon Focus +1 to attack with selected	$\Box$ Wild Instinct: +2 to Initiative and Survival a turn, the second does an extra 1d6 damage age dice $\rightarrow$ 3d6 $\rightarrow$ 4d6 $\rightarrow$ 6d6 $\rightarrow$ 8d6 $\rightarrow$ 12d6 $\rightarrow$ 12d8
20		6	☐ Eldritch Claws Natural weapons consider	3
SHIFTER'S BLESS		10 14 18	Wital Strike Make a single attack for an expension of the Multiattack Second attack with natural was Improved Vital Strike Make a single attack with natural was Improved Vital Strike Make a single attack for an expension of the Make a single attack for an expension of the Make a single attack for an expension of the Make a single attack for an expension of the Make a single attack for an expension of the Make a single attack for an expension of the Make a single attack with natural was Improved Vital Strike Make a single Attack with natural was Improved Vital Strike Make a single Attack with natural was Improve	eapons takes only -2 penalty rather than -5 k for two extra sets of damage dice
Level		×		R'S BOND
Form S Fo		Level <b>4</b>	☐ SHARE FAVOURED ENEMY	ANIMAL COMPANION
Level 13		SHARE	FFAVOURED ENEMY FION  rds = WIS +	Name Creature type
18 WILD EMPATH			(WIS minimum 1) we action, share half your Favored Enemy gainst a single target with all allies within 30 ft	Ranger - 3 = Druid Level - 3 = Level
WILD EMPATHY Range	r			ED SPELLS
BONUS Level	Misc			1 000
Use in place of Diplomacy to improve the att	itude of an animal			
TRACK	*			
Ranger Level	Survival Bonus			2
Track = ( ÷ 2)	+			000
SPELLS	× (			000
Level Ranger - 3	Caster Level			3
Spell Spells Ba	se Bonus Spells			
Save DC per day = Spe	ells Wis			
2				4
3				
4				
Spell Save DC = 10 + WIS + Spell Level  Concentration = WIS  WANDS	+ Caster Level	ı		
2 # 🔲		*	SCROLLS	POTIONS
CHANGES				
2 # 🗆				