SHAPESHIFTER	Ranger	×	COMBA	T STYLE
(RANGER)	Level		NATURAL WEAPON COMBAT	
FAVOURED ENEMIE	ES *		Aspect of the Beast	
Level FAVOURED ENEMY BONUS			☐ Low Light Vision ☐ Dark Vision	3 (/
1		Ranger Level	☐ Predator's Leap: Jump without a run-up ☐ Rending Claws If two claw attacks hit in a	
5		2	□ Improved Natural Weapon Increased damage dice	
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 w	
20		6	Eldritch Claws Natural weapons considere	3
SHIFTER'S BLESSING		☐ Vital Strike Make a single attack for an extra set of damage dice		
		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 Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour. HUNTER'S BOND		
Уровень				
Level		Level		
Forel Forel		4	SHARE FAVOURED ENEMY	ANIMAL COMPANION
Level 13		SHARE DURAT	E FAVOURED ENEMY TION Misc	Name
			rds = WIS +	Creature type
Level			(WIS minimum 1)	Danger Dmill 1
			ve action, share half your Favoured Enemy gainst a single target with all allies within 30 ft	Ranger - 3 = Druid Level
WILD EMPATHY	<i>x</i>			D SPELLS
Бонус Дикого сопереживания Ranger BONUS Level	Misc			
= CHA +	+		:	1 000
Use in place of Diplomacy to improve the attitu	de of an animal			
TRACK				
Ranger Level	Survival Bonus			2
Track = (÷ 2) -	F			
SPELLS	7			
Level Ranger - 3 =	Caster			3
4 Level	Level Бонусные закляти			
Save DC per day Spells				
1	_			4
2				
3	_	~		
4				
Spell Save DC = 10 + WIS + Spell Level	Caster			
Concentration = WIS -	Level			
WANDS	я			
			CCDOLLC	POTIONS
HARGES		*	SCROLLS	POTIONS
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