SHAPESHIFTER Ranger	COMBAT STYLE
(RANGER)	NATURAL WEAPON COMBAT
FAVOURED ENEMIES	Aspect of the Beast
Level <b>▼ FAVOURED ENEMY BONUS</b> +2 4 6 8 10  1	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   Ranger   Rending Claws   If two claw attacks hit in a turn, the second does an extra 1d6 damage
5	2   Improved Natural Weapon   Increased damage dice
10	$1d2 \rightarrow 1d3 \rightarrow 1d4 \rightarrow 1d6 \rightarrow 1d8 \rightarrow 2d6 \rightarrow 3d6 \rightarrow 4d6 \rightarrow 6d6 \rightarrow 8d6 \rightarrow 12d6$ $1d10 \rightarrow 2d8 \rightarrow 3d8 \rightarrow 4d8 \rightarrow 6d8 \rightarrow 8d8 \rightarrow 12d8$
15	Weapon Focus +1 to attack with selected weapon
20	6 Eldritch Claws Natural weapons considered both magical and silver  Vital Strike Make a single attack for an extra set of damage dice
SHIFTER'S BLESSING	Multiattack Second attack with natural weapons takes only -2 penalty rather than -5
Nível	☐ Improved Vital Strike Make a single attack for two extra sets of damage dice  14
3	Ranger bonus feats can be taken without the normal pre-requisites, but only apply when not wearing heavy armour.
Level	HUNTER'S BOND
For the state of t	Level 4 SHARE FAVOURED ENEMY ANIMAL COMPANION
Level	SHARE FAVOURED ENEMY DURATION Misc
Level	rds = WIS + Creature type
18	(WIS minimum 1)  As a move action, share half your Favoured Enemy  Ranger - 3 = Druid
WILD EMPATHY	bonus against a single target with all allies within 30 ft
EMPATIA COM A NATUREZA Ranger BÔNUS Level Misc	PREPARED SPELLS
= CHA + +	
Use in place of Diplomacy to improve the attitude of an animal	
TRACK	
Ranger Survival Level Bonus	<b>2</b> •••
Track = ( ÷ 2) +	
SPELLS	000
Level Ranger - 3 = Caster Level	3
Spell Spells Base Magias Bônus	
Save DC per day Spells WIS	
2	4
3	
4	
Spell Save DC = 10 + WIS + Spell Level	_
Concentration = WIS + Caster Level	
WANDS	
CHARGES	SCROLLS POTIONS
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