

# URBAN RANGER

Ranger  
Level

## COMBAT STYLE

### FAVORED ENEMIES

Level	FAVORED ENEMY BONUS	+2	4	6	8	10
1		■	□	□	□	□
5		□	□	□	□	□
10		□	□	□	□	
15		□	□	□		
20		□	□			

■ Bonus to attack, damage and selected skills against this enemy

### FAVORED COMMUNITIES

Level	COMMUNITY BONUS	+2	4	6	8
3	○	■	□	□	□
8		□	□	□	□
13		□	□	□	
18		□	□		

○ Bonus to Initiative and selected skills when in this community

Level 7 Never slowed by difficult terrain in these communities  
Move through local citizens as if they were allies

Level 12 Use Stealth in place of Disguise in these communities.  
If successful, you blend into the crowd

### WILD EMPATHY

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

### SPELLS

Level	Spell Save DC	Ranger Level	Spells per day	=	Base Spells	+	Caster Level	Bonus Spells WIS
4								
		1						□ □ □ □
		2						□ □ □ □
		3						□ □ □ □
		4						□ □ □ □

Spell Save DC = 10 + WIS + Spell Level

Ranger Level

2

6

10

14

18

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

### HUNTER'S BOND

Level 4	<input type="checkbox"/> SHARE FAVORED ENEMY	<input type="checkbox"/> ANIMAL COMPANION
<b>SHARE FAVORED ENEMY</b>		Name
<b>DURATION</b>		Creature type
rds = WIS + Misc		
(WISminimum 1)		
As a move action, share half your Favored Enemy bonus against a single target with all allies within 30 ft		Ranger Level - 3 = Druid Level

### PREPARED SPELLS

□ □ □	1	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	2	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	3	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	4	□ □ □
□ □ □		□ □ □

### WANDS

### SCROLLS

### POTIONS

CHARGES #

□ □ □ □ □ □ □ □ □ □

CHARGES #

□ □ □ □ □ □ □ □ □ □

CHARGES #

□ □ □ □ □ □ □ □ □ □

CHARGES #

□ □ □ □ □ □ □ □ □ □

CHARGES #

□ □ □ □ □ □ □ □ □ □