URBAN RANGER

Ranger Level

FAVOURED ENEMIES

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

FAVOURED COMMUNITIES

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

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

WILDE EMPATHIE BONUS

[ ] = CHA + Ranger Level + Misc

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

TRACK

Track [ ] = (Ranger Level ÷ 2) + Survival Bonus

SPELLS

Level 4 — Ranger Level − 3 = Caster Level [ ]

Spell Save DC		Spells per day	= Basis Spreuken	+ Bonus Spreuken WIJS
	1			
	2			
	3			
	4			

Spell Save DC = 10 + WIS + Spell Level

Concentration [ ] = WIS + Caster Level

WANDS

CHARGES # □□□ □□□ □□□ □□□□□□□□□□□ □□□ □□□ □□□

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COMBAT STYLE

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 armour.

HUNTER'S BOND

Level 4 — □ SHARE FAVOURED ENEMY — □ HUISDIER

SHARE FAVOURED ENEMY

DURATION [ ] rds = WIS + Misc

(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

Ranger Level − 3 = Druid Level [ ]

PREPARED SPELLS

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

POTIONS