URBAN RANGER

Ranger Level

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 4 — Ranger Level − 3 = Caster Level

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

Spell Save DC = 10 + WIS + Spell Level

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 armor.

HUNTER'S BOND

Level 4 — ☐ SHARE FAVORED ENEMY — ☐ ANIMAL COMPANION

SHARE FAVORED ENEMY

DURATION: ____ rds = WIS + Misc ____ (WIS minimum 1)

As a move action, share half your Favored 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	□□□	□□□
	□□□	□□□
	□□□	□□□

WANDS

CHARGES # □□□□□□□□□□□□□□□

CHARGES # □□□□□□□□□□□□□□□

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CHARGES # □□□□□□□□□□□□□□□

SCROLLS

POTIONS