

URBAN RANGER

Ranger
Level

COMBAT STYLE

FAVOURED ENEMIES

Level	FAVOURED ENEMY BONUS	+2	4	6	8	10
1		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
15		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
20		<input type="checkbox"/>	<input type="checkbox"/>			

FAVOURED COMMUNITIES

Level	COMMUNITY BONUS	+2	4	6	8
3		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
13		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
18		<input type="checkbox"/>	<input type="checkbox"/>		

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

WILD EMPATHY BONUS

Ranger
Level

Misc

$$\boxed{} = \text{CHA} + + $$

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

TRACK

Ranger
LevelSurvival
Bonus

$$\text{Track } \boxed{} = \left(\div 2 \right) + $$

SPELLS

Level

4

Ranger
Level

- 3 =

Caster
Level

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells WIS
<input type="text"/>	1	<input type="text"/>		<input type="text"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	2	<input type="text"/>		<input type="text"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	3	<input type="text"/>		<input type="text"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	4	<input type="text"/>		<input type="text"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration

$$\boxed{} = \text{WIS} + $$

Caster
Level

WANDS

	CHARGES	#	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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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 FAVOURED ENEMY

ANIMAL COMPANION

SHARE FAVOURED ENEMY DURATION

Misc

$$\boxed{} \text{ rds} = \text{WIS} + $$

(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

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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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SCROLLS

POTIONS