

URBAN RANGER

Ranger
Level

COMBAT STYLE

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

WILD EMPATHY BONUS	Ranger Level	Misc
<input type="text"/>	=	CHA + <input type="text"/>
Use in place of Diplomacy to improve the attitude of an animal		

TRACK

Track	Ranger Level	Survival Bonus
<input type="text"/>	=	(<input type="text"/> ÷ 2) + <input type="text"/>

SPELLS

Level		Ranger Level	- 3 =	Caster Level	
4					
Spell Save DC		Spells per day	=	Base Spells	+ Bonus Spells WIS
	1				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	2				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	4				<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Spell Save DC = 10 + WIS + Spell Level					

Spell Save DC = 10 + WIS + Spell Level

Concentration	<input type="text"/>	=	WIS + <input type="text"/>	Caster Level
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WANDS

CHARGES	#	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SCROLLS

POTIONS