

# Urban Ranger Spell List

A ranger's casting level is one half class level (round down).

## First Level Spells Slots

- Alarm [A]
- Comprehend Languages [D]
- Delay Poison [C]
- Detect Chaos [D]
- Detect Evil [D]
- Detect Good [D]
- Detect Law [D]
- Detect Poison [D]
- Detect Secret Doors [D]
- Detect Snares and Pits [D]
- Endure Elements [A]
- Groom\* [I]
- Jump [T]
- Longstrider [T]
- Magic Fang [T]
- Message [D]
- Pass without Trace [T]
- Read Magic [D]
- Resist Energy [A]
- Summon Nature's Ally I [C]
- Tall Tale\* [E]
- Umbrella\* [A]
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\*Listed among new zero-level spells

## Additional Spells & Feats:

## Second Level Spells Slots

- Barkskin [T]
- Cat's Grace [T]
- Cure Light Wounds [C]
- Detect Thoughts [D]
- Eagle's Splendor [T]
- Knock [T]
- Locate Object [D]
- Owl's Wisdom [T]
- Protection from Energy [A]
- Spike Growth [T]
- Summon Nature's Ally II [C]
- Wind Wall [V]
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**Calculating the DC**

10 + spell level + wisdom modifier.  
Spell Focus in the school grants +1.  
Greater Spell Focus grants +2.

**Spell Focus Feats**

<input type="checkbox"/> Abjuration	<input type="checkbox"/> Enchantment
<input type="checkbox"/> Conjuration	<input type="checkbox"/> Evocation
<input type="checkbox"/> Divination	<input type="checkbox"/> Necromancy
<input type="checkbox"/> Transmutation	

**Overcoming Spell Resistance**

Roll a caster level check (d20 + caster level)

- Spell Penetration feat grants +2.
- Greater Spell Penetration grants +4.

## Third Level Spells Slots

- Cure Moderate Wounds [C]
- Darkvision [T]
- Discern Lies [D]
- Invisibility [I]
- Magic Fang, Greater [T]
- Neutralize Poison [C]
- Remove Disease [C]
- Repel Vermin [A]
- Speak with Dead [N]
- Summon Nature's Ally III [C]
- Tongues [D]
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**Schools of Magic**

[A] Abjuration
[C] Conjuration
[D] Divination
[E] Enchantment
[I] Illusion
[N] Necromancy
[T] Transmutation
[V] Evocation

**Metamagic Feats (Level Cost)**

- Empower Spell (2)
- Enlarge Spell (1)
- Extend Spell (1)
- Heighten Spell (var.)
- Reach Spell (2)
- Silent Spell (1)
- Still Spell (1)
- Widen Spell (3)

**Other Magical Feats**

- Augment Summoning
- Combat Casting
- Eschew Materials
- Improved Counterspell

## Fourth Level Spells Slots

- Dimensional Anchor [A]
- Cure Serious Wounds [C]
- Freedom of Movement [A]
- Locate Creature [D]
- M's Faithful Hound [C]
- Nondetection [A]
- Summon Nature's Ally IV [C]
- True Seeing [D]
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Spells per Day				Bonus Spells			
Ranger	Spell Level			Bonus spells per day granted for high wisdom			
Level	1	2	3	4			
1-3	-	-	-	-			
4	0	-	-	-			
5	0	-	-	-			
6	1	-	-	-			
7	1	-	-	-			
8	1	0	-	-			
9	1	0	-	-			
10	1	1	-	-			
11	1	1	0	-			
12	1	1	1	-			
13	1	1	1	-			
14	2	1	1	0			
15	2	1	1	1			
16	2	2	1	1			
17	2	2	2	1			
18	3	2	2	1			
19	3	3	3	2			
20	3	3	3	3			
Totals do not include bonus spells for high wisdom.					Caster's Spell Level Wisdom 1 2 3 4		
					10-11 - - - -		
					12-13 1 - - -		
					14-15 1 1 - -		
					16-17 1 1 1 -		
					18-19 1 1 1 1		
					20-21 2 1 1 1		
					22-23 2 2 1 1		
					24-25 2 2 2 1		
					26-27 2 2 2 2		
					28-29 3 2 2 2		
					etc.		
					An entry of zero in the spells per day table signifies that rangers may cast spells of this level only if they are awarded a bonus spell for high wisdom.		