

**(EXPLORADOR)**

Bon  
de Nivel



**BON DE ENEMIGO PREDILECTO** 4 6 8 10

Nivel **■ BON DE ENEMIGO PREDILECTO** 4 6 8 10

1	■ □ □ □ □
5	□ □ □ □ □
10	□ □ □ □
15	□ □ □
20	□ □

4) BON DE TERRENO PREDILECTO 2 4 6 8

Nivel ☐ **BON DE TERRENO PREDILECTO** 2 4 6 8

3	■ □ □ □
8	□ □ □ □
13	□ □ □
18	□ □

## BONUS DE EMPATÍA SALVAJE

Nivel de Explorador	Misc
---------------------	------

$$\boxed{\phantom{0}} = \text{CAR} + \phantom{0} + \phantom{0}$$

Usar en lugar de Diplomacia para mejorar la actitud de un animal

Nivel de Explorador	Bon de Supervivencia
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10

Rastrear  = (  ÷ 2 ) +

Nivel <b>4</b>	Nivel de Explorador - 3 = Nivel de Lanzador	
-------------------	---	--

Nivel 4 Nivel de Explorador - 3 = Nivel de Lanzador

CD Salv de Conjuntos		Conjuntos al Día	=	Conjuntos Base	+ Conjuntos Adicionales SAB
	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"/>

$$\text{CD Salv de Conjuo} = 10 + \text{SAB} + \text{Nivel de Conjuo}$$

Concentración  = SAB + Nivel de Lanzador

## MOUNTED COMBAT

Nivel de Explorador	<input type="checkbox"/>	<b>Mounted Combat</b>	Once a round, make a Ride check to negate a hit against your mount
	<input type="checkbox"/>	<b>Mounted Archery</b>	Half the penalty for firing while moving: -2 and -4 rather than -4 and -8
2	<input type="checkbox"/>	<b>Ride-By Attack</b>	Continue moving after a charge, up to double your move speed
	<input type="checkbox"/>	<b>Trick Riding</b>	Ignore Ride checks of CD 15; no penalty for riding bareback; use Mounted Combat twice

- ☐ **Mounted Shield** Add your shield bonus to mount's CA, and to Mounted Combat
- ☐ **Spirited Charge** Double melee damage when charging (triple with a lance)

**10**

- ☐ **Mounted Skirmisher** Move and make a full-round set of attacks
- ☐ **Unseat** Charge with a lance and bull rush to knock opponent down

Las dotes adicionales de explorador pueden ser tomadas sin los prerrequisitos normales, pero sólo se aplican cuando no se lleva armadura pesada

## Nombre

Tipo de criatura

$$\text{Nivel de Explorador } (-3 \text{ until level } 12) = \text{Effective Druid Level}$$

**TEMPORARY**

**PUNTOS GOLPE** Nivel de Explorador Misc

=  +

<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"/>	<b>1</b>	<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"/> <input type="checkbox"/> <input type="checkbox"/>	<b>2</b>	<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"/> <input type="checkbox"/> <input type="checkbox"/>	<b>3</b>	<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"/> <input type="checkbox"/> <input type="checkbox"/>	<b>4</b>	<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"/>

CARGAS	#
--------	---

# CARGAS

A 3x10 grid of squares. The first three columns are filled. The fourth column has only the top and bottom squares. The next three columns are filled. The sixth column has only the top and bottom squares. The next three columns are filled. The tenth column has only the top and bottom squares.

# CARGAS

# CARGAS

# CARGAS

## POCIONES

[illegible]