WARDEN

(EXPLORADOR)

Nivel de Explorador

Bon de Nivel +

MASTER OF TERRAIN

Nivel		+2	4	6	8	10
1	○ TERRENO FAVORITO	■	□	□	□	□
5		□	□	□	□	□
10		□	□	□	□	
15		□	□	□		
20		□	□			

○ Bonus to Initiative and selected skills when in this terrain

Nivel 2 — **LIVE IN COMFORT**
Take 10 on Survival checks in your favoured terrains
If not in immediate danger, take 20

Nivel 4 — **TERRAIN BOND**
+2 Bonus to Perception, Survival and Stealth checks to allies in your favoured terrains
Allies leave no trail and cannot be tracked (unless you want them to be) in your favoured terrains

Nivel 5 — **ABLE EXPLORER**
Take the higher of two rolls on Acrobatics, Climb, Fly, Ride or Swim checks in your favoured terrains

Nivel 20 — **WILDERNESS WHISPERS**
Take 20 on Initiative checks in your favoured terrains

EMPATIA SALVAJE

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

CONJUROS

Nivel 4

Nivel de Explorador − 3 = Nivel de Lanzador

CD Salv de Conjuros		Conjuros al Día	=	Conjuros Base	+	Conjuros Adicionales SAB
	1					□□□□
	2					□□□□
	3					□□□□
	4					□□□□

CD Salv de Conjuro = 10 + SAB + Nivel de Conjuro

CONJUROS PREPARADOS

□□□	1	□□□
□□□		□□□
□□□		□□□
□□□	2	□□□
□□□		□□□
□□□		□□□
□□□	3	□□□
□□□		□□□
□□□		□□□
□□□	4	□□□
□□□		□□□
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VARITAS

CARGAS # □□□ □□□ □□□ □□□□□□□□□□□□ □□□ □□□ □□□

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PERGAMINOS

POCIONES