






(EXPLORADOR)

Bon
de Nivel





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

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

1	
5	
10	
15	
20	

Nivel ☐ BON DE TERRENO PREDILECTO 2 4 6 8

Nivel ☐ BON DE TERRENO PREDILECTO 2 4 6 8

3	
8	
13	
18	

BON DE EMPATÍA SALVAJE

Nivel de Explorador	Misc
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$$\boxed{} = \text{CAR} + + $$

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

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 = (\div 2) +

Nivel	Nivel de Explorador	-3	Nivel de Lanzador	
4				

Nivel	Nivel de Explorador	-3	Nivel de Lanzador	
4				

CD Salv de Conjuros		Conjuros al Día	=	Conjuros Base	+	Conjuros 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"/>

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

$$\text{Concentración} = \text{SAB} + \text{Nivel de Lanzador}$$

MOUNTED COMBAT

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

6 ☐ **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 prerequisites normales, pero sólo se aplican cuando no se lleva armadura pesada

Nombre

Tipo de criatura

Nivel de Explorador (-3 until level 12) = Effective Druid Level

TEMPORARY

PUNTOS GOLPE Nivel Explorador Misc

pg = +

<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"/>	1	<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"/>	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<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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CARGAS	#
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CARGAS

ARGAS # 

ARGAS # 

CARGAS # 

POCIONES

[illegible]