# WARDEN

(EXPLORADOR)

Nivel de Explorador

Bon Nivel +

## MASTER OF TERRAIN

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

**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

BONUS DE EMPATÍA SALVAJE = CAR + Nivel de Explorador + Misc

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

## TRACK

Rastrear = ( Nivel de Explorador ÷ 2 ) + Bon de Supervivencia

## 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 Conjuro

Concentración = SAB + Nivel de Lanzador

## VARITAS

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

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## CONJUROS PREPARADOS

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| 2 | □□□ | □□□ |
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| | □□□ | □□□ |
| 3 | □□□ | □□□ |
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## PERGAMINOS

## POCIONES