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

RASTREAR

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 de Conjuro

Concentración = SAB + Nivel de Lanzador

VARITAS

CARGAS # □□□ □□□ □□□ □□□□□□□□□□□□□□□

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CONJUROS PREPARADOS

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

PERGAMINOS

POCIONES