Adventures in the...

EAST MARK

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EXTRA-
DIMENSIONAL
PUBLISHING

EXPLORER

Requirements: STR 12, DEX 9, WIS 12
Primary Characteristic: Strength, Wisdom
(STR, WIS)
Hit Die: 1D8
Max Level: None

These adventurers have become specialized in survival in nature and are expert scouts, trackers, and rangers. They are also habitual fighters, astute and agile hunters who spend the majority of their time traveling from one place to the other. Explorers, also known as rangers, feel a special connection with nature and the beings that live in it. They always strive to not break the balance between the two. Explorers can use any type of armor, but no shields. They are inclined to sport light armors such as leather armor. Explorers can use any weapons, but they will prefer to use long bows and short swords.

Explorer's Abilities:

They receive a bonus of +1 per level when they attack goblinoid creatures and giants (ogres, orcs, kobolds, goblins, hobgoblins, ogres, ettins, giants, and trolls).

Explorers may only be surprised with a 1 on a 1d6 surprise roll. They can surprise their prey on a 1-3 on a 1d6. They are expert trackers able to identify and follow the trail of a creature both outdoors (1-5 on a 1d6) as well as in caverns (1-4 on a 1d6).

Upon reaching the 8th level, explorers can attract an animal companion (bird of prey, dog, wolf, feline or similar animal described by the narrator). The explorer will have a special connection with this animal and vice versa, with the to train her to attack, defend and engage in simple tasks. If the animal companion dies, the explorer will not be able to attract a replacement for at least a month.

PROGRESSION TABLE FOR EXPLORERS		
Experience Points	Level	Hit Dice (1d8)
0	1	1
2,000	2	2
4,000	3	3
8,000	4	4
16,000	5	5
32,500	6	6
65,000	7	7
120,000	8	8
240,000	9	9
360,000	10	+2 HP *
480,000	11	+4 HP *
600,000	12	+6 HP *
720,000	13	+8 HP *
840,000	14	+10 HP *
950,000	15	+12 HP *
1,100,000	16	+14 HP *
1,200,000	17	+16 HP *
1,300,000	18	+18 HP *
1,400,000	19	+20 HP *
1,500,000	20	+22 HP *

* Constitution Modifiers to Hit Points are ignored.