NATURAL EXPLORER

Select two of the following Biomes.

- [ ] **ARCTIC**
- [ ] **DEEP CAVERNS**
- [ ] **FOREST**
- [ ] **MOUNTAIN**
- [ ] **SWAMP**
- [ ] **COAST**
- [ ] **DESERT**
- [ ] **GRASSLAND**
- [ ] **OPEN OCEAN**
- [ ] **UNDERSEA**

SPENDING POINTS

You can not add more than one Bonus Die to a skill check.

You may choose to add the Bonus Die to a Skill Check after the result has been determined. However, if you are adding the bonus die to a Skill Check that has already been rolled, you do not gain any additional Omens from the bonus die.

Each pool of points is reset at the beginning of a new scene, unless the effects of the previous scene are carried over.

POINTS SPENT	1	2	3	4	5
BONUS DIE	D4	D6	D8	D10	D12

FLEET OF FOOT

You may spend points from this pool to add a bonus die to a Skill Check that is for traversing or moving through your selected Biomes.

You may choose to issue these bonus dice to any ally that is traveling with you.

This pool begins with a number of points equal to **ONE** plus half your **AGILITY** attribute.

MAX

FIND THE WAY

You may spend points from this pool to add a bonus die to a Skill Check that is for navigating through your selected Biomes, be it to not become lost or determining the best route to take.

You may choose to issue these bonus dice to any ally that is traveling with you.

This pool begins with a number of points equal to **ONE** plus half your **WISDOM** attribute.

MAX

IN-DEPTH KNOWLEDGE

You may spend points from this pool to add a bonus die to a Skill Check that is for recalling knowledge about your selected Biomes.

You may choose to issue these bonus dice to any ally that is traveling with you.

This pool begins with a number of points equal to **ONE** plus half your **KNOWLEDGE** attribute.

MAX

ATTRIBUTES

As an Explorer you'll want to prioritize:

- **WISDOM** ??????????
- **KNOWLEDGE** ??????????

SKILLS

The **GEOGRAPHY** skill is important for??????????

EXPLORER
Starting Vocation

Character:

Player: