

Explorer by Søren Surlykke

Ability Requirements: Strength 13
Dexterity 12
Prime Requisite: Strength
Races Allowed: Human, Elf, Half-elf, Dwarf, Gnome, Halfling

Not only are explorers as good at fighting as are fighters, they also have the abilities to find and remove traps, read a few languages, and use a few spells.

All in all, an explorer is good to have around, not only can he be up front and find the traps, he can also take care of the monsters who may attack, and help ease the party's way a little.

Note that even if he can use all armour, the explorer can only remove traps if he is wearing studded mail or lighter, or perhaps Elven Chain, should he ever get lucky enough to find one.

Explorers are always on the road, trying to map new areas, and are seldom staying in one spot a long time.

Explorers are often found in the company with Rangers, mostly because they share a common goal.

Birthright Note:

An Explorer seldom become a regent, finding it to stationary, but if they do become regents, Explorers collects regency as follows:

Full from: Trade route, Province

Half from: Guild, Law

None from: Temple, Source

Proficiency slots:	WP			NWP	
	initial	#levels	penalty	initial	#levels
	3	3	-2	3	3

Calculation numbers:

Race: All
Combat Value: Warrior
Saving Throw: Warrior
Hit dice: d10
Armour allowed: Limited (max AC 5)
Weapons allowed: All
Hp after 9th: +3
Abilities: Fighter Con. bonus
Fighter Str. Bonus
Read Languages
Find/Remove Traps
Cast one sphere of spells (Travellers)
Restrictions: Cannot keep more than can carry
Non-human level limit of 9 (if Non-human)

XP:

Level	XP needed	Hit dice
1	0	1d10
2	3,300	2d10
3	6,600	3d10
4	13,200	4d10
5	33,000	5d10
6	66,000	6d10
7	132,000	7d10
8	247,500	8d10
9	462,000	9d10
10	495,000	9d10+3
11	990,000	9d10+6
12	1,485,000	9d10+9
13	1,980,000	9d10+12
14	2,475,000	9d10+15
15	2,970,000	9d10+18
16	3,465,000	9d10+21
17	3,960,000	9d10+24
18	4,455,000	9d10+27
19	4,950,000	9d10+30
20	5,440,000	9d10+33

Notes:

Level of Thief	Find/Remove Traps	Read Languages
1	20%	--
2	25%	--
3	30%	--
4	35%	20%
5	40%	25%
6	45%	30%
7	50%	35%
8	55%	40%
9	60%	45%
10	65%	50%
11	70%	55%
12	75%	60%
13	80%	65%
14	85%	70%
15	90%	75%
16	95%	80%
17*	99%	80%

*max scores are attained in 17th level