



EXPLORER

Advanced Class

The **House Rules** presented below is a revision of the Explorer advanced class found in Wizards of the Coast's™ d20: Past Supplement (pp. 34-35). It also contains features of the Explorer vocation found within in Mongoose Publishing's™ OGL: Steampunk Campaign Setting (pp. 35-36). It has been modified to fit within a Steampunk/Wild West campaign setting.

Requirements

To qualify to become an Explorer, a character must fulfill the following criteria:

Base ATK: +2

Skills: Spot 4 ranks, and Survival 6 ranks.

Feats: Guide.

Class Features

All of the following are class features of the Explorer advanced class:

Track, Trailblazing, Endurance, Bonus Language, Bonus Feats, Uncanny Dodge I, Skill Mastery, and Sidekick talents remain unchanged.

Lay of the Land (Ex): This class talent replaces the normal Sweep ability.

The Explorer

Lvl	Atk	Fort	Rflx	Will	Special Abilities	Def	Rep
1	+0	+2	+2	+0	Starting feats, Track	+1	+2
2	+1	+3	+3	+0	Lay of the Land, Trailblazing	+2	+2
3	+2	+3	+3	+1	Bonus language, Endurance	+2	+2
4	+3	+4	+4	+1	Bonus feat	+3	+3
5	+3	+4	+4	+1	Uncanny dodge I (x)	+4	+3
6	+4	+5	+5	+2	Bonus language	+4	+3
7	+5	+5	+5	+2	Skill mastery	+5	+4
8	+6	+6	+6	+2	Bonus feat	+6	+4
9	+6	+6	+6	+3	Bonus language	+6	+4
10	+7	+7	+7	+3	Sidekick	+7	+5

Lay of the Land (Ex): By climbing to higher ground and spending 10 minutes studying his surroundings, the Explorer gains knowledge of the territory.

He gains knowledge of **a number of facts equal to their Explorer level**, from among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, presence of powerful unnatural creatures, **presence of any objects of historical or anthropological interest**, or even the general state of the natural setting.

In outdoor settings, the Explorer learns the information of the territory in a radius of **½ mile** per Explorer level. In natural underground settings (caves, caverns, and the like) the radius is limited to 100 feet per Explorer level.

This talent does not function where nature has been replaced by construction or settlement.