

EXPLORER

Small or Medium • Humanoid • Any Alignment

Armor Class 13

Initiative +2 (12)

Hit Points 16 (3d8 + 3)

Speed 30 ft., climb 20 ft.



STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +4

Skills Animal Handling +3, Investigation +2, Nature +2, Perception +3, Survival +5

Gear leather, dagger, shortbow, shortsword, rope

Senses passive Perception 13

Languages Common plus two others languages

CR 1/4 (XP 50; PB +2)

Seasoned Traveler. The explorer ignores difficult terrain caused by natural environments. Additionally, the explorer always knows which direction is north.

Tireless. The explorer's carrying capacity is doubled.

ACTIONS

Shortsword. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4, range 80/320 ft. *Hit:* 5 (1d6 + 2) piercing damage.

EXPLORER — WEAKER

Armor Class 11

Initiative +0 (10)

Hit Points 5 (1d8 + 1)

Speed 30 ft., climb 20 ft.



STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	10 (+0)	12 (+1)	10 (+0)

Skills Investigation +2, Perception +3, Survival +3

Gear dagger, shortbow, rope

Senses passive Perception 13

Languages Common plus two others languages

CR 0 (XP 10; PB +2)

Seasoned Traveler. The explorer ignores difficult terrain caused by natural environments. Additionally, the explorer always knows which direction is north.

Tireless. The explorer's carrying capacity is doubled.

ACTIONS

Dagger. *Melee Weapon Attack:* +2, reach 5 ft. *Hit:* 2 (1d4) piercing damage.

EXPLORER — STRONGER

Armor Class 15

Initiative +3 (13)

Hit Points 58 (9d8 + 18)

Speed 30 ft., climb 30 ft.



STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	15 (+2)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +4

Skills Animal Handling +4, Investigation +2, Nature +2, Perception +4, Survival +6

Gear studded leather, dagger, shortbow, shortsword, rope

Senses passive Perception 14

Languages Common plus two others languages

CR 2 (XP 450; PB +2)

BONUS ACTION

Quick Rescue. The explorer stabilizes an unconscious creature that has 0 hit points without needing to make a Wisdom (Medicine) check.

REACTIONS

Evasive Maneuver. *Trigger:* The explorer is targeted by a spell or ability that has an area of effect. *Response:* The explorer moves 10 feet without provoking opportunity attacks, possibly leaving the area of effect.

Shortbow. *Ranged Weapon Attack:* +2, range 80/320 ft. *Hit:* 3 (1d6) piercing damage.

BONUS ACTION

Quick Rescue. The explorer stabilizes an unconscious creature that has 0 hit points without needing to make a Wisdom (Medicine) check.

Seasoned Traveler. The explorer ignores difficult terrain caused by natural environments. Additionally, the explorer always knows which direction is north.

Tireless. The explorer's carrying capacity is doubled.

ACTIONS

Multiattack. The explorer makes two attacks, using Shortsword and Shortbow in any combination.

Shortsword. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5, range 80/320 ft. *Hit:* 10 (2d6 + 3) piercing damage.

BONUS ACTION

Quick Rescue. The explorer stabilizes an unconscious creature that has 0 hit points without needing to make a Wisdom (Medicine) check.

REACTIONS

Evasive Maneuver. *Trigger:* The explorer is targeted by a spell or ability that has an area of effect. *Response:* The explorer moves 10 feet without provoking opportunity attacks, possibly leaving the area of effect.