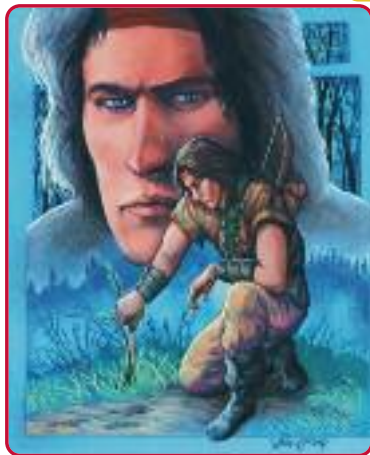


Climb

2



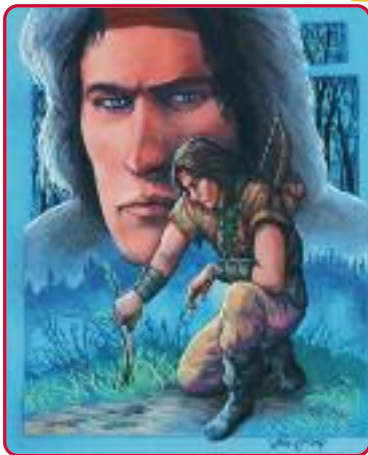
Expertise: Ranger
One Action, Go Time, Flash.
+3 Bonus, -2 Move

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Track

3



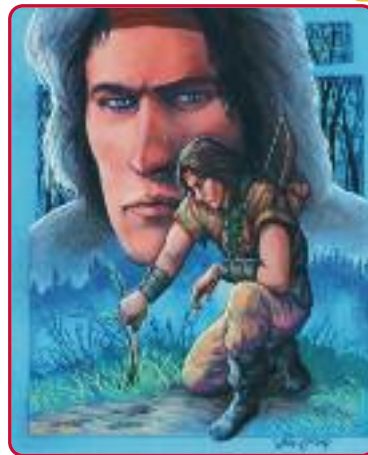
Expertise: Ranger
One Action, Warm Up, 5 Rounds.
+2

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Hunt

2



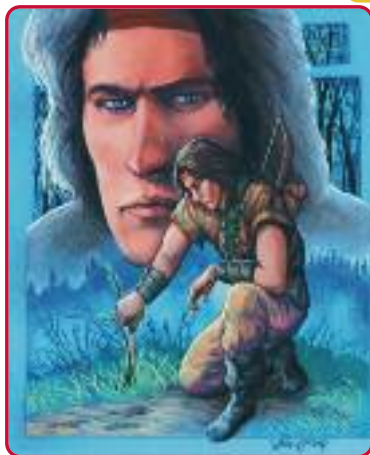
Expertise: Ranger
One Action, Warm Up, Half Day.
+4, GM determines.

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Find Herbs

3



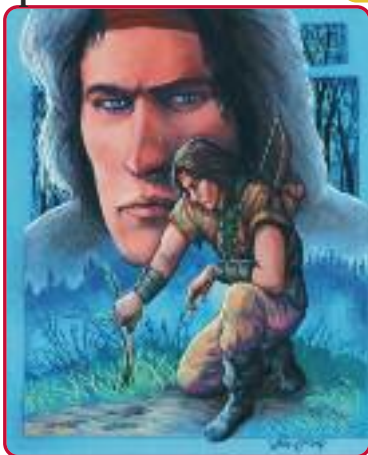
Expertise: Ranger
One Action, Warm Up, 5 Rounds.
+4, GM Determines

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Exploration

3



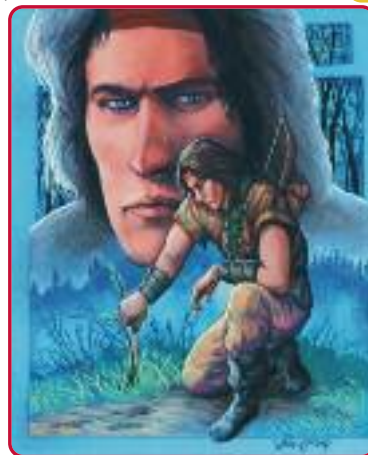
Expertise: Ranger
One Action, Warm Up, 5 Rounds.
+3 Scouting

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Nature Lore

4



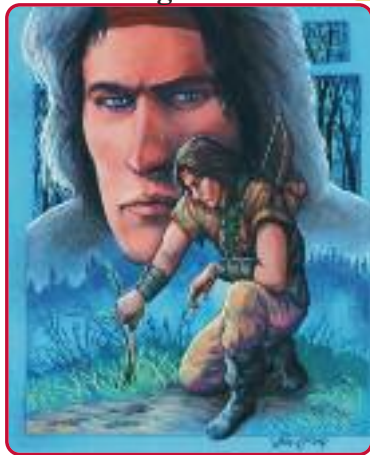
Expertise: Ranger
One Action, Warm Up, 5 Rounds.
+2

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Nice Shooting

14



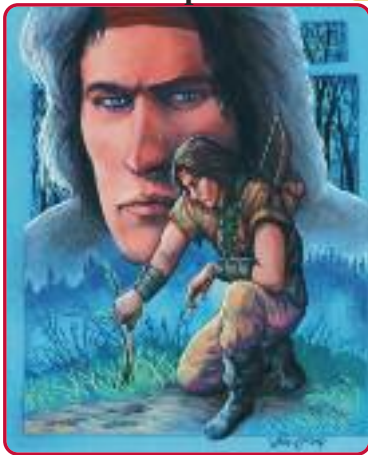
Expertise: Ranger
One Action, Go Time, Flash.
+14 Ranged

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Sheltered Camp Site

2



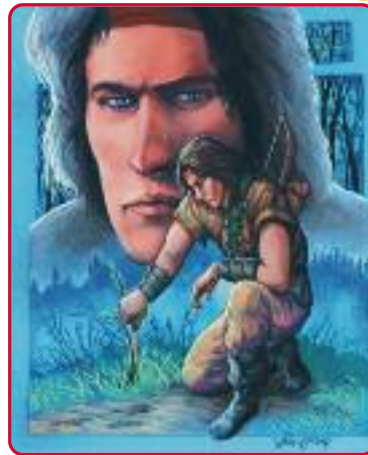
Expertise: Ranger
One Action, Warm Up, 5 Rounds.
+3

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Find Landmarks

4



Expertise: Ranger
One Action, Warm Up, 5 Rounds.
+3

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