

VAGABOND EXPLORER

Career Skills: **Adventuring, Coordination, Geography, Medicine, Perception, Ranged, Survival, Vigilance** | **Athletics, Geography, Sailing, Survival**

RAPID RECOVERY ◆

When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

COST 5

GRIT ◆

Gain +1 strain threshold.

COST 5

KEEN EYED ◆

Remove ■ per rank of Keen Eyed from Perception and Vigilance checks.

COST 5

FORAGER ◆

When foraging for food, water, or shelter, add ■ or remove ■.

COST 5

TOUGHENED ◆

Gain +2 wound threshold.

COST 10

RAPID RECOVERY ◆

When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

COST 10

READ THE WIND ◆

Once per encounter, may take the Read The Wind action: make a Hard Perception check. If successful, a moderate environmental effect appears. Spend a ☉ for a severe environmental effect. This hazard could be weather, man-made, a natural disaster, etc.

COST 10

SWIFT ◆

You do not suffer penalties for moving through difficult terrain.

COST 10

ANIMAL FRIEND ◆

When directing NPC animals, may grant them ■ on their next check.

COST 15

BEASTMASTER ◆

Bond with an animal of silhouette 0. Spend a maneuver to direct the animal to perform a single maneuver and action. Each rank of Beastmaster increases the animal's silhouette by 1.

COST 15

KEEN EYED ◆

Remove ■ per rank of Keen Eyed from Perception and Vigilance checks.

COST 15

HEIGHTENED AWARENESS ◆

Characters and allies within engaged range add ■ to all Perception and Vigilance checks. Allies within short range add ■.

COST 15

INTUITIVE NAVIGATION ◆

When making a check to navigate, may spend a Destiny Point to remove a ☉, or to remove ☉ equal to ranks in Geography.

COST 20

NATURAL NAVIGATOR ◆

Once per session, may reroll any 1 Survival or Geography check.

COST 20

MASTER STARWATCHER ◆

Once per round, may suffer 2 strain to reduce difficulty of next Geography or Sailing check by 1, to a minimum of easy.

COST 20

THE LAND PROVIDES ◆

Once per session, may take The Land Provides action: make a Hard Survival check to fashion a solution to a current problem using nearby forageable materials.

COST 20

LIKE THE BACK OF HIS HAND ◆

Once per session, may roll a Hard Geography or Sailing check. If successful, you may pinpoint your exact location without a map or guide, discover a lost or hidden item or location, or identify a safe and fast path through any terrain, subject to GM approval.

COST 25

BEASTMASTER ◆

Bond with an animal of silhouette 0. Spend a maneuver to direct the animal to perform a single maneuver and action. Each rank of Beastmaster increases the animal's silhouette by 1.

COST 25

DEDICATION ◆

Gain +1 to a single characteristic. This cannot bring a characteristic above 5.

COST 25

READ THE WIND (IMPR.) ◆

Once per round, may suffer strain up to ranks in Perception to remove that many ■ imposed due to environmental conditions from an enemy's check, and add an equal number of ☹ or ☉. If that number is 4 or greater, may add ☹ instead.

COST 25