Ranger

Human or Elf
hp 10
CS d6-1 melee and ranged (sword and long bow / leather)
Abilities:

- Survivalist: Non-combat tasks attempted by the Ranger may be rerolled while in woodland and cavern environments (hunting, trapping, fishing, boating, shelter building, fire building, logging, woodworking, raft building, tracking, befriending wild animals, etc.) and take the best result, per the PM's discretion.
- Alert: the Ranger's party may reroll surprise rolls and take the best result. While in woodland and cavern environments, the Ranger may reroll their initiative roll, taking the best result.
- Ranged Mastery: May make 1 ranged Attack Action that may explode, or choose to make 2 ranged Attack Actions at 2 different targets, these attacks do not explode and the targets may reroll Defense Actions against them, taking the best result.

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