

Wilderness Skill Group

Includes the following skills, only in a Wilderness setting:

- Animal handling.
- Climbing.
- Concealment.
- Mimicry.
- Navigation (land).
- Stealth.
- Survival.
- Tracking.
- KS: Herbalism.
- KS: Wilderness Lore.
- All wilderness-related PS's.

Druids and Rangers add a -3/4 limitation, "Must be a Druid or Ranger."

5 active points, **3 real cost for Druids and Rangers.**

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