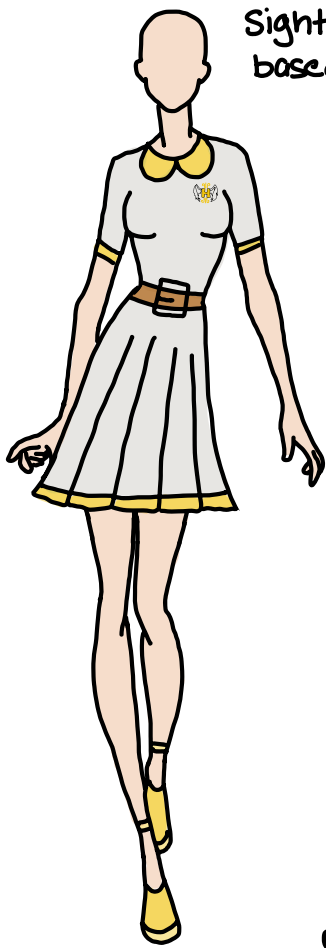
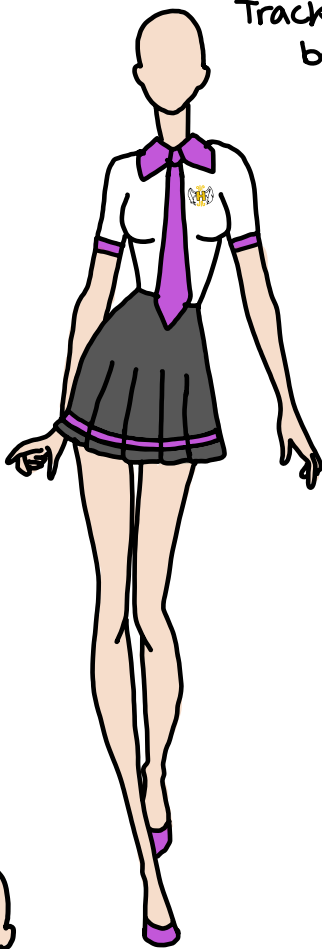


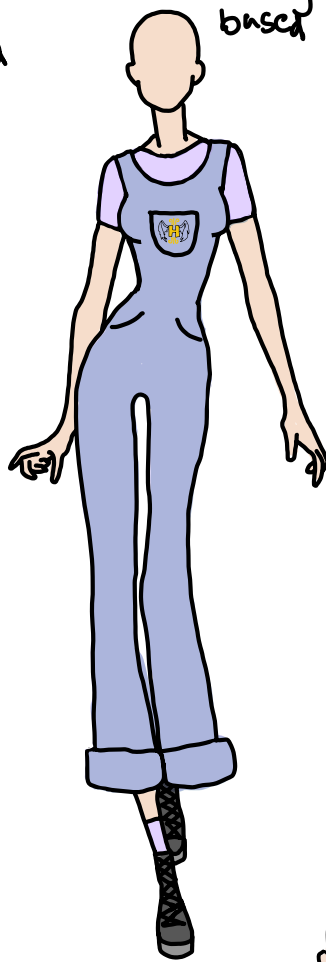
Sight based



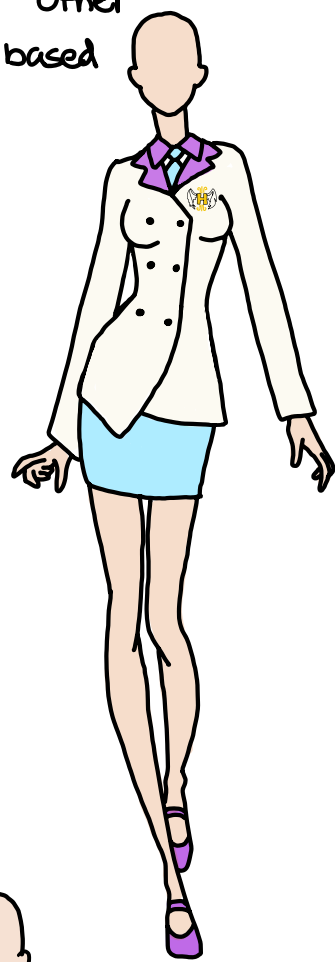
Tracking based



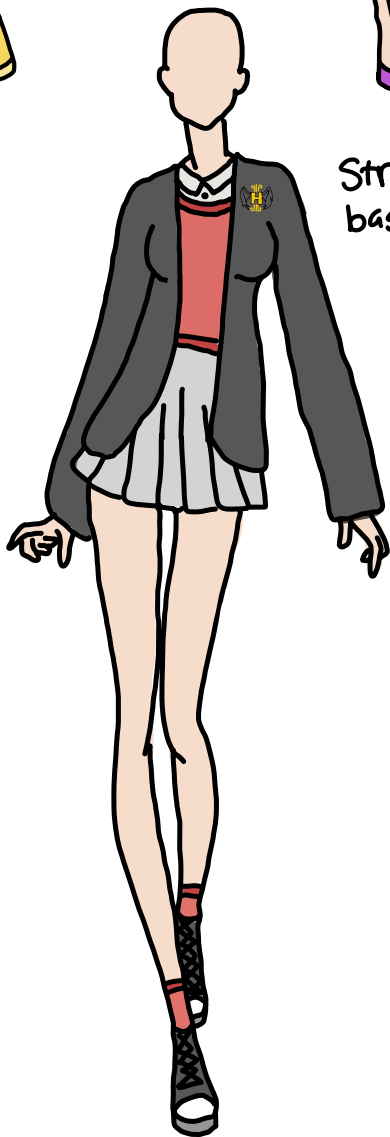
Healing based



Other based



Strength based



Mind based

