

## FIELD OF PRACTICE

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### SHAMAN

You use a variety of ancient ancestral techniques that use a range of remedies from plants to inhalation agents.

### MODERN

You have an understanding of basic family medicine to keep people healthy after years of studying.

### PLAGUE

Using your old and time-tested techniques of humorism and knowledge of bodily fluid, you use things like leeches and perform minor surgeries.

### HOLISTIC

Home care remedies are trusted by many, no matter how it cannot be explained, including acupuncture and cupping.

### COSMIC

Doctors who know of the energies in the universe and their interactions with the body understand there are materials that can balance and imbalance the body to cause illness, including lapidary practices and meditation.

### FOLK

Old folk remedies include poultices and brews that passed through stories and local history, like a stone soup or octane-rating toddy.

When starting as a Fighter you are able to perform additional techniques when put in a favorable position. You know a number of Fighter Omens equal to a third of your **KNOWLEDGE** attribute, rounded down.

### INVIGORATE

You have access to the Invigorate action.

ACTION	Interaction	TYPE	Influence
		RANGE	Engaged

Roll **WISDOM** + **MEDICINE** with a target difficulty equal to half the target's Wellness dice (minimum one).

**On Success** increase the target's Wellness tracker by one unit without going beyond their Recovery Marker.

**On Failure** reduce the target's Recovery Marker by one, to a minimum of the lower D4 position, and then increase the target's Wellness tracker by one unit without going beyond their Recovery Marker.

INVIGORATE

### TREATING WOUNDS ACTIVITY

You have access to the Treating Wounds activity.

Spend 10 mins to heal up a target's injuries. Roll **WISDOM** + **MEDICINE**. The target recovers any number of injuries, where their combined severity does not exceed the result of the skill roll. For example, if the result of the skill roll was a three, then the target may recover either three severity one injuries or a single severity one injury and a single severity two injury.

This activity should always recovery at least one injury. In the event the skill roll was low and did not produce enough points to heal the target's lowest injury, then instead the target recovers one of their lowest severity injuries. Hence, if the target has only a single injury, then you may instead choose to heal that single injury without making the skill roll.

The target temporarily becomes immune to the Treating Wounds activity, until they perform the Rest activity.

TREATING WOUNDS ACTIVITY

ATTRIBUTES

As a Healer you'll want to prioritize:

- **WISDOM** ??????????
- **KNOWLEDGE** ??????????

SKILLS

The **MEDICINE** skill is important for???????????



**HEALER**  
Starting Vocation

Character: \_\_\_\_\_

Player: \_\_\_\_\_