

Additional Skills and Abilities

Extra Health Points (*standard XP cost*)-Increases Character's total number of permanent Health Points.

Escape Fate- Every Player begins with one use of Escape Fate. Additional uses cost 7 XP. This skill allows a Player to escape an otherwise deadly or harmful action. This skill should not be used frivolously, as meddling with Fate can have dire consequences of its own.

Medical Training (*standard XP cost*)-For each level of Medical Training purchased, a Player may heal up to that level of damage over the course of several rounds/actions, depending on the amount of damage being healed. During the time the Player is using Medical Training, they must have physical representations of medical items in both hands (gauze, dulled scissors, syringe body without needle etc...) and the Player performing the Medical Training can take no other actions while performing the healing. If the Medical Training stops before complete, no healing is accomplished whatsoever. Medical Training is stopped if the person performing it is rendered incapacitated in some fashion, or they simply choose to stop. Players using this skill will know upon inspecting the wounded individual how much Healing is required to reach 1 Health Point.

Healing is considered as having taken place at the end of the required number of Medically Trained person's actions.

The amount of time required is as follows:

1-3 points of damage, 2 rounds/actions

4-6 points of damage, 3 rounds/actions

7+ points of damage, 4 rounds/actions

This skill also allows for the examination of injured/dead individuals and the possible knowledge of what state they are in or what may have caused their state.

Police/Detective Training (*standard XP cost*)- For every level of this skill purchased, the Player may ask questions about the physical aspects of a scene.

Tonics Tonics are a collection of curatives that are created from plants, herbs and other natural sources.

Pearl of Good Health-This tonic will Cure any non-directed effect (source of the effect is not actively maintaining it), other than Health Points or Death. Costs 2 XP for one dose per Event. Does not expire until used. Requires no In Play skill to administer or consume.