

MEDICS

KNOWLEDGE SKILLS

Rank	Knowledge Names	Build Cost	Casting Cost	Knowledge Description	Duration	Effect	Target	Prerequisites
Buy-in	Medicine	3 or 5		This knowledge allows a character to tell if a character is unconscious or dying and how much essence the target has. In addition, for 1 vigor this knowledge will allow the medic to determine if a target is poisoned or diseased.	Constant			None

VIGOR SKILLS

Rank	Skill Name	Build Cost	Casting Cost	Skill Description	Duration	Effect	Target	Prerequisites
	First Aid	2	1v	For every minute the character uses this skill, they will heal the target 5 Essence up to their maximum essence pool. This may be used on someone in their 1 st stage death count, but not their 2 nd .	Instant	Instant	Any	Medicine
	Identify Alchemy	5	1v	This Knowledge allows the character to tell what type of potion or poison is in a vial or other medium. This will only work on Rank 1-5 potions or poisons.	Instant	Instant	Any	Medicine
	Bind Wounds	4	1v	For every minute the medic can heal 1 aggravated essence.	Instant	Instant	Any	First Aid
	Stabilize	5	3v	This skill will pause a targets death count for as long as the caster maintains contact with them. This skill may be used in conjunction with other medic skills.	Instant	Channeled	Any	First Aid
	Revive	4	1v	This skill will bring a character to consciousness from a waylaid or sleeping state.	Instant	Instant	Any	Medicine
	Cure Poison	4	3v	After 1 minute, this skill will cure the effects of any Rank 1-4 poison.	Instant	Instant	Any	Identify Alchemy
	Cure Disease	5	4v	This skill will allow the Medic, after 5 minute, to cure the effects of any Rank 1 – 4 diseases.	Instant	Instant	Any	Cure Poison
	Set Limb	3	2v	This skill will heal a broken limb after 1 minute	Instant	Instant	Any	Bind Wounds
	Reattach Limb	3	3v	This skill will reattach a severed limb after 1 minute, however the limb will be considered broken	Instant	Instant	Any	Set Limb

Rank	Skill Name	Build Cost	Casting Cost	Skill Description	Duration	Effect	Target	Prerequisites
	Reattach Head	4	3v	This skill will reattach a severed head to a target after 1 minute.	Instant	Instant	Any	Reattach Limb