

Advanced General Skills

Note: These skills may only be purchased with permission from the ref team.

First Aid 3

Cost: 5 SP

Requires: First Aid 2, bandages, needle & thread, splints

Description: This skill allows the character to heal 3 points of damage to any location with a bandage. Their chance of curing poisons and diseases is increased but most importantly they know how to splint crushed locations to allow the bones to heal.

First Aid 4

Cost: 8 SP

Requires: First Aid 3, bandages, needle & thread, splints

Description: This skill allows the character to heal 4 points of damage to any location with a bandage. Their chance of curing poisons and diseases is increased but now they can use 3 bandages per location instead of the usual 2.

First Aid 5

Cost: 12 SP

Requires: First Aid 4, bandages, needle & thread, splints

Description: This is the pinnacle of the art of First Aid. The character can heal 5 points of damage with a bandage. They can cure all but the most potent diseases and poisons and use all of the skills and knowledge they have gained through their training to bring people back from the brink of death. A character with First Aid 5 has a chance to bring a character back to life if the body is intact and has been dead for less than 2 minutes.

Disguise

Cost: 1 SP

Description: Allows a character to change his appearance enough to fool people who are looking for him. It is not good enough to hold up under close scrutiny nor can he use it to look like someone specific.

Double Strength

Cost: 5SP

Grants the character double Strength.

Fortitude

Cost: 6

This skill doubles character Death Times.