

The Healer

Life after the Apocalypse is filled with pain and suffering unending. Your calling is a simple but noble one. You were put on this Earth to ease the pain; to give the broken a chance to live to fight another day.

This does not mean you shy away from danger. You are willing to risk your own life to save others; and you have some very special abilities to do it. Underestimating you is often the gravest mistake an opponent can make, for your knowledge of plant-based elixirs can hurt as well as heal. Part herbalist and part alchemist, you have the power of nature and chemistry on your side.



Talents Unique to Healer Role

Surgeon: You have a true gift with mending those suffering from physical damage.

Therapist: Your ability to Heal goes beyond that of others. You can repair trauma to the mind and soul.

Brewmaster: You have mastered the truly unique art of distilling alcohol from plants.

MOVE

WITS

BREW POTION

There are many wondrous plants left in the world. To an untrained eye most of them might look like weeds or the rotted remains of an ancient world, but you know which of these have the power to heal and harm. You know how to pick them, boil them, extract their useful substances, and prepare them for use.

You must choose which kind of potion or elixir you want to brew and then spend 1d6 hours in nature to find the right herbs. Use this Move to determine the number of herbs you find and your ability to Brew them into the potions themselves.

Failure: You either fail to find the right herbs or the potion was brewed incorrectly, having no effect. (GM)

Success: The elixir has the desired effect you intended. Every success you roll allowed you to find enough herbs to create one dose of the potion.

Storage: Up to 4 doses of the same potion can be stored in a single bottle. A potion stays fresh for up to two days before losing its effect entirely.

THERE ARE SIX TYPES OF BASIC POTIONS

Below are the elixirs and their effects that a Healer can brew. Upon drinking one dose immediately causes the effect described. Consuming additional doses of the same potion during the same day has NO added effect.

- **Healing:** Heals d6 points of Damage.
- **Energy:** Heals d6 points of Fatigue.
- **Stim:** Heals d6 points of Confusion.
- **Intoxicant:** Heals d6 points of Doubt.
- **Sedative:** Inflicts d6 points of Confusion. If victim's Wits pool drops to 0 – he falls asleep for d6 hours. Must be imbibed by the target.
- **Volatile:** Inflicts d6 points of Damage if imbibed. If victim's Strength pool drops to 0, he becomes critically injured. This elixir can be thrown like a grenade, causing 1d3 points of strength trauma in a 4x4 yard area. (Explosive but not flammable)

MUTANT & FERAL

HEALER