

# Notes

# Healer



# Healer

Name:  Pronouns:

Aesthetic:  Level:

## Stress:

### Physical:

☐ ☐

### Mental:

☐ ☐ ☐ ☐

## Major Injuries:

Training	Skills	Injuries
	Athletics	
	Awareness	
	Communication	
Yes	Knowledge	
Yes	Medicine	
	Melee	
	Nature	
	Ranged Weapons	
	Stealth	
	Tech	

## Equipment:

## Relationships:

## Permanent Boons:

## Advances:

- ☐ Gain an extra physical stress box
- ☐ Gain an extra mental stress box
- ☐ Learn a new skill
- ☐ **Network of Friends:** If you come across something you don't know, you know someone who can help you learn about it.
- ☐ **Healing Hands:** Once per session, you can make a Medicine Roll to remove a Minor Injury from another Survivor. On a 12, you can remove a Major Injury, or 2 Minor Injuries.