

MEDIC

You've got a state-of-the-art medical centre.

Effect

This Trait provides 3 Story Points every adventure that can only be spent on Medicine-related rolls and related activities. You can also spend these Story Points to restore Attribute points lost by damage - each point spent restores half the total of lost points (rounding up). The player can decide how these points are allocated between the damaged Attributes.

[good](#), [base](#)

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