LEECH

HEDGE MAGE

Career Skills: **Adventuring, Deception, Discipline, Instinct, Occult, Perception, Survival, Vigilance | Medicine, Melee-Light, Resolve, Survival**

HOMEWARD BOUND

You always know which direction your home is relative to your current location. You can also always retrace your path to a location you've previously visited, so long as the physical route has not changed substantially.

COST 5

ONE WITH NATURE

When recovering strain at the end of an encounter, may roll Survival instead of Discipline or Cool.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

CLEAN STITCHES

When making a Magic check to heal wounds, the target heals 1 additional wound per rank of Clean Stitches

COST 5

COMBAT MEDICINE

Before making a Medicine check, may add ✲ equal to ranks in Combat Medicine to the results. After the check is resolved, the target suffers 2 strain for each rank you have in Combat Medicine.

COST 10

COMPONENT CASTING

When casting a spell, may use this talent to consume a physical item and add ■ to the check. The item does not have to be expensive or rare, but it does have to be thematically appropriate to the spell, available to you, and approved by the GM.

COST 10

CLEAN STITCHES

When making a Magic check to heal wounds, the target heals 1 additional wound per rank of Clean Stitches

COST 10

PATCH UP

Once per session, when failing a check made to heal wounds, may instead heal a number of wounds equal to Willpower. Then, one time before the session's end, ⊛ may be spent from a check the healed character makes to have them suffer a number of wounds equal to your Willpower.

COST 10

FACE OF THE WILD

Once per session, may roll a Hard Resolve check to communicate with 1 animal or plant for a brief period of time. The creature communicated with must be approved by the GM.

COST 15

DRUID

When casting a Conjure spell using the Instinct skill, they may always add the Summon Ally effect without increasing the difficulty. This ally must be a living animal. The animal remains for the duration of the encounter even if you do not use a concentration maneuver to maintain the spell.

COST 15

GRIT

Gain +1 strain threshold.

COST 15

COMBAT MEDICINE

Before making a Medicine check, may add ✲ equal to ranks in Combat Medicine to the results. After the check is resolved, the target suffers 2 strain for each rank you have in Combat Medicine.

COST 15

BOUNCING SPELL

When your character fails a Magic check that targets another individual, may spend ⊕ or ⊛⊛⊛ to immediately reroll the attempted spell with a new target.

COST 20

NATURAL ORDER

Once per session when making a check, may add ✲ equal to the number of light Destiny Points in the Destiny Pool.

COST 20

GUT FEELING

Once per session, may spend 1 Destiny Point to perform an Instinct action as a maneuver.

COST 20

CLEAN STITCHES

When making a Magic check to heal wounds, the target heals 1 additional wound per rank of Clean Stitches

COST 20

EBB AND FLOW

Once per encounter as a maneuver, heal a number of wounds by suffering that amount of strain + 1. Alternatively, heal an amount of strain by suffering that number of wounds + 1.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 5.

COST 25

IT'S NOT YOUR TIME

Once per encounter, when an ally is incapacitated or killed, perform the It's Not Your Time incidental: make a Daunting Resolve check. On success, their incapacitation or death is delayed until the end of the next turn. If their wounds or strain are reduced below their thresholds before then, they are not incapacitated.

COST 25

NATURAL IMPROVISER

Once per session, may reroll any 1 Instinct check.

COST 25