

Portrait		Identity		Miscellaneous		248 Points					
	✂ Name	Ghino Di Fosco		Created	Mar 30, 2023, 6:42 PM		3 Unspent				
	Title	Le chirurgien mystique		Modified	May 12, 2023, 5:50 PM		0 Race				
	Organization			Player	niko		110 Attributes				
	Description						53 Advantages				
✂ Gender	Male	✂ Height	1.75 m	✂ Hair	Black, Wavy, Medium		-51 Disadvantages				
✂ Age	30	✂ Weight	76 kg	✂ Eyes	Brown		-3 Quirks				
✂ Birthday	Nov 20	Size	+0	✂ Skin	Freckled		74 Skills				
Religion		TL	4	✂ Hand	Gauche		62 Spells				
Primary Attributes		Secondary Attributes		Humanoid		Encumbrance, Move & Dodge					
<div><div>[ -10 ]</div><div>9</div>Strength (ST)</div>	<div><div>[ 0 ]</div><div>14</div>Will</div>	Roll	Location	DR	Level	Max Load	Move	Dodge			
<div><div>[ 40 ]</div><div>12</div>Dexterity (DX)</div>	<div><div>[ 0 ]</div><div>14</div>Fright Check</div>	3-4	Eyes	-9 0	0 None	8 kg	2	8			
<div><div>[ 80 ]</div><div>14</div>Intelligence (IQ)</div>	<div><div>[ 0 ]</div><div>14</div>Perception (Per)</div>	5	Skull	-7 2	1 Light	16 kg	1	7			
<div><div>[ 0 ]</div><div>10</div>Health (HT)</div>	<div><div>[ 0 ]</div><div>14</div>Vision</div>	6-7	Face	-5 0	2 Medium	24 kg	1	6			
Basic Damage		8	Right Leg	-2 0	3 Heavy	48 kg	1	5			
1d-2 Basic Thrust	<div><div>[ 0 ]</div><div>14</div>Taste &amp; Smell</div>	9-10	Torso	+0 0	4 X-Heavy	80 kg	1	4			
1d-1 Basic Swing	<div><div>[ 0 ]</div><div>14</div>Touch</div>	11	Groin	-3 0	Lifting & Moving Things						
	<div><div>[ 0 ]</div><div>5.5</div>Basic Speed</div>	12	Left Arm	-2 0	8 kg Basic Lift						
Point Pools		13-14	Left Leg	-2 0	16 kg One-Handed Lift						
<div><div>[ 0 ]</div><div>10</div>of <div>10</div>FP [Rested]</div>	<div><div>[ 0 ]</div><div>2</div>Basic Move</div>	15	Hand	-4 0	64 kg Two-Handed Lift						
<div><div>[ 0 ]</div><div>9</div>of <div>9</div>HP [Healthy]</div>		16	Foot	-4 0	96 kg Shove & Knock Over						
		17-18	Neck	-5 0	192 kg Running Shove & Knock Over						
			Vitals	-3 0	120 kg Carry On Back						
					400 kg Shift Slightly						
±	Reaction			±	Condition						
-3	from followers of Chauntea			-6	to use any skill that requires the use of your legs, including all Melee Weapon and unarmed combat skills (but not ranged combat skills)						
+2	from patients										
Melee Weapon		Usage	SL	Parry	Block	Damage	Reach	ST			
Deathtouch		Punch	12	9		1d-3 cr +1d/point	C				
Large Knife		Swung	15	9	No	1d-3 cut	C,1	6			
Large Knife		Thrust	15	9	No	1d-2 imp	C	6			
Natural Attacks		Bite	12	No	No	1d-3 cr	C				
Natural Attacks		Kick	10	No		1d-2 cr	C,1				
Natural Attacks		Punch	12	9		1d-3 cr	C				
Wither Limb		Punch	12	9		1d-3 cr +1d	C				
Ranged Weapon		Usage	SL	Acc	Damage	Range	RoF	Shots	Bulk	Recoil	ST
Large Knife		Thrown	8	+0	1d-2 imp	7/13	1	T(1)	-2		6
Trait		Pts		Skill / Technique		SL	RSL	Pts			
Natural Attacks		0	B271	☑ Baratin				13			
Power Investiture 5 need a vocal invocation		30	B77	Acting		15	IQ+1	4	B174		
Alcoholism -5 pts avant épisode 8		-10	B122	Fast-Talk Default: Acting-5		16	IQ+2	8	B195		
Code of Honor (Docteur) Adhère à une forme de serment d'hypocrate		-5	B127	Intimidation Default: Acting-3		13	Will-1	1	B202		
Sense of Duty Tribu humaine de Nelanther		-5	B153	☑ Combat				8			
Social Stigma (Excommunicated from Chauntea cult)		-5	B155	Knife		15	DX+3	8	B208		
☑ Quirks		-3		Hidden Lore (Spirit Lore)		15	IQ+1	4	B199		
Quirk Veut devenir celebre pour une technique medicale		-1		☑ Medecine				22			
Quirk Economise ce qu'il ne boit pas pour acheter un cabinet où exercer		-1		Diagnosis/TL4 Default: Physician/TL4-4		16	IQ+2	4	B187		
Quirk Fumeur de cigares - annulé avant épisode 8		0		First Aid/TL4 Default: Physician/TL4		18	IQ+4	4	B195		
Quirk "Vous avez un cigare ?... Et du feu ?" - annulé avant épisode 8		0		Herb Lore/TL4		13	IQ-1	4	B199		
				Naturalist (Earthlike)		13	IQ-1	2	B211		
				Physician/TL4		16	IQ+2	4	B213		
				Surgery/TL4 Default: Physician/TL4-5		15	IQ+1	4	B223		
				Packing		13	IQ-1	1	B212		

Trait	Pts	🔖	Skill / Technique	SL	RSL	Pts	🔖
Quirk "Faites moi confiance, c'est indolore"	-1		Survival (Island/Beach) Default: Naturalist (Earthlike)-3	15	Per+1	4	B223
Talent (Healer) 2	20	B90+	Swimming	9	HT+1	2	B224
👉 Langues	-3		👉 Vie monastique			2	
Language: Lantan Spoken (Accented); Written (Broken)	3	B24	Religious Ritual (Chauntea)	12	IQ-2	1	B217
Language: Thorass (Amn) Native; Spoken (Accented); Written (Accented)	-2	B24	Theology (Panthéon classique Forgotten Realms)	12	IQ-2	1	B226
Language: Commun Amn Native; Spoken (Accented); Written (None)	-4	B24	Merchant	9	IQ-5	0	B209
Language: Commun Native; Spoken (Native); Written (Native)	0	B24	Stealth	10	DX-1	1	B222
👉 perte de la jambe droite	-20		Climbing	10	DX-1	1	B183
Lame (Missing Legs) Using crutches or a peg leg, you can stand up and walk slowly. You must reduce Basic Move to 2.	-20	B141	Thaumatology	16	IQ+2	16	B225
Decreased Basic Move	0	B17					
Spell			SL	RSL	Pts	🔖	
👉 Air					3		
Purify Air Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cost: 1; Time: 1 sec; Duration: Instant; College: Air			17	IQ+3	1	M23	
Wind Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special/Area; Cost: 1/50; Maintain: Same; Time: 1 min; Duration: 1 hr; College: Air, Weather			17	IQ+3	1	M195	
Windstorm Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cost: 2; Maintain: Half; Time: Instant; Duration: 1 min; College: Air ⚠ Unsatisfied prerequisite(s)			17	IQ+3	1	M25	
👉 Body control					5		
Spasm Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: HT; Class: Regular; Cost: 2; Time: 1 sec; Duration: Instant; College: Body Control ⚠ Unsatisfied prerequisite(s)			17	IQ+3	1	M35	
Wither Limb Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: HT; Class: Melee; Cost: 5; Time: 1 sec; Duration: Permanent; College: Body Control ⚠ Unsatisfied prerequisite(s)			17	IQ+3	1	M40	
Stop Spasm Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 1; Time: 1 sec; Duration: Permanent; College: Body Control, Healing			17	IQ+3	1	M35	
Paralyze Limb Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: HT; Class: Melee; Cost: 3; Time: 1 sec; Duration: 1 min; College: Body Control ⚠ Unsatisfied prerequisite(s)			17	IQ+3	1	M40	
Deathtouch Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Melee; Cost: 1-3; Time: 1 sec; Duration: Instant; College: Body Control			17	IQ+3	1	M41	
👉 Fire					1		
Ignite Fire Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 1-4; Maintain: Same; Time: 1 sec; Duration: 1 sec; College: Fire			17	IQ+3	1	M72	
👉 Food					1		
Test Food Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info; Cost: 1 or 3; Time: 1 sec; Duration: Instant; College: Food			17	IQ+3	1	M77	
👉 Healing					21		
Awaken Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cost: 1; Time: 1 sec; Duration: Permanent; College: Healing			17	IQ+3	1	M90	
Cleansing Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Special; Class: Regular; Cost: 2/4/6; Time: 3 sec; Duration: Permanent; College: Healing ⚠ Unsatisfied prerequisite(s)			17	IQ+3	1	M94	
Cure Disease Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 4; Time: 10 min; Duration: Permanent; College: Healing			17	IQ+3	1	M91	

Spell	SL	RSL	Pts	
<b>Great Healing</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 20; Time: 1 min; Duration: Permanent; College: Healing ⚠ Unsatisfied prerequisite(s)	16	IQ+2	1	M91
<b>Instant Neutralize Poison</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 8; Time: 1 sec; Duration: Permanent; College: Healing ⚠ Unsatisfied prerequisite(s)	16	IQ+2	1	M92
<b>Lend Energy</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 1/pt; Time: 1 sec; Duration: Permanent; College: Healing ⚠ Unsatisfied prerequisite(s)	17	IQ+3	1	M89
<b>Lend Vitality</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 1/pt; Time: 1 sec; Duration: 1 hour; College: Healing	17	IQ+3	1	M89
<b>Major Healing</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 1-4; Time: 1 sec; Duration: Permanent; College: Healing ⚠ Unsatisfied prerequisite(s)	16	IQ+2	1	M91
<b>Minor Healing</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 1-3; Time: 1 sec; Duration: Permanent; College: Healing	17	IQ+3	1	M91
<b>Neutralize Poison</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 5; Time: 30 sec; Duration: Permanent; College: Healing	17	IQ+3	1	M92
<b>Recover Energy</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cost: 0; Maintain: 0; Time: 1 sec; Duration: Special; College: Healing ⚠ Unsatisfied prerequisite(s)	17	IQ+3	1	M89
<b>Relieve Madness</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Madness or Permanent Madness; Class: Regular; Cost: 2; Time: 10 sec; Duration: 10 min; College: Healing, Mind Control	17	IQ+3	1	M92
<b>Relieve Paralysis</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: Varies; Maintain: Same; Time: 10 sec; Duration: 1 min; College: Healing	17	IQ+3	1	M93
<b>Relieve Sickness</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Subject spell; Class: Regular; Cost: 2; Time: 10 sec; Duration: 10 min; College: Healing	17	IQ+3	1	M90
<b>Resist Disease</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 4; Maintain: 3; Time: 10 sec; Duration: 1 hr; College: Healing, Protection & Warning ⚠ Unsatisfied prerequisite(s)	17	IQ+3	1	M90
<b>Resist Poison</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 4; Maintain: 3; Time: 10 sec; Duration: 1 Hour; College: Healing, Protection & Warning ⚠ Unsatisfied prerequisite(s)	17	IQ+3	1	M91
<b>Restoration</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 15; Time: 1 min; Duration: Permanent; College: Healing	16	IQ+2	1	M93
<b>Share Energy</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 2-10; Time: 1 sec; Duration: 1 sec; College: Healing	17	IQ+3	1	M89
<b>Share Vitality</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: None; Time: 1 sec/HP; Duration: Permanent; College: Healing	17	IQ+3	1	M90
<b>Stop Bleeding</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 1 or 10; Time: 1 sec; Duration: Permanent; College: Healing	17	IQ+3	1	M91
<b>Stop Paralysis</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 1 or 2; Time: 1 sec; Duration: Permanent; College: Healing	17	IQ+3	1	M93
<b>Knowledge</b>			4	
<b>Analyze Magic</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Spells that conceal magic; Class: Info; Cost: 8; Time: 1 hr; Duration: Instant; College: Knowledge	17	IQ+3	1	M102
<b>Detect Magic</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 2; Time: 5 sec; Duration: Instant; College: Knowledge ⚠ Unsatisfied prerequisite(s)	17	IQ+3	1	M101

Spell	SL	RSL	Pts	
<b>Divination: Cartomancy</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info; Cost: 10; Time: 1 hr; Duration: Instant; College: Knowledge ⚠ Unsatisfied prerequisite(s)	17	IQ+3	1	M108
<b>Identify Spell</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info; Cost: 2; Time: 1 sec; Duration: Instant; College: Knowledge	17	IQ+3	1	M102
<b>Meta magic</b>			11	
<b>Counterspell</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Subject spell; Class: Regular; Cost: Half countered spell; Time: 5 sec; Duration: Instant; College: Meta Meta ⚠ Unsatisfied prerequisite(s)	17	IQ+3	1	M121
<b>Dispel Magic</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Subject spells; Class: Area; Cost: 3; Time: sec=cost; Duration: Permanent; College: Meta	17	IQ+3	1	M126
<b>Delay</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 3; Maintain: 3; Time: 10 sec; Duration: 2 hrs; College: Meta ⚠ Unsatisfied prerequisite(s)	17	IQ+3	1	M130
<b>Hang Spell</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cost: same as underlying spell; Maintain: Same; Time: 10 sec; Duration: 1 hr; College: Meta	16	IQ+2	1	M128
<b>Link</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cost: 8; Time: 4 hrs; Duration: Until triggered; College: Meta	17	IQ+3	1	M131
<b>Magic Resistance</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Will+Magery; Class: Regular; Cost: 1-5; Maintain: Same; Time: 3 sec; Duration: 1 min; College: Meta ⚠ Unsatisfied prerequisite(s)	17	IQ+3	1	M123
<b>Pentagram</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Attempts to cross it; Class: Special; Cost: 1/sq foot; Time: 1 sec/sq foot; Duration: Permanent; College: Meta	17	IQ+3	1	M124
<b>Reflex</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cost: cost of subject spell; Maintain: Same; Time: 10 sec; Duration: 1 hr; College: Meta	17	IQ+3	1	M132
<b>Scryguard</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Information spells; Class: Regular; Cost: 3; Maintain: 1; Time: 5 sec; Duration: 10 hrs; College: Meta ⚠ Unsatisfied prerequisite(s)	17	IQ+3	1	M121
<b>Spell Shield</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: All spells cast through it; Class: Area; Cost: 3; Maintain: 2; Time: 1 sec; Duration: 1 min; College: Meta Meta ⚠ Unsatisfied prerequisite(s)	17	IQ+3	1	M124
<b>Ward</b> Ritual: speak a word or two OR make a small gesture Resistance: Subject spell; Class: Blocking; Cost: 2 or 3; Time: 1 sec; Duration: Instant; College: Meta ⚠ Unsatisfied prerequisite(s)	17	IQ+3	1	M122
<b>Mind control</b>			6	
<b>Wisdom</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 4/pt of IQ; Maintain: Same; Time: 1 sec; Duration: 1 min; College: Mind Control	17	IQ+3	1	M135
<b>Sleep</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: HT; Class: Regular; Cost: 4; Time: 3 sec; Duration: Until awakened; College: Mind Control	17	IQ+3	1	M135
<b>Daze</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: HT; Class: Regular; Cost: 3; Maintain: 2; Time: 2 sec; Duration: 1 min; College: Mind Control	17	IQ+3	1	M134
<b>Foolishness</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Will; Class: Regular; Cost: 1-5; Maintain: Half; Time: 1 sec; Duration: 1 min; College: Mind Control	17	IQ+3	1	M134
<b>Mass Sleep</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: HT; Class: Area; Cost: 3; Time: sec=cost; Duration: Until awakened; College: Mind Control	17	IQ+3	1	M137
<b>Mental Stun</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Will; Class: Regular; Cost: 2; Time: 1 sec; Duration: Until recovery roll made; College: Mind Control	17	IQ+3	1	M135
<b>Movement</b>			3	

Spell					SL	RSL	Pts			
<b>Control Gate</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Resistance: Gate; Class: Regular; Cost: 6; Maintain: Half; Time: 10 sec; Duration: 1 min; College: Gate Unsatisfied prerequisite(s)					17	IQ+3	1	M85		
<b>Create Door</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: 2/10 sq ft#; Maintain: 2; Time: 5 sec; Duration: 10 sec; College: Gate Unsatisfied prerequisite(s)					17	IQ+3	1	M84		
<b>Create Gate</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Regular; Cost: Varies; Maintain: Varies; Time: Varies; Duration: 1 min; College: Gate Unsatisfied prerequisite(s)					16	IQ+2	1	M85		
<b>Plant</b>							5			
<b>Seek Plant</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info; Cost: 2; Time: 1 sec; Duration: Instant; College: Plant					17	IQ+3	1	M161		
<b>Plant Growth</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cost: 3; Maintain: 2; Time: 10 sec; Duration: 1 min; College: Plant					17	IQ+3	1	M162		
<b>Detect Poison</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area/Info; Cost: 2; Time: 2 sec; College: Healing, Protection & Warning					17	IQ+3	1	M166		
<b>Heal Plant</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Area; Cost: 3; Time: 1 Min; Duration: Permanent; College: Plant					17	IQ+3	1	M161		
<b>Identify Plant</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info; Cost: 2; Time: 1 sec; Duration: Instant; College: Plant					17	IQ+3	1	M161		
<b>Water</b>							2			
<b>Seek Water</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Info; Cost: 2; Time: 1 sec; Duration: Instant; College: Water					17	IQ+3	1	M184		
<b>Purify Water</b> Ritual: speak a word or two OR make a small gesture; Cost: -1 Class: Special; Cost: 1/gal; Time: 5-10/gal#; Duration: Permanent; College: Water					17	IQ+3	1	M184		
	#	Carried Equipment (8.5625 kg; \$176)	Uses	TL	LC					
	1	<b>Large Knife</b>		0		40	0.5 kg	40	0.5 kg	B272
	1	<b>Haversack - pour les rituels</b> Worn on Shoulder. Holds 10 lbs				30	0.5 kg	66	3.5625 kg	PY106:11
	1	<b>Bottle</b> 1 qt liquid, DR 1, HP 4				3	0.5 kg	3	1.5 kg	DF1:24
	1	<b>Rhum épicé</b>				0	1 kg	0	1 kg	
	1	<b>Bottle</b> 1 qt liquid, DR 1, HP 4				3	0.5 kg	3	1.5 kg	DF1:24
	1	<b>Rhum</b>				0	1 kg	0	1 kg	
	1	<b>Salt</b>				15	0.0312 kg	15	0.0312 kg	DF8:11
	1	<b>Piment</b>				15	0.0312 kg	15	0.0312 kg	DF8:11
	1	<b>Haversack - pour les bandages</b> Worn on Shoulder. Holds 10 lbs				30	0.5 kg	70	4.5 kg	PY106:11
	4	<b>Bandages</b> Bandages for a half-dozen wounds. Might be clean cloth, adhesive dressings, or spray-on "Plastiskin", depending on TL. Basic equipment for First Aid skill.		0		10	1 kg	40	4 kg	B289
#	Other Equipment (\$440)		Uses	TL	LC					
1	<b>Backpack, Small - trousse médicale</b> Holds 40 lbs of gear			1		60	1.5 kg	440	12 kg	DF1:23
1	<b>Bandages</b> Bandages for a half-dozen wounds. Might be clean cloth, adhesive dressings, or spray-on "Plastiskin", depending on TL. Basic equipment for First Aid skill.			0		10	1 kg	10	1 kg	B289
1	<b>Lantern</b> Uses 1 pint of oil per 24 hours			2		20	1 kg	20	1 kg	B288
1	<b>First Aid Kit</b> A complete kit for treating wounds, with bandages, ointments, etc.			0		50	1 kg	50	1 kg	B289

#	Other Equipment (\$440)	Uses	TL	LC					
1	<b>Surgical Instruments</b> Includes scalpels, forceps, etc. Basic equipment für Surgery skill.		1		300	7.5 kg	300	7.5 kg	B289