# NURTURE

FLAVOR TEXT

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| Because you are Nurturing . . .  You gain a +1 bonus to your Medicine and Survival modifiers. |

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| When you manifest . . .  At the start and end of your turn all bruised allies within your reach regain 4 Health. Allies can benefit from this only once on your turn. |

Modifier: Medicine or Survival. If you have two or more Nurture powers you gain a +1 Skill bonus to your modifier. If you have three or more Nurture powers the bonus increases to +2.

Base Impact: Might or Intuition

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| Panacea | | Covert Power |
| *Whether it’s pressing on chakras, aligning chi, or administering an injection, you can tap into the essence of healing to cure any illness.* | | |
| Complex Action | | |
| Target: | One creature within reach | |
| Effect: | The target regains their bruised rating in Health and makes an Escape Roll against all Ongoing effects. | |
| Willpower: | *For the Next Day:*  The target ignores all impairments associated with disease or toxins. This does not cure the target of these impairments. If the impairments persist then the symptoms gradually return the next day. | |

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| Master of the Wild | | Manifest Power |
| *The beasts of the wild are calmed and compelled to obey you.* | | |
| Complex Action | | |
| Target: | One nearby chimera or animal. | |
| Modifier: | vs. Mental Defense | |
| Impact: | The target immediately performs a single complex action that you dictate.  *Until the End of your Next Turn:*  The target is staggered. | |
| Willpower: | *Ongoing:*  The target cannot include you as the target of any attack. You can exploit this condition to influence the target’s behavior and emotions. | |

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| Green Grasp | | Manifest Power |
| *Even the slumbering wood hears your call and lashes out at your foes.* | | |
| Complex Action (Attack) | | |
| Target: | One creature that is near a living plant or a wooden object | |
| Modifier: | vs. Physical Defense | |
| Impact: | +d10 Physical Impact  *Ongoing:*  The target is restrained. | |
| Willpower: | This power also targets all creatures near the target, but they do not suffer the 1d10 bonus Physical Impact. | |

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| Sympathetic Healing | | Manifest Power |
| *Even if you cannot cure a stigma, you can at least carry its burden for another.* | | |
| Complex Action | | |
| Target: | One creature within reach. | |
| Effect: | Choose a stigma that the target suffers from. You may transfer this stigma from the target to yourself. If you are immune to that particular type of stigma then you are instantly cured of it, otherwise you recover from it as normal. | |
| Willpower: | The stigma you gain does not count towards your total stigma for determining when you can be eliminated. | |

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| Oaken Might | | Manifest Power |
| *You can briefly manifest the strength of the great oak, becoming an implacable foe. Your Manifest form grows an armor of living wood and limbs extend out like branches.* | | |
| Complex Action (Transform, Personal) | | |
| Effect: | Concentration (Simple)  Your Manifest form takes on a tree-like appearance. While you maintain this power you gain the following benefits:   * Armor 2 against physical and environmental impact. * Your reach extends by one yard. * You may substitute your Nurturer Aspect modifier when making Close Combat rolls. If you do so the target is automatically restrained. | |
| Willpower: | This power no longer requires concentration. | |

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| Alchemical Healing | | Manifest Power |
| *Whether through science and alchemy you can synthesize specialized elixirs with a variety of miraculous properties.* | | |
| Complex Action | | |
| Effect: | Choose an elixir that you have the material components necessary to create. You create an unstable version of this elixir. If the elixir is not used within the next day it becomes inert and worthless. | |
| Willpower: | The elixir you create is stable and remains potent until consumed. | |