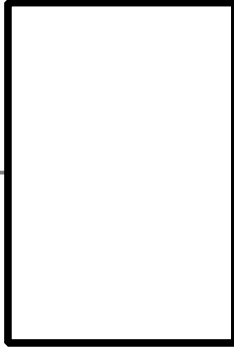


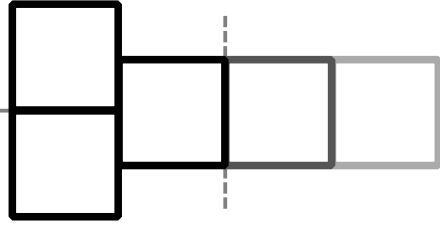
Nurse Myfanwy Jones

Might	2d6
Patter	2d6
Skill	d4+d8

Stored rolls



Scars



Field Nurse
Spend a couple of hours treating the physical wounds of an ally, somewhere quiet and safe.

Roll Skill+d6. For each success pick one:

- Calm the patient down considerably.
- Remove a physical Scar the patient has suffered (only one character can be treated this way per location).
- Remove a corruption Scar the patient has suffered.

For two successes:
- End any physical crisis the patient is suffering.

When you use this action, only the patient can receive Scars or enter crisis for failures.

Bedside Manner
Talk an ally through a difficult experience they are undergoing or have just experienced. Reassure them by revealing how something similar once happened to you, and how you overcame it. Roll Patter+d6. For each success pick one:

- The character you talked to turns a mental Scar into a mental crisis instead.
- The NPC you talked to is greatly reassured.
- You immediately seize the Mediator role.
- The person you were talking to gets the benefit of Stored roll: 3.

Not on My Watch
When a patient of yours is attacked in your presence, stand your ground and defend him or her with whatever you have to hand. Roll Might+d6. For each success pick one:

- The patient is kept safe, and cannot enter physical crisis for the rest of the scene.
- The attacker is driven away.
- The attacker is marked in some way, making him, her or it easy to identify.
- The patient is impressed by your valiant act.

Everything in its Place
Spend some time sorting through equipment, weapons or supplies and arranging them in an orderly fashion just prior to use. Roll Skill+d6. For each success pick one:

- You can assist one additional character in the forthcoming round of combat.
- Once this scene, you can assist a character making a Might or Patter roll and give them your best Skill dice instead of Might or Patter.
- You discover a useful object.

I'm Not Losing Another One
Provide emergency medical treatment to someone who with at least two physical Scars, or a grievously wounded NPC. Describe how you remember losing a patient in similar circumstances, and how that failure almost destroyed your confidence. Roll Skill+d8. For each success pick one:

- Remove a physical Scar from the patient, but only if he has taken enough Scars to force him out of the game. If enough Scars are removed that he is no longer above his maximum amount, he no longer has to retire.
- Bring the NPC patient back from the brink of death.
- Prevent the patient from entering physical crisis for the rest of the scene.
- If you suffer any failure consequences, the first one has to be either the death of an NPC or a mental crisis.

Needle of Anaesthetic

Use a needle filled with an anaesthetic that puts people to sleep. If the recipient is willing, pick one or two. If the target is unwilling, roll Might+d8 and pick one for each success:

- The recipient sleeps for an additional 2 hours. He can be roused before the time is up, but only if at least half of the full time has elapsed.
- If the recipient is the sole source of a Monster, it is temporarily banished and can't come back unless the source is awake.

For two successes:

- The recipient sleeps soundly for a good 8 hours, without dreams, and can end a mental crisis early if he isn't woken up too soon. You can only pick this once per location.

Inspiring Speech

Make an inspiring speech to your allies, making clear what is at stake and what they need to do. Establish yourself as the natural leader, throwing off your meek demeanour. Roll Patter+d10. For each success pick one:

- A character other than you can temporarily come out of a crisis for this scene.
- You seize the Leader role.
- An NPC is swayed by your commanding presence.

Crises

Physical

Mental