TABLE III.2—11: HEAL ADDITIONAL EFFECTS

EFFECTS	DIFFICULTY MOD
Additional Target: The spell affects one additional target within range of the spell. In addition, after casting the spell, you may spend A to affect one additional target within range of the spell (and may trigger this multiple times, spending A each time).	+ ◆
Range: Increase the range of the spell by one range band. This may be added multiple times, increasing the range by one range band each time.	+ ◆
Restoration: Select one ongoing status effect the target is suffering. This status effect immediately ends.	+ ◆
Heal Critical: Select one Critical Injury the target is suffering. If the spell is successful, the Critical Injury is also healed.	+ ◆◆
Revive Incapacitated: The character may select targets who are incapacitated.	+ ◆◆
Resurrection: The character may select a target who has died during this encounter. If the check is successful, the target is restored to life, suffering wounds equal to their wound threshold. If the check fails, no characters may attempt to resurrect the target again.	+ ◆◆◆◆

HEAL

Concentration: No
Skills: Divine, Primal

Priests and other practitioners of divine magic are often known for their healing abilities. Often, those in touch with nature also possess the capacity to heal wounds and illness. The character can use the Divine or Primal magic skill in place of a Medicine check in order to remove damage or heal Critical Injuries. When making the check, the character selects one target they are engaged with who is not incapacitated. The default difficulty of the check is **Easy (◆)**. Upon success, the character heals 1 wound per uncanceled ✹, and 1 strain per uncanceled A.

COMMONLY USED SPELLS