

# The Herbalist

When you **spend significant time studying natural plants and their effects while taking copious field trips**, you may take this move when you next level up:

## Medicine Man

When you **Make Camp and forage for medicinal plants and herbs to mix into poultices and potions**, roll+Wis. On a 10+, choose one benefit; on a 7-9, choose one benefit and the GM chooses one drawback; on a miss, your search yields nothing useful and you take -1 forward from coming into contact with something mildly poisonous or otherwise dangerous.

Benefits:

- \* It is invigorating to the spirit. Take +1 forward to your next move using +Cha or +Wis.
- \* It lends you strength. Take +1 forward to your next move using +Str or +Con.
- \* It quickens the mind. Take +1 forward to your next move using +Dex or +Int.

Drawbacks:

- \* It spoils fast and must be used immediately upon breaking camp.
- \* It has an unpleasant and unpalatable taste, and must be applied in a complicated way.
- \* It induces a certain stiffness. Take -1 ongoing in social situations until you've had an hour or two to get used to it.

Each concoction yields enough for two doses and can be used by anyone, provided you show them how best to apply it. Using more than one dose per day will have nasty side-effects (GM's choice).

Once you've taken **Medicine Man**, the following moves count as class moves for you. In addition to your normal list of moves, you may choose from this list when you level up:

## A Potent Brew

When you **mix medicinal plants and herbs into poultices and potions**, on a 10+, you may choose two benefits and one drawback instead of a single benefit.

Plenty to Go Around

When you **mix medicinal plants and herbs into poultices and potions**, you make double the doses.

Good for What Ails You

When you **mix medicinal plants and herbs into poultices and potions**, each dose also heals 1d4+1 damage.