

# HEAL

This Trait can restore lost Strength with a successful Ingenuity + Medicine roll. The Difficulty for this roll is usually a 9, and using the gadget results in the recovery of 1/2/3 points of Strength.

[good](#), [minor](#), [gadgets](#)

From:

<https://www.matrix.curufea.com/> - **The Matrix**

Permanent link:

<https://www.matrix.curufea.com/doku.php?id=traits:heal>

Last update: **2023/06/29 22:34**

