

Health (5)

Allows you to revive from unconsciousness after being struck down by a weapon or spell. This effect takes one minute. If you are deathstruck during this time, the skill is not consumed. This skill will not allow you to recover from death. If someone attempts to heal or Aid you while you are unconscious, your skill is put on hold until they succeed or stop, whether by choice or enemy action. If they stop, resume your count. When using the Health skill after falling unconscious you awaken with all your limbs restored. If you are Diseased, you may not use your Health until you are no longer diseased. This skill may be purchased multiple times, and may have a greater effect the more times it is purchased.