

Health

6



HP +12

Universal Enhance /P (L1)

Increases HP by +12.
Those with Weaking or Unhealthy type Flaws may not take Health cards.
Take in numerical order. Taught by Mentor. May use either Classic or 2.0 Health, but not both.

Health 200 Art © Susan Van Camp Set 305

Health

Health Two

9



HP +18

Universal Enhance /P (L1)

Increases HP by +18.
Those with Weaking or Unhealthy type Flaws may not take Health cards.
Take in numerical order. Taught by Mentor.

Health 201 Art © Susan Van Camp Set 305

Health Two

Health Three

12



HP +24

Universal Enhance /P (L1)

Increases HP by +24.
Those with Weaking or Unhealthy type Flaws may not take Health cards.
Take in numerical order. Taught by Mentor.

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Health Three

Health Four

16



HP +30

Universal Enhance /P (L1)

Increases HP by +30.
Those with Weaking or Unhealthy type Flaws may not take Health cards.
Take in numerical order. Taught by Mentor.

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Health Four

Health Five

19



HP +36

Universal Enhance /P (L1)

Increases HP by +36.
Those with Weaking or Unhealthy type Flaws may not take Health cards.
Take in numerical order. Taught by Mentor.

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Health Five

Health Six

22



HP +42

Universal Enhance /P (L1)

Increases HP by +42.
Those with Weaking or Unhealthy type Flaws may not take Health cards.
Take in numerical order. Taught by Mentor.

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Health Six

Health Seven

26



HP +48

Universal Enhance /P (L1)

Increases HP by +48.
Those with Weaking or Unhealthy type Flaws may not take Health cards.
Take in numerical order. Taught by Mentor.

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Health Seven

Health Eight

29



HP +54

Universal Enhance /P (L1)

Increases HP by +54.
Those with Weaking or Unhealthy type Flaws may not take Health cards.
Take in numerical order. Taught by Mentor.

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Health Eight

Health Nine

33



HP +60

Universal Enhance /P (L1)

Increases HP by +60.
Those with Weaking or Unhealthy type Flaws may not take Health cards.
Take in numerical order. Taught by Mentor.

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Health Nine