Description:

 Healers are the doctors of the Brotherhood, and play a very important role in it. Healers provide every medical service possible to members of the Brotherhood, but the patient must cover the cost of supplies only. Like the engineers, if healers want to make extra money in the Brotherhood, they can sell medical products outside of required treatment. Immediate families of a member, even if they aren’t members themselves, have access to these services. Healers at the rank of Sergeant or over, must be able to house patients that require it. A healer MUST NOT try to take on an alement beyond their skill. Instead, they should refer the patient to a hospital immediately.

Ideal Skills:

 Any medical skills that can possibly be learned would be useful to healers.