

Healer Base List 2.7.5

ORGAN WAYS

Lvl	Spell	Area of Effect	Rec. time	Range	Type
1)	Nasal Repair	1 nose	5-50 min	touch	U
2)	Minor Nerve Repair	1 target	5-50 min	touch	U
3)	Minor Ear Repair	1 ear	5-50 min	touch	U
4)	Minor Eye Repair	1 eye	5-50 min	touch	U
5)	Nerve Repair	1 target	1-10 hours	touch	U
6)	Major Ear Repair	1 ear	1-10 hours	touch	U
7)	Joining †	1 limb	1-10 days	touch	U
8)	Major Eye Repair	1 eye	1-10 hours	touch	U
9)	Minor Nerve Rep. True	1 target	instant	touch	U
10)	Organ Repair	1 organ	5-50 hours	touch	U
11)	Major Nerve Repair	1 target	5-50 hours	touch	U
12)	Paralysis Cures	1 target	1-10 hours	touch	U
13)					
14)	Major Nerve Rep. True	1 target	instant	touch	U
15)	Joining True ‡	1 limb	instant	touch	U
16)	Rapid Organ Repair	1 organ	5-50 min	touch	U
17)	Rapid Paralysis Cures	1 target	5-50 min	touch	U
18)	Coma Relief	1 target	1-10 hours	touch	U
19)	Brain Repair	1 brain	5-50 hours	touch	U
20)	Organ Repair True	1 organ	instant	touch	U
25)	Organ Regeneration	1 organ	1-10 hours	touch	U
30)	Paralysis Cures True	1 target	instant	touch	U
50)	Reuniting	1 target	instant	touch	U

1. Nasal Repair — Caster can repair any nose damage short of complete nose loss. Recovery time is 5-50 minutes.

2. Minor Nerve Repair — Caster can repair any light nerve damage in one area (a wound is considered light if it results in a penalty of -0 to -20). Recovery time is 5-50 minutes.

3. Minor Ear Repair — Caster can repair any external ear damage, including ear loss (regeneration takes 5-50 minutes).

4. Minor Eye Repair — Caster can repair any minor eye damage (e.g., corneal scratch, removal of foreign object, etc.). Recovery time is 5-50 minutes.

5. Nerve Repair — As *Minor Nerve Repair*, except caster can repair any one area of medium nerve damage (a medium nerve injury is a wound that results in a penalty of -21 to -50). Recovery time is 1-10 hours.

6. Major Ear Repair — As *Minor Ear Repair*, except caster can also repair any internal ear damage (e.g., restore balance and hearing). Recovery time is 1-10 hours.

7. Joining — Allows caster to reattach a severed limb. Also requires the use of Bone Ways, Muscle Ways, and Blood Ways *Joining* spells to restore the limb to functional status. Limb will be fully functional in 1-10 days.

8. Major Eye Repair — As *Minor Eye Repair*, except caster can repair any eye damage short of complete eye loss. Recovery time is 1-10 hours.

9. Minor Nerve Repair True — As *Minor Nerve Repair*, except that recovery is instantaneous.

10. Organ Repair — Caster can repair any damage to 1 organ (except the brain) that has not been completely destroyed. Recovery time is 5-50 hours.

11. Major Nerve Repair — Caster can heal any nerve damage in 1 target. Recovery time is 5-50 hours.

12. Paralysis Cures — Caster can cure any paralysis problem (if the paralysis is caused by physical damage, e.g. a broken

backbone, the bone must be healed first). Recovery time is 1-10 hours.

14. Major Nerve Repair True — As *Major Nerve Repair*, except that recovery is instantaneous.

15. Joining True — As *Joining*, except caster must cast the other 3 Healer *Joining True* spells **and** recovery is instantaneous.

16. Rapid Organ Repair — As *Organ Repair*, except that recovery time is 5-50 minutes.

17. Rapid Paralysis Cures — As *Paralysis Cures*, except recovery time is 5-50 minutes.

18. Coma Relief — Target is instantly awakened from coma. He will operate at -50 for the first hour. Second hour -40, third hour -30, and so on.

19. Brain Repair — Caster can repair brain damage (if caused by physical trauma, e.g. a skull fracture, the skull bone must be healed first). Target may suffer from memory and/or experience loss at the discretion of the GM). Recovery time is 5-50 hours.

20. Organ Repair True — As *Organ Repair*, except that recovery is instant.

25. Organ Regeneration — Caster can regenerate any 1 organ (external or internal), except brain. Recovery time is 1-10 hours.

30. Paralysis Cures True — As *Paralysis Cures*, except recovery is instantaneous.

50. Reuniting — Caster may reunite a soul with the body, provided the body is functional. To restore a dead target to life, a Healer would first have to heal any lethal wounds.

SPECIAL NOTES

1) See RMSS Spell Law section 7.2 for more on healing.

2) RMSS Spell Law section 7.2.3 classifies injuries in Light, Medium and Severe. A Light Wound conferring a penalty between -0 and -20, a Medium Wound a penalty between -21 and -50 and anything with a penalty of -51 or more is considered a Severe Wound. The Nerve Repair spells on this list corresponds to that classification, with *Minor Nerve Repair*, *Nerve Repair* and *Major Nerve Repair*.

3) Organ damage is often fatal, e.g. "*Foe dies in 3 rounds due to internal organ damage*", but if healed before Soul Departure rounds has passed the target may survive. For the purpose of healing even the lowest (10th level) *Organ Repair* spell will do, but even if he is alive, target will not be active for 5-50 hours. If the Healer needs the target up and running immediately he will have to cast the 20th lvl *Organ Repair True*.