

Closed Channeling 2.2.1

BLOOD LAW

Lvl	Spell	Area of Effect	Rec. time	Range	Type
1)	Flowstop III *	1 target	2 min	touch	U
2)					
3)	Clotting III	1 target	(5 min)P	touch	U
4)	Minor Vessel Repair	1 vessel	instant	touch	U
5)	Limb Preservation ‡	1 limb	1 day/lvl	touch	U
6)	Flowstop V *	1 target	2 min	touch	U
7)					
8)	Major Vessel Repair I	1 target	(1-10 days)P	touch	U
9)					
10)	Flowstop True *	1 target	2 min	touch	U
11)	Cut Repair V	1 wound	instant	touch	U
12)	Joining ‡	1 target	1-10 days	touch	U
13)	Unclotting	1 target	instant	touch	U
14)					
15)	Major Vessel Repair II	1 target	varies	touch	U
16)	Cut Repair X	1 wound	instant	touch	U
17)					
18)	Clotting XII	1 target	(5 min)P	touch	U
19)					
20)	Clotting True	1 target	(5 min)P	touch	U
25)	Joining True ‡	1 target	instant	touch	U
30)	New Blood	1 target	(1-10 hrs)P	touch	U
50)	Blood Repair True	varies	1 rd/lvl	touch	U

1. Flowstop III — Allows caster to stop bleeding on a wound that bleeds at a rate of up to 3 hits per round. When duration is up the wound continue to bleed at prior rate.

3. Clotting III — Allows caster to stop/reduce bleeding by 3 hits per round (total) on one or several wounds in targets body. The target can move at no more than walking pace for 5 minutes or the wound will reopen at prior rate.

4. Minor Vessel Repair — Allows caster to completely mend a damaged minor blood vessel (a vessel that bleeds up to 3 hits per round, not major arteries or veins).

5. Limb Preservation — Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of same spells from Muscle Law, Bone Law, and Nerve Law

6. Flowstop V — As *Flowstop III*, except that the caster can stop a wound bleeding up to 5 hits/rnd.

8. Major Vessel Repair I — Allows caster to repair one damaged blood vessel of any size, including severed veins and arteries. Recovery time is 1-10 days (depending on severity of wound) during which target may move at no more than walking pace, or the wound will reopen at half rate.

10. Flowstop True — As *Flowstop III*, except all blood loss (i.e hits per round) from one wound is stopped.

11. Cut Repair V — Allows caster to completely stop one wound bleeding up to 5 hits per round.

12. Joining — Allows caster to reattach limb, but requires use of Bone Law, Muscle Law and Nerve Law *Joining* spells in order to restore functional status; limb is fully functional in 1-10 days.

13. Unclotting — Allows caster to remove one blood clot; will counter *Clotting Curse* (on the Evil Cleric list, Curses). This spell has no effect on bleeding wounds that have clotted (i.e clots in this sense apply only to internal blood clotting).

15. Major Vessel Repair II — As *Major Vessel Repair I*, except caster can repair **one** vein or artery with a recovery time of 1-10 hours *or two* veins and/or arteries simultaneously, but with a recovery time of 1-10 days.

16. Cut Repair X — As *Cut Repair V*, except allows caster to completely stop a wound bleeding up to 10 hits per round.

18. Clotting XII — As *Clotting III*, except caster can stop up to 12 hits per round.

20. Clotting True — As *Clotting III*, except caster can stop/reduce bleeding in a target equal to his own level in hits per round (i.e an 20th lvl channeler could reduce bleeding of up to 20 hits per round in one target).

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

30. New Blood — Caster can restore all blood lost from targets body. Recovery time is 1-10 hours.

50. Blood Repair True — Caster can use any one of the lower level spells on this list once per round.

SPECIAL NOTES

1) Bleeding might be possible to stop even if the Critical Table does not supply a figure for "hits per round". For example; when a limb is severed the critical result usually states death due to chock and blood loss within a couple of rounds. It can be assumed that a severed leg equals 15-20 hits per round (severed at the thigh would get a higher degree of blood flow), a severed arm equals 10-15 hits per round and a severed hand equals 8-12 hits per round. Such bleeding could be stopped by the use of spells from this list. Even if the bleeding is stopped, it might not save the life of the patient depending on other factors (e.g shock, possibility of treatment, loss of blood etc).

2) Note that the *Clotting* spells may be used to stop or reduce bleeding from several wounds while the *Cut Repair* spells are immediate, but can only be applied to a single wound.