

Closed Channeling 2.2.1

BLOOD LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Flowstop III *	1 target	2 min	20'	U
2)					
3)	Clotting III	1 target	P	touch	U
4)					
5)	Limb Preservation † *	1 target	1 day/lvl	touch	U
6)	Flowstop V *	1 target	2 min	20'	U
7)	Clotting V	1 target	P	touch	U
8)	Major Vessel Repair I	1 target	P	touch	U
9)	Cut Repair V	1 target	P	touch	U
10)	Flow Stop VIII *	1 target	2 min	20'	U
11)	Clotting VIII	1 target	P	touch	U
12)	Joining ‡ *	1 target	P	touch	U
13)					
14)	Major Vessel Repair II	1 target	P	touch	U
15)	Cut Repair VIII	1 target	P	touch	U
16)	Unclotting	1 target	P	touch	U
17)					
18)	Cut Repair XII	1 target	P	touch	U
19)					
20)	Mass Flowstop *	varies	2 min	50'	U
25)	Joining True	1 target	P	touch	U
30)	Mass Cut Repair	varies	P	50'	U
50)	Mass Blood Repair	varies	1 rnd/lvl	50'	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 bleeding on a wound (or several wounds) that bleeds at a rate of up to 3 hits per round. The target can move at no more than walking pace for 5 minutes or the wound will reopen at prior rate.

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

6. Flowstop V — As *Flowstop III*, except the caster can stop a bleeding of up to 5 hits per round.

7. Clotting V — As *Clotting III*, except the caster can stop bleedings of up to a total of 5 hits per round.

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).

9. Cut Repair V — Caster can stop bleeding in a wound that bleeds up to 5 hits per round. Recovery is instantaneous.

10. Flowstop VIII — As *Flowstop III*, except the caster can stop a bleeding of up to 8 hits per round.

11. Clotting VIII — As *Clotting III*, except the caster can stop a bleeding of up to 8 hits per round.

12. Joining — Allows caster to reattach severed limb; also requires use of Bone Law, Muscle Law and Nerve Law *Joining* spells in order to restore functional status. Limb is fully functional in 2-20 days (modified by circumstances and recovery multiplier).

14. Major Vessel Repair II — Allows caster to repair two damaged blood vessel including severed veins or arteries of any size. Recovery time is 1-10 days.

15. Cut Repair VIII — As *Cut Repair V*, except the caster can stop a bleeding of up to 8 hits per round.

16. 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).

18. Cut Repair XII — As *Cut Repair XII*, except the caster can stop bleedings of up to a total of 12 hits per round.

20. Mass Flowstop — Caster may stop bleeding with a number equal to his own level. The wounds may be spread over a number of targets as long as they are within range (e.g. a 20th lvl caster might stop the bleeding from five wounds bleeding 4 hits/rnd, on different targets).

25. Joining True — As *Joining* except the limb is fully functional in 10 minutes (provided the caster knows the other *Joining True* spells).

30. Mass Cut Repair — As *Mass Flowstop* except the wounds will not reopen.

50. Mass Blood Repair — Allows caster to use any of the lower level spells on this list each round.

SPECIAL NOTES

Important to notice is that stopping the bleeding might be possible even if the Critical table does not supply a figure for "hits per round". It can though be assumed that a severed leg equals 15-20 hits per round (severed at the thigh would get a higher degree of bloodflow), a severed arm equals 10-15 hits per round and a severed hand equals 8-12 hits per rnd. Even if the bleeding is stopped, it might or might not save the life of the patient, depending on other factors (e.g. shock, possibility of treatment, loss of blood etc).