

Closed Mentalism (Lay Healer Base) 4.3.1

**BLOOD MASTERY**

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Clotting III	self	P	self	Us
2)	Cut Repair II	self	P	self	Us
3)	Minor Vessel Repair	self	P	self	Us
4)	Clotting V	self	P	self	Us
5)	Poison Purification	self	varies	self	Us
6)					
7)	Major Vessel Repair	self	P	self	Us
8)	Cut Repair V	self	P	self	Us
9)	Joining ‡ *	self	P	self	Us
10)	Clotting VIII	self	P	self	Us
11)	Suspend Self I ‡ *	self	1 hr/lvl	self	Us
12)	Cut Repair VIII	self	P	self	Us
13)	Unclotting	self	P	self	Us
14)					
15)	Cut Repair True	self	P	self	Us
16)					
17)	Suspend Life II ‡ *	self	1 day/lvl	self	Us
18)					
19)	Unclotting True	self	P	self	Us
20)	Joining True ‡ *	self	P	self	Us
25)	Regulations	self	1 min/lvl	self	Us
30)	New Blood	self	P	self	Us
50)	Blood Repair True	self	1 rnd/lvl	self	Us

**1. 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.

**2. Cut Repair II** — Allows caster to completely stop one wound bleeding up to 2 hits per round.

**3. 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).

**4. Clotting V** — As *Clotting III*, except caster can stop up to 5 hits per round.

**5. Poison Purification** — The healer open a small cut in the target out of which all poisons spread in targets blood system will come out. The process gives target 3 hit per round of bleeding during the duration and the duration equals the level of poison(s) in the blood system. Target is immobile during the process and the hits taken during the duration cannot be stopped by other spells on this list. After the process the target is purified of all poisons in the blood.

**7. Major Vessel Repair** — Allows caster to repair 1 damaged blood vessel of any size, including severed veins and arteries. Recovery time is 1-10 days (depending on severity of wound).

**8. Cut Repair V** — As Cut Repair II except it allows caster to completely stop a wound bleeding up to 5 hits per round.

**9. Joining** — Allows caster to reattach 1 severed limb. Also requires use of the other 3 Lay Healer *Joining* spells to make limb fully functional. Recovery time is 1-10 days.

**10. Clotting VIII** — As *Clotting III*, except caster can stop up to 8 hits per round.

**11. Suspend Self I** — Caster is kept in a state of suspended animation and prevented from dying for the duration of this spell (i.e., the body is “preserved” and the “soul” will not leave the body). Also requires the use of the other Suspend Life I spell (on Nerve and Organ Mastery spell list).

**12. Cut Repair VIII** — As *Cut Repair II* except it allows caster to completely stop a wound bleeding up to 8 hits per round.

**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. Cut Repair True** — As *Cut Repair II* except that it will stop bleeding and close any 1 wound.

**17. Suspend Life II** — As *Suspend Life I* except for the duration and the requirement of the other Susped Life II spell (on the Nerve and Organ Mastery spell list).

**19. Unclotting True** — As *Unclotting*, except will affect all blod clots in the target.

**20. Joining True** — As *Joining*, except caster must cast the 3 other Lay Healer Joining True spells and the limb is fully functional in 10 minutes.

**25. Regulations** — For the duration of the spell caster controls all internal and external blood flow in the target. As long as the target remains immobile, bleeding can be halted until the wounds be healed.

**30. New Blood** — Allows caster to restore all the blood in 1 targets body. Recovery time is 1-10 days.

**50. Blood Repair True** — Allows caster to cast one 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 blood flow), 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).