

Healer Base List 2.7.1

BLOOD WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Flowstop III *	1 target	2 min	20'	U
2)	Clotting III	1 target	P	touch	Us
3)	Minor Vessel Repair	1 target	P	touch	U
4)	Flowstop V *	1 target	2 min	20'	U
5)	Clotting V	1 target	P	touch	Us
6)	Major Vessel Repair I	1 target	P	touch	U
7)	Joining ‡ *	1 target	P	touch	U
8)	Cut Repair V	1 target	P	touch	Us
9)	Flowstop VIII *	1 target	2 min	20'	U
10)	Clotting VIII	1 target	P	touch	Us
11)	Unclotting	1 target	P	touch	U
12)	Cut Repair VIII	1 target	P	touch	Us
13)	Major Vessel Repair III	1 target	P	touch	U
14)					
15)	Joining True ‡ *	1 target	P	touch	U
16)	Cut Repair XII	1 target	P	touch	Us
17)	Major Vessel Repair V	1 target	P	touch	U
18)					
19)	Cut Repair XV	1 target	P	touch	Us
20)	Regulations	1 target	C	touch	Us
25)	New Blood	1 target	P	touch	U
30)	Blood Disease Cures	1 target	P	touch	U
50)	Blood Repair True	1 target	1 md/lvl	-	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.

2. 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.

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

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

6. 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).

7. Joining — Allows caster to reattach severed limb; also requires use of Bone Ways, Muscle Ways and Organ Ways *Joining* spells in order to restore functional status. Limb is fully functional in 1-10 days (modified by circumstances and recovery multiplier).

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

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

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

11. 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).

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

13. Major Vessel Repair III — As *Major Vessel Repair I*, except caster can repair up to 3 veins and/or arteries and recovery time is 1-10 hours.

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

16. Cut Repair XII — As *Cut Repair V*, except it allows caster to completely stop a wound bleeding up to 12 hits per round.

17. Major Vessel Repair V — As *Major Vessel Repair I*, except caster can repair up to 5 veins and/or arteries and recovery time is 1-10 minutes.

19. Cut Repair XV — As *Cut Repair V*, except caster can stop a wound bleeding up to 15 hits per round.

20. Regulations — Caster can regulate targets blood flow and completely eliminate any blood loss without fear of harm. The duration of this spell is for as long as the caster concentrates and during this time he may still cast other spells from this list (on the regulated target only) or perform first aid or surgery operations.

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

30. Blood Disease Cures — Caster can eliminate any blood disease from his 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

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).