

Healer Base List 2.7.1

BLOOD WAYS

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

1. 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.

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.

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) during which target may move at no more than walking pace, or the wound will reopen at half rate.

7. Joining — Allows caster to reattach a 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 one wound bleeding up to 5 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 allows caster to completely stop one wound bleeding up to 8 hits per round.

13. 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.

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

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 allows caster to completely stop a wound bleeding up to 12 hits per round.

17. Major Vessel Repair III — As *Major Vessel Repair II*, except caster can repair up to 3 veins and/or arteries with a recovery time of 1-10 days **or one** vein/artery with recovery time 1-10 minutes.

18. 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 18th lvl healer could reduce bleeding of up to 18 hits per round in one target).

19. Cut Repair True — As *Cut Repair V*, except allows caster to completely stop the bleeding from any one wound.

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 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.