

Monk Base List 3.6.2

BODY RENEWAL

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Vessel control	caster	C	self	U
2)	Cut Repair II *	caster	instant	self	Us
3)	Stun Relief I *	caster	—	self	Us
4)	Pain Relief I *	caster	C	self	Us
5)	Flowstop IV *	caster	2 min	self	U
6)	Autonomous Repair	caster	varies	self	U
7)					
8)	Flowstop VI *	caster	2 min	self	U
9)	Stun Relief III *	caster	—	self	Us
10)	Resist Poison *	caster	C	self	Us
11)	Pain Relief II *	caster	C	self	Us
12)	Major Vessel Control	caster	5-50 hours	self	U
13)	Cut Repair V *	caster	instant	self	Us
14)	Fracture Repair True	caster	instant	self	U
15)	Muscle Repair True	caster	instant	self	U
16)	Monk's Meditation	caster	1-10 days	self	U
17)	Stun Relief V *	caster	—	self	Us
18)	Self Joining *	caster	varies	self	U
19)	Neutralize Disease *	caster	varies	self	Us
20)	Neutralize Poison *	caster	varies	self	Us
25)	Clotting True *	caster	varies	self	Us
30)	Neut. Pois./Dis. True *	caster	varies	self	Us
50)	Renewal True	caster	varies	self	Us

1. Vessel Control — Caster controls his blood flow by and can thus stop bleeding from a wound that bleeds up to 3 hits/rnd. 10 minutes of concentration will close the wound permanently. If the wound is larger he may reduce the bleeding with 3 hits/rnd as long as he concentrates but not close it permanently.

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

3. Stun Relief I — Caster is relieved of 1 round's worth of accumulated stun.

4. Pain Relief I — Heals 1 hit per minute for as long as the caster concentrates. If the caster is unconscious this spell will operate without concentration.

5. Flowstop IV — Allows caster to stop bleeding on a wound that bleeds at a rate of up to 4 hits per round. When duration is up the wound continue to bleed at prior rate.

6. Autonomous Repair — Enables caster to repair a light or medium fracture or muscle damage in his body. A wound is considered *light* if it results in a penalty of -0 to -20 or *medium* if it results in a penalty of -21 to -50. Caster must concentrate for 2 hours with this spell to heal a light injury, or 2 hours per day for 1-10 days to heal a medium injury.

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

9. Stun Relief III — As *Stun Relief I*, except 3 rounds can be relieved.

10. Resist Poison — Delays the effect of a poison for as long as the caster concentrates. Caster may choose to cast this spell whenever he fails an RR vs poison. He does not automatically know what poison he has been poisoned with.

11. Pain Relief II — As *Pain Relief I*, except heals 1 hit per round.

12. Major Vessel Control — Allows caster to control his blood flow, including the closing of one damaged blood vessel of any size, even severed veins and arteries. Recovery time is 5-50

hours (depending on severity of wound) during which target may move at no more than walking pace, or the wound will reopen at half rate.

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

14. Self Fracture Repair True — As *Fracture Repair*, except recovery time is instant.

15. Self Muscle Repair True — As *Muscle Repair*, except recovery time is instant.

16. Monk's Meditation — Concentrating with this spell for 2 hours per day for 1-10 days (depending on severity) will repair one injury (short of complete loss) to eye, ear, nose or nerve.

17. Stun Relief V — As *Stun Relief I*, except target is relieved of 5 rounds accumulated stun effects.

18. Self Joining — Allows caster to reattach a severed limb; limb is fully functional after 1-10 days (caster must concentrate with this spell for 2 hours each day).

19. Neutralize Disease — Has a 90% chance of neutralizing any disease (modified by the potency of the disease) if the caster is unconscious or concentrates for 1 hour. In any case it delays the disease for as long as the caster can concentrate.

20. Neutralize Poison — Has a 90% chance of neutralizing any poison (modified by the potency of the poison) if the caster is unconscious or concentrates for 1 hour. In any case it delays the effects of the poison for as long as the caster concentrates.

25. Clotting True — Immediately stops all bleeding from all wounds. The caster must then concentrate for 1 round per hit point stopped to make the stop permanent. If concentration is broken all wounds will resume bleeding at half rate (round up).

30. Neutralize Poison and Disease True — As *Neutralize Poison* and *Neutralize Disease* working at the same time and chance of neutralization is 100% (modified by the potency of the poison or disease).

50. Renewal True — While in trance (from the *Self Keeping* spell on the Body Reins list), the caster can use the lower level spells on this list to repair himself.

SPECIAL NOTES

1) An important notice is that bleeding might be possible to stop even if the Critical Table does not supply a "hits per round"-figure. 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 threatment, loss of blood etc).

2) Fracture Repair spells can also repair damaged cartilage.

3) Muscle Repair spells can also repair sprains, bruises and tendons.