

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	P	self	Us
3)	Stun Relief I *	caster	—	self	Us
4)	Pain Relief I *	caster	C	self	Us
5)	Flowstop III *	caster	2 min	self	U
6)	Fracture Repair	caster	varies	self	U
7)	Mus./Tend Repair	caster	varies	self	U
8)	Flowstop V *	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 Repair I	caster	varies	self	U
13)	Cut Repair V *	caster	P	self	Us
14)	Fracture Repair True	caster	1 day	self	U
15)	Mus./Tend Repair True	caster	1 day	self	U
16)	Minor Nerve Repair	caster	1 day	self	U
17)	Eye/Ear Repair	caster	varies	self	U
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 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.

6. Fracture Repair — Concentrating with this spell for 2 hours per day for 1-10 days (depending on the severity) will repair a broken bone (not shattered or destroyed bone).

7. Muscle and Tendon Repair — As *Fracture Repair*, except muscles and tendons can be repaired.

8. Flowstop V — As *Flowstop III*, except the caster can stop a bleeding of up to 5 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 2 hits per minute.

12. 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).

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

14. Fracture Repair True — Allows caster to repair one broken bone (not shattered or destroyed bone). Recovery time is 1 day.

15. Muscle and Tendon Repair True — As *Fracture Repair True*, except the caster can repair one cut muscle or tendon.

16. Minor Nerve Repair — Repairs minor damage to one nerve. Minor damage is defined as any nerve damage that results in penalties up to -20. Recovery time is 1 day.

17. Eye/Ear Repair — Concentrating with this spell for 2 hours per day for 1-10 days (depending on severity) will repair any external damage to his ear (including ear loss) or eye (including corneal scratch and removal of foreign objects etc).

18. Self Joing — 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 50% 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 50% 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 minute per hit stopped to make the stop permanent. If concentration is broken all wounds will resume bleeding at half rate.

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

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 threatment, loss of blood etc).