

Closed Channeling 2.2.2

BONE LAW

Lvl	Spell	Area of Effect	Rec. time	Range	Type
1)	Bone Lore	1 target	instant	touch	I
2)					
3)	Minor Fracture Repair	1 fracture	5-50 min	touch	U
4)					
5)	Limb Preservation ‡	1 limb	1 day/lvl	touch	U
6)	Fracture Repair	1 fracture	1-10 hours	touch	U
7)	Skull Repair	1 skull	1-10 hours	touch	U
8)	Major Fracture Repair	1 fracture	5-50 hours	touch	U
9)					
10)	Minor Fract. Rep. True	1 fracture	instant	touch	U
11)	Fracture Rep. True	1 fracture	instant	touch	U
12)	Joining ‡	1 limb	1-10 days	touch	U
13)	Skull Repair True	1 skull	instant	touch	U
14)	Shatter Repair	1 fracture	1-10 hours	touch	U
15)	Major Fracture Rep. True	1 fracture	instant	touch	U
16)					
17)					
18)	Rapid Shatter Repair	1 fracture	5-50 min	touch	U
19)					
20)					
25)	Joining True ‡	1 limb	instant	touch	U
30)	Shatter Repair True	1 fracture	instant	touch	U
50)	Bone Regn. True	1 body	1-10 hours	touch	U

1. Bone Lore — Caster acquires complete understanding of any bone damage, including the tools and methods required for healing. Caster does not receive the skill or power to perform the cure.

3. Minor Fracture Repair — Allows caster to mend 1 light fracture (not compound fractures, shatters, joint damage, etc) or heal light cartilage damage (a wound is considered light if it results in a penalty of -0 to -20). Recovery time is 5-50 minutes.

5. Limb Preservation — Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of same spells from Blood Law, Muscle Law and Nerve Law.

6. Fracture Repair — As *Minor Fracture Repair*, except caster can repair a medium fracture unless it is in the skull (a fracture is otherwise considered medium if it results in a penalty of -21 to -50). Recovery time is 1-10 hours.

7. Skull Repair — Allows caster to mend one fractured skull (but not a shattered area). Recovery time is 1-10 hours.

8. Major Fracture Repair — As *Fracture Repair*, except caster can repair any severe fracture (unless the area is shattered). Recovery time is 5-50 hours.

10. Minor Fracture Repair True — As *Minor Fracture Repair*, except recovery is instantaneous.

11. Fracture Repair True — As *Fracture Repair*, except recovery is instantaneous.

12. Joining — Allows caster to reattach one severed limb. Also requires the use of the other 3 *Joining* spells to make limb fully functional. Limb is functional after 1-10 days.

13. Skull Repair True — As *Skull Repair*, except recovery is instantaneous.

14. Shatter Repair — Allows caster to repair any broken or shattered bone. Recovery time is 1-10 hours.

15. Major Fracture Repair True — As *Major Fracture Repair*, except recovery is instantaneous.

18. Rapid Shatter Repair — As *Shatter Repair*, except recovery time is 5-50 minutes.

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

30. Shatter Repair True — As *Shatter Repair*, except recovery is instantaneous.

50. Bone Regeneration True — Caster regenerates all lost bones in a body (including the skull). Recovery time is 1-10 hours.

SPECIAL NOTES

1) See RMSS Spell Law section 7.2 for more on healing.

2) RMSS Spell Law section 7.2.3 classifies injuries in Light, Medium and Severe. A Light Wound conferring a penalty between -0 and -20, a Medium Wound a penalty between -21 and -50 and anything with a penalty of -51 or more is considered a Severe Wound. The Fracture Repair spells on this list corresponds to that classification, with *Minor Fracture Repair*, *Fracture Repair* and *Major Fracture Repair*.

3) Fracture Repair spells can also repair damaged cartilage.