

## Healer Base List 2.7.2

### BONE WAYS

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

**2. 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.

**4. 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.

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

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

**7. Joining** — Allows caster to reattach a severed limb. Also requires the use of Blood Ways, Muscle Ways, and Organ Ways *Joining* spells to restore limb to functional status. Limb will be fully functional in 1-10 days.

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

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

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

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

**13. Bone Regeneration** — Caster can regenerate any one bone. Recovery time is 1-10 days. This spell will not work on the skull.

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

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

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

**18. Skull Regeneration** — As *Bone Regeneration*, except will only work on the skull.

**19. Rapid Bone Regeneration** — As *Bone Regeneration*, except recovery time is 5-50 minutes.

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

**30. Bone Regeneration True** — As *Bone Regeneration*, except that caster can regenerate all lost bones in a body (including the skull). Recovery time is 1-10 hours.

**50. Skeletal Regeneration True** — Caster can regenerate all lost bone and/or cartilage in a body. Recovery is instantaneous.

### 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.