

Healer Base List 2.7.3

CLEANSING

Lvl	Spell	Area of Effect	Rec./dur.	Range	Type
1)	Diagnosis *	1 target	—	touch	I
2)	Disease Purification	1 target	P	touch	U
3)	Poison Purification	1 target	P	touch	U
4)	Preservation I	1 body	1 min/lvl	touch	U
5)	Ease Addiction	1 target	1 week	touch	U
6)	Awakening	1 target	instant	touch	U
7)	Preservation II	1 body	1 hour/lvl	touch	U
8)	Reg. Life Essence	1 target	C	touch	U
9)	Heal Addiction	1 target	P	touch	U
10)	Mind Disease Cures	1 target	1-10 days	touch	U
11)	Undisease	1 target	1-10 hours	touch	U
12)	Preservation III	1 body	1 day/lvl	touch	U
13)	Unpoison	1 target	1-10 hours	touch	U
14)	Life Keeping II	1 target	1 hr/lvl	touch	U
15)	Heal Dep./Suicid	1 target	instant	touch	U
16)	Unpsychosis	1 target	1-10 hours	touch	U
17)	Preservation IV	1 body	1 week/lvl	touch	U
18)	Life Keeping III	1 target	1 day/lvl	touch	U
19)	Mind Dis. Cures True	1 target	instant	touch	U
20)	Stat Restoration	1 target	P	touch	U
25)	Mass Mind Dis. Cure	1 target	instant	touch	U
30)	Stat Restoration True	1 target	P	touch	U
50)	Cleansing	1 target	1 rnd/lvl	touch	U

1. Diagnosis — Caster learns the immediate physical status (i.e. injuries; bleeding, hits taken, bones broken, muscles slashed, poisoning etc) of one humanoid target.

2. Disease Purification — Stops infection and/or spread of a disease after the disease is acquired. No further damage will occur in the uninfected areas of the body.

3. Poison Purification — Neutralizes any 1 poison in the target's system. Damage already sustained is not cured.

4. Preservation I — Caster can preserve a "dead" body, preventing any further deterioration (i.e., stat deterioration) or damage from already existing wounds; the target will be in a coma; this spell will not prevent the target's soul from leaving the body.

5. Ease Addiction — Target suffers no withdrawal or other consequences from addiction for 1 week.

6. Awakening — Target is instantly awake from any natural or unnatural sleep (e.g., *Sleep* spell, sleeping drug, etc.).

7. Preservation II — As *Preservation I*, except for duration.

8. Regenerate Life Essence — Target is restored of 1 point of lost temporary Constitution per round of concentration.

9. Heal Addiction — Target is healed of one addiction.

10. Mind Disease Cures — Target is cured of any 1 mind disease. Recovery times is 1-10 days.

11. Undisease — Target is cured of any one disease. All effects of the disease will disappear in 1-10 hours depending on severity.

12. Preservation III — As *Preservation I*, except for the duration.

13. Unpoison — The caster cleanse the targets blood system of any one poison. All effects of the poison will disappear in 1-10 hours depending on the level of the poison.

14. Life Keeping II — Target is kept in a state of suspended animation and prevented from dying for the duration of this spell (i.e., the body is "preserved" and the "soul" will not leave the body).

15. Heal Depression/Suicidal Tendencies — Target is instantly healed of any depression and/or suicidal tendencies.

16. Unpsychosis — Allows the caster to repair a minor psychosis (recovery time of 1-10 hours). Minor psychosis include mild to moderate phobias (see *GM Law* for more on mind diseases).

17. Preservation IV — As *Preservation I*, except for the duration.

18. Life Keeping III — As *Life Keeping I*, except for the duration.

19. Mind Disease Cures True — As *Mind Disease Cures*, except recovery is instantaneous.

20. Stat Restoration — Allows the target a roll on the Stat Gain table (Character & Campaign Law, p 38) to restore one lost temporary stat. Stat loss can occur due to death, injuries, spells etc. This spell can only be used once per week on any target (for the same stat).

25. Mass Mind Disease Cures True — As *Mind Disease Cures True*, except all mind diseases in a target is instantly cured.

30. Stat Restoration True — As *Stat Restoration*, except this spell does not have the "once per week" limit (i.e it can be cast several times in order to raise a targets stat to its maximum).

50. Cleansing — Caster can use any lower level spell on this list once per round.

SPECIAL NOTES

1) See RMSS Spell Law Section 7.2 for more on healing, death, and injuries.

2) A mind disease is any affliction affecting the mind. They can have natural causes or be inflicted from spells. In case of a spell, the disease will RR at its casters level.

3) *Gamemaster Law* has more information on addiction and withdrawal.

4) Awakening may be used to instantly wake somebody from natural sleep (they may act without any penalty from the round the spell take effect, normally the round after being cast). It will also awaken someone under a sleep spell (i.e Golden Slumbers), sleeping drug or similar agent. GM might also deem it appropriate to be able to awaken someone knocked unconscious by a critical (not stating an obvious injury, i.e brain damage, that must be healed) or subduing skill.