

### Feldsher Base 4.3.3

## CONCUSSION MASTERY

Lvl	Spell	Area of Effect	Rec. time	Range	Type
1)	Heal I/Regeneration I	1 target	instant (C)	touch	U(s)
2)	Shock/Stun Relief I *	1 target	instant	touch	Us
3)	Frost/Burn Relief I	1 target	instant	touch	U
4)	Regeneration III	1 target	C	touch	Us
5)	Heal V	1 target	instant	touch	U
6)	Awakening	1 target	instant	touch	U
7)	Frost/Burn Relief II	1 target	instant	touch	U
8)	Stun Relief III *	1 target	instant	touch	Us
9)	Regeneration V	1 target	C	touch	Us
10)	Frost/Burn Relief III	1 target	instant	touch	U
11)	Heal X	1 target	instant	touch	U
12)	Stun Relief V *	1 target	instant	touch	Us
13)	Frost/Burn Relief V	1 target	instant	touch	U
14)	Long Stun Relief *	1 target	instant	touch	U
15)	Regeneration X	1 target	C	touch	U
16)					
17)	Heal XV	1 target	instant	touch	U
18)					
19)	Stun Relief X *	1 target	instant	touch	Us
20)	Heal XX	1 target	instant	touch	U
25)	Heal True	1 target	instant	touch	U
30)	Frost/Burn R. True	1 target	instant	touch	U
50)	Stun Relief True *	1 target	instant	touch	Us

**1. Heal I** — Target is healed of d10 concussion hits.

**1. Regeneration I** — Will reduce damage target has by 1 hit every minute as long as the caster concentrates. If caster is unconscious this spell will operate without concentration. See Section 7.1.1 for more on unconscious spells.

**2. Shock Relief** — Target is relieved of fatal trauma caused by body shock (see Section 7.2.1). This spell will prevent target from dying from shock, but any other physical damage to target must be healed with other spells to ensure survival. This spell is **not** quick.

**2. Stun Relief I** — Target is relieved of 1 round's worth of accumulated stun effects (see Section 7.1.1).

**3. Frost/Burn Relief I** — Will heal one area of mild frostbite or a 1st degree burn (relieve target of penalties up to -20 from either frost or burn).

**4. Regeneration III** — As *Regeneration I*, except target is healed of 3 hit points per minute of concentration.

**5. Heal V** — As *Heal I*, except caster can heal 5d10 concussion hits.

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

**7. Frost/Burn Relief II** — As *Frost/Burn Relief I*, except 2 areas of mild damage (penalties up to -20) **or** 1 area of moderate damage (e.g., 2nd degree burn/frostbite, penalties up to -50) are healed.

**8. Stun Relief III** — As *Stun Relief I*, except target is relieved of 3 rounds accumulated stun effects.

**9. Regeneration V** — As *Regeneration I*, except target is healed of 5 hit points per minute of concentration.

**10. Frost/Burn Relief III** — As *Frost/Burn Relief I*, except 3 areas of mild damage **or** 1 area of severe damage (e.g., 3rd degree burn, any critical from burn/frostbite unless body part

is gone) **or** a combination of 1 mild and 1 moderate area can be healed.

**11. Heal X** — As *Heal I*, except caster can heal 10d10 concussion hits.

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

**13. Frost/Burn Relief V** — As *Frost/Burn Relief I*, except the area(s) of damage that can be healed are: 5 mild **or** 2 mild and 1 severe **or** 1 mild and 2 moderate **or** 1 moderate and 1 severe, etc.

**14. Long Stun Relief** — Caster may relieve any target within 100' range of 1 round of stun per 5 levels (i.e a 14th level caster could relieve a distant target of 2 rounds of stun, while a 15th lvl caster would be able to relieve the same target of 3 rounds worth of stun).

**15. Regeneration X** — As *Regeneration I*, except target is healed of 10 hit points per minute of concentration.

**17. Heal XV** — As *Heal I*, except caster can heal 15d10 concussion hits.

**19. Stun Relief X** — As *Stun Relief I*, except target is relieved of 10 rounds accumulated stun effects.

**20. Heal XX** — As *Heal I*, except caster can heal 20d10 concussion hits.

**25. Heal True** — As *Heal I*, except target is healed of all concussion hits.

**30. Frost/Burn Relief True** — Target is relieved of all burns and/or frostbite as long as body parts remain (i.e this spell cannot restore lost organs, limbs or make a person out of a heap of coal).

**50. Stun Relief True** — Caster is relieved of all accumulated stun effects.

## 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 Frost/Burn Relief spells on this list corresponds to that classification.