

Open Channeling 2.1.2  
**CONCUSSION'S WAYS**

| Lvl   | Spell                   | Area of Effect | Rec. time | Range | Type |
|-------|-------------------------|----------------|-----------|-------|------|
| 1)    | Heal I                  | 1 target       | instant   | touch | U    |
| 2)    | Minor Irritation Relief | 1 target       | instant   | touch | U    |
| 3)    | Frost/Burn Relief I     | 1 target       | instant   | touch | U    |
| 4)    | Heal III                | 1 target       | instant   | touch | U    |
| 5)    | Stun Relief I *         | 1 target       | instant   | touch | Us   |
| ----- |                         |                |           |       |      |
| 6)    | Frost/Burn Relief II    | 1 target       | instant   | touch | U    |
| 7)    | Regeneration III        | 1 target       | C         | touch | Us   |
| 8)    | Heal V                  | 1 target       | instant   | touch | U    |
| 9)    | Frost/Burn Relief II    | 1 target       | instant   | touch | U    |
| 10)   | Awakening               | 1 target       | instant   | touch | U    |
| ----- |                         |                |           |       |      |
| 11)   | Heal VII                | 1 target       | instant   | touch | U    |
| 12)   | Regeneration V          | 1 target       | C         | touch | Us   |
| 13)   | Frost/Burn Relief V     | 1 target       | instant   | touch | U    |
| 14)   |                         |                |           |       |      |
| 15)   | Heal X                  | 1 target       | instant   | touch | U    |
| ----- |                         |                |           |       |      |
| 16)   |                         |                |           |       |      |
| 17)   | Long Stun Relief *      | 1 target       | instant   | touch | U    |
| 18)   | Regeneration X          | 1 target       | C         | touch | Us   |
| 19)   |                         |                |           |       |      |
| 20)   | Heal XV                 | 1 target       | instant   | touch | U    |
| ----- |                         |                |           |       |      |
| 25)   | Regeneration X          | 1 target       | C         | touch | Us   |
| 30)   | Heal True               | 1 target       | instant   | touch | U    |
| 50)   | Mass Heal True          | varies         | instant   | 100'  | U    |

- 1. Heal I** — Target is healed of d10 concussion hits.
- 2. Minor Irritation Relief** — Target is healed of one minor irritation (e.g., headache, toothache, bee-sting, hangover, etc.).
- 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. Heal III** — As *Heal I*, except caster can heal 3d10 concussion hits.
- 5. Stun Relief I** — Target is relieved of 1 round's worth of accumulated stun effects (see Section 7.1.1).
- 6. 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.
- 7. Regeneration III** — 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.
- 8. Heal V** — As *Heal I*, except caster can heal 5d10 concussion hits.
- 9. 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.
- 10. Awakening** — Target is instantly awake from any natural or unnatural sleep (e.g., *Sleep* spell, sleeping drug, etc.).
- 11. Heal VII** — As *Heal I*, except caster can heal 7d10 concussion hits.

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

**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.

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

**17. 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).

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

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

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

**50. Mass Heal True** — Allows caster to heal all concussion hits in a number of targets equal to level of caster.

### 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.