

## Paladin Base List 2.5.4

### LAYING ON HANDS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Healing I	1 target	P	touch	U
2)	Lay on hands I	1 target	C	touch	U
3)	Frost/Burn Relief I	1 target	P	touch	U
4)	Flowstop III *	1 target	2 min	touch	U
5)	Minor Fracture Repair	1 target	P	touch	U
6)	Healing III	1 target	P	touch	U
7)	Major Fracture Repair	1 target	P	touch	U
8)	Flowstop V *	1 target	2 min	touch	U
9)	Purification	1 target	P	touch	U
10)	Awakening	1 target	P	touch	U
11)	Lay on hands II	1 target	C	touch	U
12)	Muscle/Tendon Repair	1 target	P	touch	U
13)	Frost/Burn Relief III	1 target	P	touch	U
14)	Flowstop VIII *	1 target	2 min	touch	U
15)	Unparalysis	1 target	P	touch	U
16)	Undisease	1 target	P	touch	U
17)	Unpoison	1 target	P	touch	U
18)	Lay on hands III	1 target	C	touch	U
19)	Healing XV	1 target	P	touch	U
20)	Paralysis Cures True	1 target	P	touch	U
25)	Coma Relief	1 target	P	touch	U
30)	Healing True	1 target	P	touch	U
50)	Divine Healing	1 target	P	touch	U

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

**2. Lay on hands I** — Target is healed of 1 hit per minute for as long as caster concentrates.

**3. Frost/Burn Relief I** — Target is healed of one area of mild frostbite or first degree burn.

**4. Flowstop III** — Allows caster to stop bleeding on a wound that bleeds at a rate of up to 3 hits per round. When duration is up the wound continue to bleed at prior rate.

**5. Minor Fracture Repair** — Caster is able to mend one minor fracture (not compound fractures, shatters, joint damage etc). A minor fracture is usually a fracture which confers a penalty of up to -25. Recovery time is one day.

**6. Healing III** — Target is healed of 3d10 concussion hits.

**7. Major Fracture Repair** — As *Minor Fracture Repair*, except that the caster can also repair compound fractures. A major fracture is usually a fracture which confers a penalty of up to -50. This spell cannot repair shatters. Recovery time is one day.

**8. Flowstop V** — As *Flowstop III*, except that the caster can stop a wound bleeding up to 5 hits/rnd.

**9. Purification** — Caster may purify the targets blood system, giving target an extra RR vs any poison or disease currently in the targets body. Damage already sustained is not cured by this spell, but any further damage is aborted if this second RR succeeds.

**10. Awakening** — Target is instantly awake.

**11. Lay on hands II** — As *Lay on Hands I*, except the rate of healing is 1 hit/rnd as long as the caster concentrates.

**12. Muscle/Tendon Repair** — Caster may repair one damaged muscle or tendon. Recovery time is one day.

**13. Frost/Burn Relief III** — As *Frost/Burn Relief I*, except that the caster can heal one area of severe damage or two areas of moderate damage or three areas of minor damage.

**14. Flowstop VIII** — As *Flowstop III*, except that the caster can stop a wound bleeding up to 8 hits/rnd.

**15. Unparalysis** — Target is cured of any one paralysis problem. Recovery time is one day.

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

**17. Unpoison** — The caster can cleanse the targets blood system of any one poison. All effects of the poison will disappear in 1-20 hours depending on the level of the poison.

**18. Lay on hands III** — As *Lay on Hands I*, except the rate of healing is 3 hit/rnd as long as the caster concentrates.

**19. Healing XV** — As *Healing I*, except target is healed of 15d10 concussion hits.

**20. Paralysis Cures True** — Target is cured of any one paralysis problem. Recovery time is instant.

**25. Coma Relief** — Target is awakened from coma. He will operate at -50 for the first hour. Thereafter the penalty will be -40 for one hour, -30 for another hour and so on.

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

**50. Divine Healing** — By casting this spell the paladin opens a direct connection between him and his deity. The deity is able to channel any known healing spell through this channel. This normally means that the paladin may use the effects of any 1 spell from Healer Base Lists up to 20<sup>th</sup> lvl, but effects may depend on the ability of the paladins deity.

### SPECIAL NOTES

1) Awakening may be used to wake somebody sleeping (without giving them the normal penalty for being drowsy), someone knocked unconscious on a crit (assuming they have not exceeded the limit of concussion hits), someone under a sleep spell (i.e Golden Slumbers) or any other situation the GM deems appropriate.

2) Normally persons in a coma cannot be awakened by the 10<sup>th</sup> lvl Awakening spell. Instead this requires the 25<sup>th</sup> lvl Coma Relief. Someone unconscious by exceeding their total number of concussion hits cannot be awakened (they must simply be healed).

3) Note that the Awakening spell is subconscious, thus being able for the paladin to cast on himself if knocked out. The GM might also wish to enable the paladin to cure minor "knock outs" (i.e Stun, stun unable to parry etc) with the awakening spell. In this case it is recommended that the Awakening spell has the same effect as a Stun Relief II spell.