

Paladin Base List 2.5.4

LAYING ON HANDS

Lvl	Spell	Area of Effect	Rec. time	Range	Type
1)	Heal I	1 target	instant	touch	U
2)	Lay on hands I	1 target	C	touch	U
3)	Frost/Burn Relief I	1 target	instant	touch	U
4)	Flowstop III *	1 target	2 min	touch	U
5)	Minor Fract./Muscle Rep.	1 target	5-50 min	touch	U
6)	Heal III	1 target	instant	touch	U
7)	Flowstop V *	1 target	2 min	touch	U
8)	Fracture/Muscle Rep.	1 target	1-10 hours	touch	U
9)	Purification	1 target	instant	touch	U
10)	Awakening	1 target	instant	touch	Us
11)	Lay on hands II	1 target	C	touch	U
12)	Major Fract./Muscle Rep.	1 target	5-50 hours	touch	U
13)	Frost/Burn Relief III	1 target	instant	touch	U
14)	Flowstop VIII *	1 target	2 min	touch	U
15)	Unparalysis	1 target	1-10 hours	touch	U
16)	Undisease	1 target	1-10 hours	touch	U
17)	Unpoison	1 target	1-10 hours	touch	U
18)	Lay on hands III	1 target	C	touch	U
19)	Heal XV	1 target	instant	touch	U
20)	Shatter Repair	1 target	1-10 hours	touch	U
25)	Coma Relief	1 target	instant	touch	U
30)	Heal True	1 target	instant	touch	U
50)	Divine Healing	1 target	varies	touch	U

1. Heal 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 — 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. 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/Muscle Repair — Allows caster to mend 1 light fracture or heal 1 light muscle damage (a wound is considered light if it results in a penalty of -0 to -20). Recovery time is 5-50 minutes.

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

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

8. Fracture/Muscle Repair — As *Minor Fracture/Muscle Repair*, except that the caster can also repair medium injuries. A wound is considered medium if it results in a penalty of -21 up to -50). Recovery time is 1-10 hours.

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 from any natural or unnatural sleep (e.g., *Sleep* spell, sleeping drug, etc.).

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. Major Fracture/Muscle Repair — As *Minor Fracture/Muscle Repair*, except that the caster can repair any

severity of injury (unless the bone is shattered or muscle is gone). Recovery time is 5-50 hours.

13. 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.

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

15. Unparalysis — Caster can cure any paralysis problem (if the paralysis is caused by physical damage, e.g. a broken backbone, the bone must be healed first). Recovery time is 1-10 hours.

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 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.

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

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

25. Coma Relief — Target is instantly awakened from coma. He will operate at -50 for the first hour. Second hour -40, third hour -30, and so on.

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

50. Divine Healing — Caster 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 any 1 spell from Healer Base Lists up to 20th lvl, but effects may depend on the abilities of the deity.

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.

3) 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.