

Closed Channeling 2.2.7

MUSCLE LAW

Lvl	Spell	Area of Effect	Rec. time	Range	Type
1)	Muscle/Tendon Lore	1 target	instant	touch	I
2)					
3)	Minor Muscle Repair	1 muscle	5-50 min	touch	U
4)					
5)	Limb Preservation ‡	1 limb	1 day/lvl	touch	U
6)	Muscle Repair	1 muscle	1-10 hrs	touch	U
7)					
8)	Major Muscle Repair	1 muscle	5-50 hours	touch	U
9)					
10)	Minor Muscle R. True	1 muscle	instant	touch	U
11)	Muscle Repair True	1 muscle	instant	touch	U
12)	Joining ‡	1 limb	1-10 days	touch	U
13)					
14)	Muscle Regeneration	1 muscle	1-10 days	touch	U
15)	Major Muscle R. True	1 muscle	instant	touch	U
16)					
17)					
18)	Rapid Muscle Regen.	1 muscle	5-50 min	touch	U
19)					
20)					
25)	Joining True ‡	1 limb	instant	touch	U
30)	Regeneration True	1 muscle	instant	touch	U
50)	Total Muscle Regen.	1 target	5-50 min	touch	U

1. Muscle/Tendon Lore — Caster acquires complete understanding of any muscle and/or tendon damage, including the tools and methods required for healing. Caster does not receive the skill or power necessary to perform the cure.

3. Minor Muscle Repair — Caster can repair 1 lightly damaged muscle or tendon (a wound is considered light if it results in a penalty of -0 to -20). Recovery time is 5-50 minutes.

5. Limb Preservation — Allows caster to prevent the deterioration of 1 limb (even while severed); also requires use of same spells from Blood Law, Bone Law and Nerve Law.

6. Muscle Repair — As *Minor Muscle Repair*, except caster can repair a medium muscle wound (a wound is considered medium if it results in a penalty of -21 to -50). Recovery time is 1-10 hours.

8. Major Muscle Repair — As *Minor Muscle Repair*, except caster can repair a any muscle damage (except fully disintegrated muscles, that requires *Muscle Regeneration*). Recovery time is 5-50 hours.

10. Minor Muscle Repair True — As *Minor Muscle Repair*, except recovery is instantaneous.

11. Muscle Repair True — As *Muscle Repair*, except recovery is instantaneous.

12. Joining — Allows caster to reattach one severed limb. Also requires the use of the other *Joining* spells to make limb fully functional. Limb is functional after 1-10 days.

14. Muscle Regeneration — Caster can regenerate any 1 muscle. Recovery time is 1-10 days.

15. Major Muscle Repair True — As *Major Muscle Repair*, except recovery is instantaneous.

18. Rapid Muscle Regeneration — As *Muscle Regeneration*, except recovery time is 5-50 minutes.

25. Joining True — As *Joining*, except caster must cast the other 3 *Joining True* spells **and** recovery is instantaneous.

30. Regeneration True — Caster can regenerate any 1 muscle or tendon. Recovery time is instantaneous.

50. Total Muscle Regeneration — Caster can regenerate all of the muscles in target's body. Recovery time is 5-50 minutes.

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 Muscle Repair spells on this list corresponds to that classification, with *Minor Muscle Repair*, *Muscle Repair* and *Major Muscle Repair*.

3) Muscle Repair spells can also repair sprains, bruises and tendons.