

Feldsher Base 4.3.4

MUSCLE MASTERY

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)	Muscle Repair	1 muscle	1-10 hrs	touch	U
6)					
7)					
8)	Major Muscle Repair	1 muscle	5-50 hours	touch	U
9)	Joining ‡	1 limb	1-10 days	touch	U
10)	Minor Muscle R. True	1 muscle	instant	touch	U
11)					
12)					
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)	Joining True ‡	1 limb	instant	touch	U
25)					
30)	Regeneration True	1 muscle	instant	touch	U
50)	Total Muscle Regen.	1 target	5-50 min	touch	U
	Mass Repairs True	1 target	instant	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. 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.

9. Joining — Allows caster to reattach one severed limb. Also requires the use of the other 3 Lay Healer *Joining* spells to make limb fully functional. Limb is functional after 1-10 days.

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

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

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.

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

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

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

50. Mass Repairs True — Caster can repair a number of damaged muscles and/or tendons equal to his level. Recovery is instantaneous.

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.