

Closed Channeling 2.2.8

NERVE LAW

Lvl	Spell	Area of Effect	Rec. time	Range	Type
1)	Nerve Lore	1 target	instant	touch	I
2)					
3)	Minor Nerve Repair	1 target	5-50 min	touch	U
4)					
5)	Limb Preservation ‡	1 limb	1 day/lvl	touch	U
6)					
7)	Nerve Repair	1 target	1-10 hours	touch	U
8)	Minor Nerve Rep. True	1 target	instant	touch	U
9)					
10)	Major Nerve Repair	1 target	5-50 hours	touch	U
11)					
12)	Joining ‡	1 limb	1-10 days	touch	U
13)					
14)					
15)	Major Nerve Rep. True	1 target	instant	touch	U
16)	Paralysis Cures	1 target	1-10 hours	touch	U
17)					
18)					
19)					
20)	Coma Relief	1 target	1-10 hours	touch	U
25)	Joining True ‡	1 limb	instant	touch	U
30)	Nerve Regeneration	1 target	1-10 days	touch	U
50)	Brain Regeneration	1 target	1-10 days	touch	U

1. Nerve Lore — Caster acquires complete understanding of any nerve damage; including the tools and methods required for healing; caster does not receive the skill or power necessary to perform the cure.

3. Minor Nerve Repair — Caster can repair any light nerve damage in one area (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 Muscle Law, Bone Law, and Blood Law.

7. Nerve Repair — As *Minor Nerve Repair*, except caster can repair any one area of medium nerve damage (a medium nerve injury is a wound that results in a penalty of -21 to -50). Recovery time is 1-10 hours.

8. Minor Nerve Repair True — As *Minor Nerve Repair*, except that recovery is instantaneous.

10. Major Nerve Repair — Caster can heal any nerve damage in 1 target. Recovery time is 5-50 hours.

12. Joining — Allows caster to reattach limb, but requires use of Bone Law, Muscle Law, and Blood Law *Joining* spells in order to restore functional status; limb is fully functional in 1-10 days.

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

16. Paralysis Cures — 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.

20. 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.

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

30. Nerve Regeneration — Allows caster to regenerate lost nerve. Regrowth takes 1-10 days, depending on extent of loss.

50. Brain Regeneration — Allows caster to regenerate lost brain material, but not an entire brain. This process takes 1-10 hours and recovery takes 1-10 days; depending on the severity. The target remains in coma during recovery.

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