

Closed Channeling 2.2.8

NERVE LAW

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Nerve Lore	1 target	—	touch	I
2)	Nerve Relief I	1 target	1 min/lvl	touch	U
3)					
4)	Minor Nerve Repair	1 target	P	touch	U
5)	Limb Preservation † *	1 limb	1 day/lvl	touch	U
6)					
7)	Nerve Relief II	1 target	1 min/lvl	touch	U
8)					
9)	Major Nerve Repair	1 target	P	touch	U
10)	Unparalysis	1 target	P	touch	U
11)	Minor Nerve Repair True	1 target	P	touch	U
12)	Joining ‡ *	1 target	P	touch	U
13)	Nerve Relief III	1 target	1 min/lvl	touch	U
14)	Unpsychosis	1 target	P	touch	U
15)	Minor Brain Repair	1 target	P	touch	U
16)	Major Nerve Repair True	1 target	P	touch	U
17)					
18)	Paralysis Cures True	1 target	P	touch	U
19)	Nerve Relief IV	1 target	1 min/lvl	touch	U
20)	Unpsychosis True	1 target	P	touch	U
25)	Joining True ‡ *	1 target	P	touch	U
30)	Nerve Regeneration	1 target	P	touch	U
50)	Brain Regeneration	1 target	P	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 to perform the cure.

2. Nerve Relief — Allows caster to temporarily relieve a target of his nerve pains. For the duration of this spell any penalties deriving from nerve damage is lowered by 10. When duration is up, the penalties will return.

4. Minor Nerve Repair — Allows caster to repair minor damage to 1 nerve; requires one day recovery period. Minor damage is defined as any nerve damage that results in penalties up to -20.

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

7. Nerve Relief II — As *Nerve Relief I*, except that penalty is lowered by 20 for the duration of the spell.

9. Major Nerve Repair — As *Minor Nerve Repair*, except will heal any nerve damage.

10. Unparalysis — Caster can cure any 1 paralysis problem. Recovery time is 1-10 days depending on severity.

11. Minor Nerve Repair True — As *Minor Nerve Repair*, except there is no recovery time.

12. Joining — Allows caster to reattach limb, but requires use of Muscle Law, Bone Law and Blood Law *Joining* spells in order to restore functional status; limb is fully functional in 10-100 days.

13. Nerve Relief III — As *Nerve Relief I*, except penalty is lowered by 30 for the duration of the spell.

14. Unpsychosis — Allows caster to cure a minor psychosis in a target (recovery time is 1-10 days). Minor psychosis include mild to moderate phobias (see GM Law for more on mind diseases).

15. Minor Brain Repair — Allows caster to repair minor brain damage (including recovery from coma); note that lost experience is not restored. Requires a 1 hour operation. Recovery time is 1-10 days.

16. Major Nerve Repair True — As *Major Nerve Repair*, except there is no recovery time.

18. Paralysis Cures True — As *Unparalysis*, except recovery time is 1 hour.

19. Nerve Relief IV — As *Nerve Relief I*, except penalty is lowered by 40 for the duration of the spell.

20. Unpsychosis True — As *Unpsychosis*, except there is no recovery time.

25. Joining True — As *Joining*, except limb is fully functional in only 10 minutes (providing that caster also uses the other three *Joining True* spells).

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

50. Brain Regeneration — Allows caster to regenerate lost brain material; regrowth take 10-100 days depending on the extent of damage. Target is normally in coma during recovery. Note that lost experience is not restored.

SPECIAL NOTES

See Section 7.2 for more information about healing.