

Feldsher Base 4.3.5

NERVE AND ORGAN MASTERY

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

1. Nerve/Organ Lore — Caster acquires complete understanding of any nerve and/or organ 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.

4. Minor Ear/Nose Repair — Allows caster to repair any exterior ear damage short of complete ear loss or any nose damage short of complete nose loss. Recovery time is 5-50 minutes.

5. Organ Preservation — Allows caster to prevent the deterioration of any specific organ (e.g., eye, ear, liver), even if it is “outside” of its body.

6. Minor Eye Repair — Caster can repair any minor eye damage (e.g., corneal scratch, removal of foreign object, etc.). Recovery time is 5-50 minutes.

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.

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. Organ Transplant — Allows caster to transplant a healthy organ (not including brain or nervous system) into the target. Requires a 1 hour operation. Recovery time is 1-10 days. There is a chance that the target’s body will reject the new organ: 10% if organ is from the same race as the target, 50% if the organ is from a similiar race.

11. Suspend Life I — Target is kept in a state of suspended animation and prevented from dying for the duration of this spell (i.e., the body is “preserved” and the “soul” will not leave

the body). Also requires the use of the other *Suspend Life I* spell (on the Blood Mastery spell list).

12. Major Eye Repair — As *Minor Eye Repair*, except caster can repair any eye damage short of complete eye loss. Recovery time is 1-10 hours.

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

14. Organ Repair — Caster can repair any damage to 1 organ (except the brain) that has not been completely destroyed. Recovery time is 5-50 hours.

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.

17. Suspend Life II — As *Suspend Life I*, except duration is 1 day per level.

19. 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.

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

25. Brain Repair — Caster can repair brain damage (if caused by physical trauma, e.g. a skull fracture, the skull bone must be healed first). Target may suffer from memory and/or experience loss at the discretion of the GM). Recovery time is 5-50 hours.

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

50. Organ Regeneration — Allows caster to completely regenerate a lost organ. This process takes 1-10 hours and recovery takes 1-10 days. The target remains in coma during recovery (this spell will not regenerate the brain).

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*.

3) Organ damage is often fatal, e.g. “*Foe dies in 3 rounds due to internal organ damage*”, but if healed before Soul Departure rounds has passed the target may survive. For the purpose of healing even the lowest (10th level) *Organ Transplant* spell will do, as long as there is a willing (or not actively resisting) donator. Target will be inactive during the 1 hour operation and hospitalized during the recovery time of 1-10 days.