

## Healer Base List 2.7.5

### ORGAN WAYS

Lvl	Spell	Area of Effect	Rec. time	Range	Type
1)	Nasal Repair	1 nose	5-50 min	touch	U
2)	Minor Nerve Repair	1 target	5-50 min	touch	U
3)	Minor Ear Repair	1 ear	5-50 min	touch	U
4)	Minor Eye Repair	1 eye	5-50 min	touch	U
5)	Nerve Repair	1 target	1-10 hours	touch	U
6)	Major Ear Repair	1 ear	1-10 hours	touch	U
7)	Joining †	1 limb	1-10 days	touch	U
8)	Major Eye Repair	1 eye	1-10 hours	touch	U
9)	Minor Nerve Rep. True	1 target	instant	touch	U
10)	Organ Repair	1 organ	5-50 hours	touch	U
11)	Major Nerve Repair	1 target	5-50 hours	touch	U
12)	Paralysis Cures	1 target	1-10 hours	touch	U
13)					
14)	Major Nerve Rep. True	1 target	instant	touch	U
15)	Joining True ‡	1 limb	instant	touch	U
16)	Rapid Organ Repair	1 organ	5-50 min	touch	U
17)	Rapid Paralysis Cures	1 target	5-50 min	touch	U
18)	Coma Relief	1 target	1-10 hours	touch	U
19)	Brain Repair	1 brain	5-50 hours	touch	U
20)	Organ Repair True	1 organ	instant	touch	U
25)	Organ Regeneration	1 organ	1-10 hours	touch	U
30)	Paralysis Cures True	1 target	instant	touch	U
50)	Reuniting	1 target	instant	touch	U

**1. Nasal Repair** — Caster can repair any nose damage short of complete nose loss. Recovery time is 5-50 minutes.

**2. 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.

**3. Minor Ear Repair** — Caster can repair any external ear damage, including ear loss (regeneration takes 5-50 minutes).

**4. 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.

**5. 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.

**6. Major Ear Repair** — As *Minor Ear Repair*, except caster can also repair any internal ear damage (e.g., restore balance and hearing). Recovery time is 1-10 hours.

**7. Joining** — Allows caster to reattach a severed limb. Also requires the use of Bone Ways, Muscle Ways, and Blood Ways *Joining* spells to restore the limb to functional status. Limb will be fully functional in 1-10 days.

**8. 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.

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

**10. 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.

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

**12. 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.

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

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

**16. Rapid Organ Repair** — As *Organ Repair*, except that recovery time is 5-50 minutes.

**17. Rapid Paralysis Cures** — As *Paralysis Cures*, except recovery time is 5-50 minutes.

**18. 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.

**19. 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.

**20. Organ Repair True** — As *Organ Repair*, except that recovery is instant.

**25. Organ Regeneration** — Caster can regenerate any 1 organ (external or internal), except brain. Recovery time is 1-10 hours.

**30. Paralysis Cures True** — As *Paralysis Cures*, except recovery is instantaneous.

**50. Reuniting** — Caster may reunite a soul with the body, provided the body is functional. To restore a dead target to life, a Healer would first have to heal any lethal wounds.

### 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 Repair* spell will do, but even if he is alive, target will not be active for 5-50 hours. If the Healer needs the target up and running immediately he will have to cast the 20th lvl *Organ Repair True*.