

Open Mentalism 4.1.9

SELF HEALING

Lvl	Spell	Area of Effect	Duration	Range	Type
1)					
2)	Flowstop III *	caster	2 min	self	U
3)					
4)	Clotting III *	caster	(5 min)P	self	Us
5)	Pain Relief I *	caster	C	self	Us
6)	Fracture Repair	caster	varies	self	U
7)	Muscle Repair	caster	varies	self	U
8)	Flowstop VI *	caster	2 min	self	U
9)	Clotting V *	caster	(5 min)P	self	Us
10)	Minor Nerve Repair	caster	5-50 min	self	U
11)	Eye/Ear Repair	caster	(1-10 days)P	self	U
12)	Major Vessel Repair I	caster	(1-10 days)P	self	U
13)	Pain Relief II *	caster	C	self	Us
14)	Cut Repair V *	caster	instant	self	Us
15)	Self Keeping *	caster	varies	self	Us
16)					
17)	Self Joining *	caster	(1-10 days)P	self	Us
18)					
19)					
20)					
25)	Limb Regeneration	caster	(1-100 days)P	self	U
30)	Organ Regeneration	caster	(1-100 days)P	self	Us
50)	Regeneration True	caster	(1-100 days)P	self	Us

2. Flowstop III — Allows caster to stop bleeding on a wound that bleeds at a rate of up to 3 hits per round. When duration is up the wound continue to bleed at prior rate.

4. Clotting III — Allows caster to stop bleeding on a wound (or several wounds) that bleeds at a rate of up to 3 hits per round. The target can move at no more than walking pace for 5 minutes or the wound will reopen at prior rate.

5. Pain Relief I — Heals 1 hit per minute for as long as the caster concentrates. If the caster is unconscious this spell will operate without concentration.

6. Fracture Repair — Enables caster to repair a light or medium fracture in his body. A fracture is considered *light* if it results in a penalty of -0 to -20 or *medium* if it results in a penalty of -21 to -50. Recovery time for light fractures is 5-50 minutes and recovery time for medium fractures are 1-10 hours.

7. Muscle Repair — As *Fracture Repair*, except muscles can be repaired. Recovery time is 5-50 minutes for *light* injuries or 1-10 hours for *medium* injuries.

8. Flowstop VI — Allows caster to stop bleeding on a wound that bleeds at a rate of up to 6 hits per round. When duration is up the wound continue to bleed at prior rate.

9. Clotting V — Allows caster to stop bleeding on a wound (or several wounds) that bleeds at a rate of up to 5 hits per round. The target can move at no more than walking pace for 5 minutes or the wound will reopen at prior rate.

10. Minor Nerve Repair — Repairs 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.

11. Eye/Ear Repair — Concentrating with this spell for 2 hours per day for 1-10 days (depending on severity) will repair any external damage to his ear (including ear loss) or eye (including corneal scratch and removal of foreign objects etc).

12. Major Vessel Repair I — Allows caster to repair one damaged blood vessel of any size, including severed veins and

arteries. Recovery time is 1-10 days (depending on severity of wound).

13. Pain Relief II — As *Pain Relief I*, except heals 1 hit per round.

14. Cut Repair V — Caster can stop bleeding in a wound that bleeds up to 5 hits per round. Recovery is instantaneous.

15. Self Keeping — Upon receiving a death blow, the caster goes into a state of suspend animation, until he is cured or his brain is destroyed.

17. Self Joining — Allows caster to reattach a severed limb; limb is fully functional after 1-10 days (caster must concentrate with this spell for 2 hours each day).

25. Limb Regeneration — Concentrating with this spell for 2 hours per day for up to 10-100 days will regenerate a limb.

30. Organ Regeneration — After any organ (except brain) is destroyed, the caster may use *Self Keeping* and this spell. The organ is regenerated in 10-100 days of complete inactivity.

50. Regeneration True — As *Organ Regeneration*, except all damage (except brain) is regenerated in 10-100 days.

SPECIAL NOTES

1) An important notice is that bleeding might be possible to stop even if the Critical Table does not supply a "hits per round"-figure. It can though be assumed that a severed leg equals 15-20 hits per round (severed at the thigh would get a higher degree of bloodflow), a severed arm equals 10-15 hits per round and a severed hand equals 8-12 hits per rnd. Even if the bleeding is stopped, it might or might not save the life of the patient, depending on other factors (e.g shock, possibility of threatment, loss of blood etc).

2) Fracture Repair spells can also repair damaged cartilage.

3) Muscle Repair spells can also repair sprains, bruises and tendons.