

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 | P | self | Us |
| 5) | Pain Relief I * | caster | C | self | Us |
| 6) | Fracture Repair | caster | varies | self | U |
| 7) | Flowstop V * | caster | 2 min | self | U |
| 8) | Mus./Tend Repair | caster | varies | self | U |
| 9) | Clotting V * | caster | P | self | Us |
| 10) | Minor Nerve Repair | caster | varies | self | U |
| 11) | Eye/Ear Repair | caster | varies | self | U |
| 12) | Major Vessel Repair I | caster | varies | self | U |
| 13) | Pain Relief II * | caster | C | self | Us |
| 14) | Cut Repair V * | caster | P | self | Us |
| 15) | Self Keeping * | caster | varies | self | Us |
| 16) | | | | | |
| 17) | Self Joining * | caster | varies | self | Us |
| 18) | | | | | |
| 19) | | | | | |
| 20) | Pain Relief True * | caster | C | self | Us |
| 25) | Limb Regeneration | caster | varies | self | U |
| 30) | Organ Regeneration | caster | varies | self | Us |
| 50) | Regeneration True | caster | varies | 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 — Concentrating with this spell for 2 hours per day for 1-10 days (depending on the severity) will repair a broken bone (not shattered or destroyed bone).

7. Flowstop V — Allows caster to stop bleeding on a wound that bleeds at a rate of up to 5 hits per round. When duration is up the wound continue to bleed at prior rate.

8. Muscle and Tendon Repair — As *Fracture Repair*, except muscles and tendons can be repaired.

8. Flowstop V — As *Flowstop III*, except the caster can stop a bleeding of up to 5 hits per round.

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 minor damage to one nerve. Minor damage is defined as any nerve damage that results in penalties up to -20. Recovery time is 1 day.

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 2 hits per minute.

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).

20. Pain Relief True — As *Pain Relief I*, except heals 1 hit per round.

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

Important to notice is that stopping the bleeding might be possible even if the Critical table does not supply a figure for "hits per round". 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 treatment, loss of blood etc).