

Feldsher Base List 10.15

SURGEON'S WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Diagnosis *	self	—	self	I
2)	Quick Recovery I *	1 target	varies	touch	U
3)	Negate Pain I *	1 target	—	touch	U
4)	Unpain I *	1 target	1 min/lvl	touch	Us
5)	Long Diagnosis *	self	—	100'	I
6)	Quick Recovery II *	1 target	varies	touch	U
7)	Resist Poison *	1 target	C	touch	Us
8)	Long Hand *	self	next spell	self	U
9)	Unpain II *	1 target	1 min/lvl	touch	Us
10)	Mountain Heart I *	1 target	1 min/lvl	touch	Us
11)	Negate Pain II *	1 target	—	touch	U
12)	Mass Healing I *	10'R	varies	self	U
13)	Unpain III *	1 target	1 min/lvl	touch	Us
14)					
15)	Quick Recovery III *	1 target	varies	touch	U
16)	Mass Healing II *	varies	varies	self	U
17)	Mountain Heart II *	1 target	1 min/lvl	touch	Us
18)	Negate Pain III *	1 target	—	touch	U
19)	Unpain IV *	1 target	1 min/lvl	touch	Us
20)	Mass Healing III *	varies	varies	self	U
25)					
30)	Mass Healing True *	varies	varies	self	U
50)	Master Surgeon *	varies	varies	varies	U

1. Diagnosis — Caster instantly learns the immediate physical status (i.e injuries; bleeding, hits taken, bones broken, muscles slashed, poisoning etc) of a humanoid target.

2. Quick Recovery I — This spell is cast while the Feldsher administers healing (spell, herb or other healing) to halve the target's recovery time. The *Quick Recovery* spell must be cast before each healing spell, dose of herb or other action that caster want to halve the recovery time for.

3. Negate Pain I — This spell allows caster to lower the sensation of pain in a target, reducing any penalties resulting from either injuries or poisons by 10. It can be used only once per critical and any other results from the same critical still applies.

4. Unpain I — Target is able to sustain an additional 25% of his total concussion hits (round off) before passing out. Hits are still taken and remain when the duration expires.

5. Long Diagnosis — As *Diagnosis*, except for range.

6. Quick Recovery II — As *Quick Recovery I*, except recovery time is cut to 25% of the ordinary recovery time.

7. Resist Poison — Delays the effect of a poison as long as the caster concentrates.

8. Long Hand — This spell allows caster to increase the range of his next *healing* spell from touch to 50'.

9. Unpain II — As *Unpain I*, except 50% additional hits may be sustained.

10. Mountain Heart I — For the duration of this spell, the target may ignore the effects of any 1 wound which causes him additional hits, stun, stunned/unable to parry, bleeding and percentage subtractions from his abilities. At the end of the duration all hits, penalties and stun rounds take effect normally.

11. Negate Pain II — As *Negate Pain I*, except penalties can be reduced by 20.

12. Mass Healing I — Caster may affect all *allies* within the radius equal to any 1st or 2nd level healing spell he knows (may be from any of his Base Lists, for example Stun Relief I from Concussion Mastery). All within radius will be affected by the same spell. This spell cannot be combined with the *Quick Recovery* spells.

13. Unpain III — As *Unpain I*, except 75% additional hits may be sustained.

15. Quick Recovery II — As *Quick Recovery I*, except recovery time is cut to 10% of the ordinary recovery time.

16. Mass Healing II — As *Mass Healing I*, except the effects of a 1st or 2nd lvl spell may be used with a radius of 20' or the effects of a 3rd or 4th lvl spell may be used with a 10'R.

17. Mountain Heart II — As *Mountain Heart I*, except caster may delay the effects of a second critical.

18. Negate Pain III — As *Negate Pain I*, except penalties can be reduced by 30.

19. Unpain IV — As *Unpain I*, except 100% additional hits may be sustained.

20. Mass Healing III — As *Mass Healing I*, except the effects of a 1st or 2nd lvl spell may be used with a radius of 30' or the effects of a 3rd or 4th lvl spell may be used with a 20'R or the effects of a 5th or 6th lvl spell may be used with a radius of 10'.

30. Mass Healing True — As *Mass Healing I*, except the effects of a 1st or 2nd lvl spell may be used with a radius of 40' or the effects of a 3rd or 4th lvl spell may be used with a 30'R or the effects of a 5th or 6th lvl spell may be used with a radius of 20' or the effects of a 7th or 8th lvl spell may be used with a 10'R.

50. Master Surgeon — Caster may use any of the lower level spells each round.

SPECIAL NOTES

1) Recovery time. The Quick Recovery spells change the recovery time for a target. Recovery time is the time for an injury to heal. Normally recovery time can be determined by the *Character Law* 7.11 Healing Recovery Chart (p.9) or *RMFRP Core Rulebook* Healing Recovery Table T-5.4 (p.76).

Example: Tengwar, a 6th lvl Feldsher, administers a Dagmather to a fellow fighter (heals cartilage damage in 8 hours). He cast Quick Recovery II to cut recovery time to 25% and thus the fighter will be healed of his cartilage damage in 2 hours instead of the usual 8 hrs.

2) If *Mountain Heart I* is used to delay the effects of a wound, it cannot be cast again without cancelling the first spell (i.e taking on the effects of the first wound). Instead the *Mountain Heart II* must be used if caster wants to delay a second wound.

3) The Negate Pain spells actually negates the penalty from a critical. This can be tricky if the critical specifies that a tendon has been severed or a muscle destroyed. What has actually happened in that case?

Option 1: If a result specifies that the penalty derives from something more than a bad bruise only half of the penalty may be ignored.

Option 2: The tendon is still torn but all penalty is ignored by the spell caster. After all, it is magic.