

## Feldsher Base List 10.15

### SURGEON'S WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Diagnosis *	self	—	touch	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 1<sup>st</sup> or 2<sup>nd</sup> 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 1<sup>st</sup> or 2<sup>nd</sup> lvl spell may be used with a radius of 20' or the effects of a 3<sup>rd</sup> or 4<sup>th</sup> 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 1<sup>st</sup> or 2<sup>nd</sup> lvl spell may be used with a radius of 30' or the effects of a 3<sup>rd</sup> or 4<sup>th</sup> lvl spell may be used with a 20'R or the effects of a 5<sup>th</sup> or 6<sup>th</sup> lvl spell may be used with a radius of 10'.

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