

# Healer Studies

Taps into the following powers of the Healer. Once Healer Studies has been purchased, a character can then proceed to purchase the actual spells and abilities of the Healer.

Modification Point cost: 2

# Prerequisites

1. Seeker Ability: "Magical Prowess".
2. Seeker Ability: "Metaphysical Studies".
3. Trade-Skill: "Medic".

# Blood Cry 1 (Ability)

The Healer will know when one of his or her allies are wounded, or have difficulties.

**Modification Point cost:** 2

**Prerequisites:** None.

**Ability-points to invoke:** 1

**Ability Preparation:** None.

**Area of Effect:** Healer's Awareness = Area of Effect (i.e., a 20 awareness = the area within 20 spaces (100') in all directions.

**Avoidance-roll:** None.

**Damage:** None.

**Duration:** Instant.

**Effect time:** Instant.

**Explanation:** This ability will enlighten the Healer of the condition of one ally in the “Area of Effect”. This ability will generally tell the Healer of wound or difficulties that his or her ally is currently being afflicted with.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** The Healer will gain no feeling towards an unconscious or dead ally.

**Invoke time:** 1 turn (5 seconds)

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** Caster only. See: “Area of Effect”

**Resting time:** 1 turn (5 seconds)

**Special:** None.

**Susceptibilities:** None.

**Value:** Scroll: 4,000 white-gold / **Spell-rune:** There is no spell-rune created for this.

# Blood Cry 2(Ability)

The Healer will know when any of his or her allies are wounded, or have difficulties.

**Modification Point cost:** 2

**Prerequisites:** "Blood Cry 1".

**Ability-points to invoke:** 1

**Ability Preparation:** None.

**Area of Effect:** Healer's Awareness = Area of Effect (i.e., a 20 awareness = the area within 20 spaces (100') in all directions.

**Avoidance-roll:** None.

**Damage:** None.

**Duration:** Instant.

**Effect time:** Instant.

**Explanation:** This ability will enlighten the Healer of the condition of all allies in the “Area of Effect”. This ability will generally tell the Healer of wound or difficulties that his or her allies are currently being afflicted with.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** The Healer will gain no feeling towards an unconscious or dead ally.

**Invoke time:** 1 turn (5 seconds)

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** Caster only. See: “Area of Effect”

**Resting time:** 1 turn (5 seconds)

**Special:** None.

**Susceptibilities:** None.

**Value:** Scroll: 4,000 white-gold / **Spell-rune:** There is no spell-rune created for this.

# Detect Disease (Spell)

Healer will know that a creature is diseased.

Modification Point cost: 2

Prerequisites: "Detect Sickness".

Area of Effect: One creature

Avoidance-roll: None.

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: This spell will let the Healer know a creature is diseased. It will not let the Healer know what the disease is specifically.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: This spell will only inform the caster of the presence of disease in a one creature.

Notes: None.

Range: Awareness = Range (i.e., a 20 awareness = 20 spaces (100') from your current position, but the creature must be in clear view.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: Not applicable.

Value: Scroll: 4,000 white-gold / Spell-rune: 40 white-gold.

# Detect Sickness (Spell)

Healer will know that a creature is sick.

Modification Point cost: 2

Prerequisites: None.

Area of Effect: One creature

Avoidance-roll: None.

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: Instant.

Effect time: Instant.

Explanation: This spell will let the Healer know a creature is sick. It will not let the Healer know what the sickness is specifically.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: This spell will only inform the caster of the presence of sickness in a one creature.

Notes: None.

Range: Awareness = Range (i.e., a 20 awareness = 20 spaces (100') from your current position, but the creature must be in clear view.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: Not applicable.

Value: Scroll: 2,000 white-gold / Spell-rune: 20 white-gold.

# Knit (Spell)

This spell will sew a wound together with magical stitches, increasing the healing rate of the wound.

**Modification Point cost:** 2

**Prerequisites:** None.

**Area of Effect:** One wound.

**Avoidance-roll:** None. The unwilling cannot be healed.

**Casting time:** 1 turn (5 seconds) per 10 points of damage sustained to the body part.

**Damage:** None.

**Duration:** Until the wound is fully healed.

**Effect time:** Instant.

**Explanation:** Targeted wound will heal at x2 the normal rate of healing. Until healed, the wound will remain painful and sore, as any wound will.

**Hand movement:** One hand.

**Healing:** Targeted wound will heal at x2 the normal rate of healing.

**Immunities:** Only living creatures can be effected by this spell.

**Maximum adjustment:** None.

**Notes:** This spell will only heal flesh wounds (not wounds such as: Acid, Broken bones, Fire, etc.).

**Range:** 1". Healer must run his or her forefinger over the wound to be stiched up (not quite touching it).

**Resting time:** 1 turn (5 seconds) per 10 points of damage being magically stitched.

**Special:** None.

**Spell Preparation:** Targeted creature must remain still.

**Spell-points to cast:** 2

**Susceptibilities:** Not applicable.

**Value:** Scroll: 4,000 white-gold / **Spell-rune:** 40 white-gold.

# Minor Familiar (Spell)

This spell will call forth a permanent apparition, which will protect and aid the caster.

**Modification Point cost:** 2 See: "Special".

**Prerequisites:** None.

**Area of Effect:** Not applicable.

**Avoidance-roll:** None.

**Casting time:** 1 hour (720 turns).

**Damage:** None.

**Duration:** Permanent.

**Effect time:** Instant.

**Explanation:** This spell will call forth what appears to be a silhouette of a small child. This familiar will aid the caster in any task commanded, and will increase all aspects of healing by an additional 1-D6 +1.

The Healer's Minor Familiar can speak as well as any person, though its communication seems distant, as if speaking from a distance, through a portal.

## Familiar stats:

**Characteristics:** ½ that of the caster (rounded up).

**Damage-points:** 1-D12 x5 (+ 1-D6 +1 per level of the caster).

**Healing:** The Minor Familiar can instantly heal its master of all flesh wounds 1 / week.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** Not applicable.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** 2 spaces (10').

**Resting time:** 10 turns (50 seconds)

**Special:** None.

**Spell Preparation:** The caster must not be disturbed in any way, or this spell will fail. If this spell is disrupted, the caster will permanently suffer a 1 spell-point loss.

**Spell-points to cast:** 2 This is a permanent spell-point loss, freely given of the caster.

**Susceptibilities:** Not applicable.

**Value:** Scroll: 10,000 white-gold / **Spell-rune:** There is not spell-rune for this spell.



# Minor Heal(Spell)

This spell will heal a wound of damage.

**Modification Point cost:** 2

**Prerequisites:** None.

**Area of Effect:** One creature

**Avoidance-roll:** None. The unwilling cannot be healed.

**Casting time:** 1 turn (5 seconds)

**Damage:** None.

**Duration:** Instant.

**Effect time:** Instant.

**Explanation:** Heal 5 points of damage (+1 per level advanced). This healing can only be used on one injury per casting.

**Hand movement:** Two hands.

**Healing:** 5 +1 per level (per 1 spell-point expended).

**Immunities:** Only living creatures can be effected by this spell.

**Maximum adjustment:** This spell can only heal up to 11 points of damage.

**Notes:** This spell will only heal flesh wounds (not wounds such as: Acid, Broken bones, Fire, etc.).

**Range:** Touch. Healer must touch target (not necessarily the wound).

**Resting time:** None.

**Special:** None.

**Spell Preparation:** None.

**Spell-points to cast:** 2

**Susceptibilities:** Not applicable.

**Value:** Scroll: 8,000 white-gold / **Spell-rune:** 80 white-gold

# Minor Restoration (Spell)

Restore lost hair and eyebrows, and heal scars.

**Modification Point cost:** 2

**Prerequisites:** Seeker Abilities: "Knit" and "Minor Heal".

**Area of Effect:** One creature

**Avoidance-roll:** None. The unwilling cannot be healed.

**Casting time:** 1 turn (5 seconds)

**Damage:** None.

**Duration:** 10 turns (50 seconds)

**Effect time:** Instant.

**Explanation:** This spell will cause the complete regeneration of non-living body parts to be restored in full (i.e., hair, skin, eye lashes, eyebrows, finger and toenails).

This spell will also heal the gruesome effects that scarring leaves behind.

**Hand movement:** Two hands.

**Healing:** See: "Explanation".

**Immunities:** Only living creatures can be effected by this spell.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** The caster must move his or her hands over the targets face, not quite touching.

**Resting time:** 1 turn (5 seconds).

**Special:** None.

**Spell Preparation:** None.

**Spell-points to cast:** 2

**Susceptibilities:** Not applicable.

**Value:** Scroll: 6,000 white-gold / **Spell-rune:** 60 white-gold