

# Healer Studies

Taps into the following powers of the Healer

Modification Point cost: 2

# Prerequisites

1. Seeker Studies: "Magical Prowess"
2. Seeker Studies: "Metaphysical Studies"

# Blood Cry 1

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

Modification Point cost: 2

Ability-points to invoke: 1

Ability Preparation: None.

Area of Effect: Healer's Awareness = space distance (i.e., awareness of 25 = a 25 space (125') range for this ability).

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.

# Minor Heal

This spell will heal a wound of damage.

Modification Point cost: 2

**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 per level after learning this spell, per 1 spell-point expended. 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.).

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**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