

Self Healing

Level	Spell	Area of Effect	Duration	Range
1)	Refresh	Caster	--	Self
2)	Heal Light Wound	Caster		Self
3)	Reduce Bleeding I	Caster	1 rnd	Self
4)	Heal Minor Bone	Caster	--	Self
5)	Cleanse I	Caster	--	Self
6)	Regenerate I	Caster	1 rnd/lvl	Self
7)	Heal Minor Burn/Frost	Caster	--	Self
8)	Reduce Bleeding II	Caster	2 rnd	Self
9)	Self Keeping	Caster	1 hr/lvl	Self
10)	Heal Medium Bone	Caster	--	Self
11)	Heal Medium Wound	Caster	5 rnds	Self
12)	Heal Medium Burn/Frost	Caster	--	Self
13)	Reduce Bleeding III	Caster	3 rnd	Self
14)	Organ	Caster	1 day lvl	Self
15)	Regenerate II	Caster	1 rnd/lvl	Self
16)	Cleanse II	Caster	--	Self
17)	Heal Major Bone	Caster	--	Self
18)	Reduce Bleeding IV	Caster	4 rnd	Self
19)	Heal Severe Wound	Caster	5 rnds	Self
20)	Heal Major Burn/Frost	Caster	--	Self
25)	Reduce Bleeding V	Caster	5 rnd	Self
30)	Regenerate III	Caster	1 rnd/lvl	Self
35)	Body Stasis	Caster	1 day/lvl	Self
40)	Regenerate Limb	Caster	--	Self
45)	Regenerate Organ	Caster	--	Self
50)	True Regeneration	Caster	--	Self

1.Refresh - Caster is relieved of up to 25 in fatigue penalties.

2. Heal Light Wound - Caster can heal a Light Wound (up to -10 penalty). Healing takes 1/min/-1%

3. Reduce Bleeding I - Caster can instantly reduce bleeding by 1hit/rnd to a maximum of 1 hit/rnd.

4. Heal Minor Bone - Caster will heal a minor bone crack or similar. Healing takes 15 minutes

5. Cleanse I - Caster can make an additional RR vs a Poison or Disease.

6. Regenerate I - Caster heals 5 hits/rnd.

7. Heal Minor Burn/Frost - Caster is immediately healed of any light burn or frostbite.

8. Reduce Bleeding II - Caster can instantly reduce bleeding by 1hit/rnd to a maximum of 2 hit/rnd.

9. Self - Keeping - If rendered unconscious, spell will activate and put caster in a deep coma/stasis for 1hr/lvl.

10. Heal Medium Bone - Caster will heal up to a medium bone break. Healing takes 10 minutes.

11. Heal Medium Wound - Caster can heal a Medium Wound (up to -20 penalty). Healing takes 1/min/-1%

12. Heal Medium Burn/Frost - Caster is immediately healed of any medium burn or frostbite damage.
13. Reduce Bleeding III - Caster can instantly reduce bleeding by 1hit/rnd to a maximum of 3 hit/rnd.
14. Organ - Spell will replace any organ function of a lost or damaged organ (besides brain)
15. Regenerate II - Caster heals 10 hits/rnd.
16. Cleanse II - Caster can make an additional RR vs a Poison or Disease with a +50.
17. Heal Medium Bone - Caster will heal up any bone break, fracture or similar in 5 minutes.
18. Reduce Bleeding IV - Caster can instantly reduce bleeding by 1hit/rnd to a maximum of 4 hit/rnd.
19. Heal Severe Wound - Caster can heal a Severe Wound (-20+ penalty). Healing takes 1/min/-1%
20. Heal Major Burn/Frost - Caster is immediately healed of any major burn or frostbite damage.
25. Reduce Bleeding V - Caster can instantly reduce bleeding by 1hit/rnd to a maximum of 5 hit/rnd.
30. Regenerate III - Caster heals 15 hits/rnd.
35. Stasis - Upon traumatic injury, unconsciousness etc, the spell will trigger and put casters body in suspended animation. Unconscious spells will work while in this state.
40. Regenerate Limb - Caster will regenerate a lost limb. Regeneration will take 1-4 days for a minor digit, 1-2 weeks for extremities and 1 month for arms or legs.
45. Regenerate Organ - Caster will regenerate a damaged or destroyed organ (not brain) in 1 week.
50. True Regeneration - Caster will heal 25 hits/rnd, lesser wounds will heal in 1 rnd, med in 5 rnds, severe in 10 rnds.