

Healer Page 1



Sash: Red
 Armor: None
 Shields: None
 Weapons: Dagger
 Magic-User: 5 pts of magic from list
 Look The Part: 1 extra point of magic

Heal Incantation

“Sword Cut, spear stab, mace smash, arrow jab,
 Let the white light of healing **descend on thee.**
 Let the white light of healing **stop thy spilling blood.**
 Let the white light of healing **mend thy bones.**
 Let the white light of healing **close thy wounds.**
 Let the white light of healing **restore thy vigor.**
 The white light of healing hath healed thee.”

Incantations

“The spirits banish thee from this place” x3
 “I enchant thee against wounds” x3
 “I enchant thee with Harden” x3
 “From thy bindings thou art released” x5

(ex)-extraordinary (am)- ambulant X/L- times per life X/R- times per refresh

Abilities

Name	Cost	Max	Frequency	Type	School	Range
1st Level						
Banish	1	-	1/Life	Verbal	Spirit	20'
Blessing Against Wounds	1	-	1/Life	Enchantment	Protection	Touch: Others
Cancel	0	1	Unlimited	Neutral	Neutral	Touch
Equipment: Shield, Small	2	1	-	Neutral	Neutral	-
Equipment: Weapon, Short	3	2	-	Neutral	Neutral	-
Experienced	2	2	-	Neutral	Neutral	-
Harden	1	-	1/Refresh	Enchantment	Protection	Touch: Others
Heal	1	1	Unlimited	Verbal	Spirit	Touch
Release	1	-	2/life Charge x3	Verbal	Sorcery	Touch

Heal

T: Verbal S: Spirit R: Touch

I: “Sword Cut, spear stab, mace smash, arrow jab,

Let the white light of healing descend on thee.

Let the white light of healing stop thy spilling blood.

Let the white light of healing mend thy bones.

Let the white light of healing close thy wounds.

Let the white light of healing restore thy vigor.

The white light of healing hath healed thee.”

E: Target player heals a Wound.

Release

T: Verbal S: Sorcery R: Touch

I: “From thy bindings thou art released” x5

E: A single ongoing effect or State is removed from the target. Casters choice.

L: Cannot remove Cursed. When used to end a State or Ongoing Effect imposed by a magic or ability with multiple effects, all other States and Ongoing Effects from the same source are also ended.

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Banish

T: Verbal S: Spirit R: 20'
 I: "The spirits banish thee from this place" x3
 E: Target Insustantial player must return to their base where their Insustantial State immediately ends.
 N: A player bearing Undead Minion or Greater Undead Minion who is currently Insustantial has their Enchantment removed.



Blessing Against Wounds

T: Enchantment S: Protection R: Touch: Others
 I: "I enchant thee against wounds" x3
 M: White strip
 E: Resistant to Wounds. Does not count towards a players Enchantment limit.
 L: May not be worn with any other Enchantments from the Protection School unless the other Enchantment is (ex).

Cancel

T: Neutral S: Neutral R: Touch
 I: "My work shall be undone" x3
 E: Remove an Enchantment cast by the caster.

Charge Incant: "Out of battle I pause to rest, I take some time to catch my breath. Return to me my fleeting power To aid me in my darkest hour."

(ex)-extraordinary **(am)**- ambulant **X/L**- times per life **X/R**- times per refresh

Experienced

T: Neutral S: Neutral
 E: A single per-life Verbal purchased becomes Charge x5 in addition to the normal frequency OR a single per-refresh Verbal purchased becomes Charge x10 in addition to the normal frequency. This Verbal must be determined before the game begins and cannot be changed.
 L: Verbal must be 4th level or lower.

Harden

T: Enchantment S: Protection R: Touch: Others
 I: "I enchant thee with Harden" x3
 M: White strip
 E: Bearers weapons or shield may only be destroyed by Magic Balls/Verbals which destroy objects e.g. Fireball or Pyrotechnics.
 L: Will only affect either the weapons or the shield of the bearer, not both

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