

The Healer

- an optional character class for HARP -

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Note: This is the attempt to transfer a classical Rolemaster character class to HARP. The Healer is recommended for settings in which magical healing is not easily available. Therefore it is recommended that several modifications are done to the HARP magic system before using this class:

- The healing abilities of the Clerics and/or Vivamancer should be reduced
- The Heal Minor spell should be removed from the Utility Sphere (and maybe used as a substitute for the Heal Major spell of the Cleric Sphere)
- Magical healing should take time: For each day of non-magical healing needed otherwise, magical healing takes an hour (for recovering, not for casting the spell). Magical healing should stop bleeding and death effects immediately, though. During the healing time for these injuries the injured person must not undertake strenuous actions or start suffering from the injury again.

These restrictions are of course not necessary, but doing so improves the value of the Healer class for an adventuring group which is otherwise likely to prefer the more versatile Clerics. The last restriction is mood-enhancing: The Healer suffers from healing others – being able to heal herself within a second would reduce this interesting aspect of the Healer class. The Healer is a poor fighter and has only basic magical combat abilities, which are centered on protection rather than attacking.

Healer

The Healer is a profession which is dedicated to one single goal: To ease the pain of the suffering and heal their physical or even mental injuries. The Healer does this by moving the injuries from the injured person to herself, afterwards healing herself by magic or sheer constitution.

There are many possible reasons why a human (elf, gryx etc.) wants to follow the strenuous path of a Healer. A Healer could follow a god of healing, therefore being a special variant of the Cleric class. A Healer could have a high respect for all forms of life, taking her strength from nature itself. A Healer also could fanatically support one group of beings, taking strength from her dedication.

A Healer is restricted to heal the major group of beings she belongs to. A human Healer e.g. could heal humans, elves, gryx, etc. but not (non-humanoid) animals, demons or ghosts. She could threaten them with her nonmagical healing abilities, though.

Favored Categories:

General: 3

Physical: 3

Artistic: 3

Mystical arts: 8

Influence: 3

Key Stats: *Insight, Self Discipline, Constitution*

(Insight and Self Discipline are the Healer's spell casting attributes)

Penalty: *The Healer can only use personal mana as a power source (see College of Magics)*

Professional abilities:

The Healer may learn spells from the Healer Sphere, which is defined below.

The Healer has the „sense life force“-feat, which is defined below.

The body of the Healer can cast certain healing spells on its own.

The Healer regains PP as if she were asleep each time she is unconscious and injured.

New Feat: Sense life force

Cost: 15 DP

This feat allows the owner to get an exact impression of the injuries of a touched being, i.e. the player gets exact information about the amount of lost hit points, penalties, illnesses, poisons, etc. To utilize this feat, one simply has to touch the injured being and make an easy perception or healing maneuver (choice of the owner of the feat). The difficulty may increase in case of special or hidden injuries (like stealth poisons) or when used on animals or other beings not belonging to the same species as the owner (e.g. animals). The feat may deliver (depending on the perception/healing maneuver) none, incomplete, but never false information.

Using sense life force when touching someone is a free action.

The Healer Sphere

Note: *The Healer gains special benefits by healing the injuries on herself. Thus, all spells marked by a \$ are cheaper for a healer to cast. For every fragment of five points the spell costs, the Healer may cast it for one point less, except for spells which have a cost of one or two. This is valid for scaled spells as well. An example: A (healing) spell costs 7 points in its base form. A Healer casts it with a scaling modifier of 4. Thus, the „Healer variant“ of the spell has a base cost of 5. The total cost for the scaled variant is 8 (7+4 – 3).*

Note: *The drawback is that the Healer learns only variants of (\$) healing spells which have a „personal“ range. She has to cast „Take wounds“ first to heal other peoples injuries.*

Note: *The Healers body is able to cast the healings spells marked by a \$ by itself when the Healer is unconscious. Each time a Healer is unconscious, the body casts the appropriate spells (decision of the GM) without any negative modifiers for having no free hands, being not able to speak or being injured. The body is even able to cast spells when the Healer is dead (below 0 hit points) but the Healer's soul has not left her body. This way, the body can cast Lifekeeping or other healing spells on itself.*

The Healer can usually not keep her body from healing itself when she is unconscious – e.g. each time a Healer sleeps, the body will try to heal her.

Note: *If the Healer has not enough spell points to heal herself when unconscious, she will regain PP as if she were asleep. Her body will then cast the appropriate spells when enough spell points are available.*

Optional Rule: *The GM may decide that the body is able to cast spells faster than normal if necessary - by reducing the casting time and getting the appropriate negative modifier. Also the GM could decide that the body can take more time for casting, thus getting the bonuses for slow casting.*

Example:

Selinea, the Healer, has only 8 PP left. She takes an „death in 10 rounds“ critical and becomes unconscious. Her body immediately uses the 8 PP (10 orig.) for healing the death effect by using a scaled variant of Major Healing, which Selinea is able to cast. This takes the usual 2 rounds for spell casting and needs a spell casting roll without any penalties for having no free hands, being injured or unconscious, etc. Selinea will probably die if the spell casting fails. She also will die if she has bleeding wounds. And she would have died if she did not know the Major Healing spell well enough to heal death criticals.

If the spell casting succeeds and she stays unconscious, she regains PP as if she were asleep. Her body will try to heal her injuries with the PP regained after every 2 hours. This will happen until she awakes or is completely healed (in this case it should be likely for her to awake).

Healer Sphere:

- Calm
- Cure Disease §
- Cure Insanity § (from the Vivamancer Sphere, College of Magics)
- Drain Life¹
- Herbal Enchantments
- Jolts
- Lifekeeping §
- Major Healing §
- Neutralize Poison §
- Restoration §
- Transfer Wounds (see below)
- Tree Skin (perhaps with another look)

Transfer Wounds *

PP Costs: see below

Range: touch

Duration: immediately

RR: -

Spheres: Healer

Description:

This spell transfers some or all injuries from a person to the healer. The Healer gives up some part of her life energy or even a part of her own body to heal the target – sacrificed bodyparts are immediately transformed to become part of the healed body, thus being in every aspect a part (look, cell structure, etc.) of the healed person.

The Healer is not protected against the wounds transferred, she will start suffering from them immediately after this spell is cast.

The base spell cost for this spell equals the scaled cost for the healing spell from the Healer Sphere needed for the most expensive injury taken. The healing spell does not need to heal all the damage at once, but an appropriate scaling option must be chosen.

The Healer is free to decide to take one, several or all wounds (negative effects) off the target. She is not required to know the appropriate healing spell to transfer an injury. She can only transfer maladies she is aware of – either when they are obvious or by using the

¹ Healers sometimes use Drain Life to transfer damage to strong animals during massive healings. It is part of the dark side of the Healer profession, though.

sense life force feat.

Scaling Options:

Increase range: (10') + 2 PP

Increase range: (100') + 6 PP

Delay wound: (per +1 round) + 4 PP

The delay wound option gives the healer time before she starts to suffer from the injuries taken. The target is healed immediately, though.

Example :

Selinea, the Healer, casts „Transfer Wounds“ on Sir Jarrid. Sir Jarris defeated an evil Lich Overlord, aka „the telemarketer“. Now he suffers from the loss of 45 hitpoints and 25 points of constitution, blindness, magically induced madness and is at -20 for all actions. Furthermore he loses 5 hitpoints per round from 2 injuries, one for 1 and one for 4 hitpoints per round. Selinea decides which injuries she wants to take after successfully making a perception roll for the sense life force feat. She first determines the most expensive injury:

loss of 45 hitpoints:	Major Healing, base 3 PP (4 orig.)
25 points of constitution:	Restoration, base 2 PP (3 orig.)
blindness:	Major Healing, heal organ damage 11 PP (14 orig.)
magically induced madness:	Cure Insanity, cure other magical insanities, 7 PP (9 orig.)
-20 penalty:	Major Healing, base 3 PP (4 orig.)
1 bleeding/round:	Major Healing, base 3 PP (4 orig.)
4 bleeding/round:	Major Healing, base 3 PP (4 orig.)

The most expensive injury is the blindness. Selinea could leave it out, taking the rest and paying 7 PP for the insanity (plus scaling options of the Transfer Wounds spell). She could leave out the insanity as well, paying only 3 PP plus scaling options. She also could leave out any of the injuries, for example the lost hitpoints („He deserves the pain. It should prevent him from further stupid actions!“).

If Selinea wants to heal Sir Jarrid completely, she would be well advised to use the delay wound option – she needs time to heal the insanity which would keep her from healing herself. Otherwise her body would start healing her when she falls asleep or gets unconscious the first time after taking Sir Jarris wounds, but leaving her insane for an undetermined time. After taking several injuries from Sir Jarrid, Selinea can start healing herself.