

Healer

(Magic-User Subclass)

A Basic Fantasy RPG Supplement

Release 3

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides information for playing Healers, a Magic-User subclass, under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

NEW CHARACTER CLASS

The new class described in this supplement is considered a subclass of the Magic-User. As such, it has the same attack bonus and saving throws as a Magic-User of the same level. It should be treated as a Magic-User for all purposes, unless otherwise noted.

Healer

Level	Exp. Points	Hit Dice	Diagnosis	Heal	Gather
1	0	1d6	50	1	1d4-2
2	2,000	2d6	53	1	1d4-2
3	4,000	3d6	56	1	1d4-1
4	8,000	4d6	59	1	1d4-1
5	16,000	5d6	62	1	1d4
6	32,000	6d6	65	1d2	1d4
7	64,000	7d6	68	1d2	1d6
8	120,000	8d6	71	1d2	1d6
9	240,000	9d6	74	1d2	1d6+1
10	360,000	9d6+1	76	1d2	1d6+1
11	480,000	9d6+2	78	1d4	1d6+2
12	600,000	9d6+3	80	1d4	1d6+2
13	720,000	9d6+4	82	1d4	1d8+2
14	840,000	9d6+5	84	1d4	1d8+2
15	960,000	9d6+6	86	1d4	1d8+3
16	1,080,000	9d6+7	87	1d6	1d8+3
17	1,200,000	9d6+8	88	1d6	1d10+3
18	1,320,000	9d6+9	89	1d6	1d10+3
19	1,440,000	9d6+10	90	1d6	1d10+4
20	1,560,000	9d6+11	91	1d6	1d10+4

Healers are individuals that dedicated their lives to the study of physical wellness. They study the arcane arts in combination with the medicinal arts and thus are able to

cast healing spells.

The Prime Requisite for a Healer is Intelligence. The Healer is required to have an Intelligence score of 13 or higher. Healers are poor fighters, with fighting ability equivalent to normal Magic-Users. Thanks to their healthy lifestyle they roll a d6 for their Hot Points. They may not wear any armor but can use shields. Like other Magic-Users, they can utilize a walking staff or dagger, and of course, they may use magical weapons of those types. Otherwise, Healers can generally be treated as equivalent to Magic-Users for any situation not covered here.

Because of their exposure to toxins and diseases Healers always gain an additional +2 on saves vs. any sort of poison or disease.

Because Healers dislike killing their opponents they are able to do non-lethal damage with their attacks without incurring in penalties.

Healers produce magic much like other types of Magic-Users, but have different spell choices. They can only learn spells from other Healers and only a Healer can learn a spell from a Healer spell book. Unlike other Magic-Users their spells don't require to Read Magic, a first level Healer begins play knowing one spell of first level, recorded within a spell book. The GM may roll for the spell, assign it as he or she sees fit, or allow the player to choose it, at his or her option. See the Healer Spells section for more details.

Healers have a chance to **Diagnose** an ill affecting an individual. The base chance is increased by the use of a Healing Kit.

Healers are able to use Healing Kits to heal damage, remove poisoning and cure diseases.

When used to **Heal** damage each turn used Heals an amount of HP as showed on the Healer Table as long as the damage has not happened more than his level in turns ago.

Each use of the Healing ability requires the use of Medicines, each Kit has a **limit** on the amount of Medicines that it can contain.

Poisoned and diseased individuals can be treated by expending an amount of medicines equal to half the HD of

the poison's creator. Doing this takes 3 turns for the first medicine used (which halts the poison) plus 1 turn per extra medicine. Note that this ability has the same time limit and effect as the **Neutralize Poison** spell.

A Healer can buy his medicines or gather medicine-like herbs on the wild. Each hour spent allows the Healer to **gather** an amount as showed on the Healer Table. Normally medicines gathered this way are considered Standard quality.

Healers are able to create magical items with healing powers, in this cases the Healer requires 50% of gold or time expenditure; is treated as double level for any level requirements or has double chances of success.

Healer Spells

Below are listed spells available to the healer subclass described above.

First Level	Healer Spells
1-2	Cure Light Wounds
3-4	Healing Herbs
5-6	Sleep
Second Level	Healer Spells
1-2	Cure Disease
3-4	Cure Moderate Wounds
5-6	Water Breathing
Third Level	Healer Spells
1-2	Cure Serious Wounds
3-4	Cure Blindness
5-6	Darkvision
Fourth Level	Healer Spells
1-2	Cure Critical Wounds
3-4	Neutralize Poison
5-6	Cure Light Wounds, Mass
Fifth Level	Healer Spells
1-2	Stone to Flesh
3-4	Polymorph Self
5-6	Animate Dead

Sixth Level	Healer Spells
1-2	Heal
3-4	Raise Dead
5-6	Regenerate

Healing Kits

Category	Bonus	Limit	Weight	Cost
Basic	+0	1d4	1lb	50gp
Standard	+5	2d6	1lb	65gp
Advanced	+10	1d8+4	1.5lb	115gp
Premium	+25	5d10	3lb	230gp

Medicines

Category	Effect	Cost
Poor	50% of not working	5cp
Standard	Normal	10cp
Good	Doubles HP healed Counts as 2 medicines against poison and diseases.	2gp

Description of New Spells

Healing Herbs Range: touch
Duration: permanent

The Healer gains 1d6+2 medicinal herbs.

Cure Critical Wounds Range: touch
Duration: instantaneous

This spells works exactly like **Cure Light Wounds**, save that it heals 3d6 points of damage plus 1 point per caster level.

Cure Light Wounds, 10' radius Range: 10'
Duration: instantaneous

This spells works exactly like **Cure Light Wounds**, save that it affects everyone inside a 10' radius.

Cure Moderate Wounds Range: touch
Duration: instantaneous

This spells works exactly like **Cure Light Wounds**, save that it heals 2d6+1 points of damage.

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