

37 Healer (Ver 1.12)

The healer skill is pseudo-magical and Healers are able to cure all physical ills and perform miracles. It is a highly skilled profession and Healers are not common but even so their existence means the health and life span of people in the DQ world are considerably better than their medieval counterpart.

A healer's empathy often gives them a distaste for causing pain to others.

A healer will charge whatever their client can afford for their lower Ranked abilities. The charge for a miracle (the performance of an ability Rank 8 or greater) will normally exceed 2000 Silver Pennies.

A healer may also use their abilities upon animals which they have Beastmaster (§35) familiarity. However non sentients cannot be resurrected.

The section §5 Health and Fitness details the effects of injury and illness on patients.

Field Operations

Once a healer begins work on curing a patient the condition of the patient is "stabilised" while that curing is continuing. This means that no Endurance or Fatigue loss will occur for the condition that is being cured. Other afflictions will be unaffected. After each healing attempt a pulse effectively passes prior to any other attempt beginning.

37.1 Benefits

A healer gains specific abilities at each Rank as per the following table:

0. Empathy, Non-tactile empathy (optional)
1. Cure Infection, Disease, Headaches, Fever
2. Soothe Pain, Prolong Life
3. Heal Endurance, Transfer Fatigue
4. Neutralise Poison, Graft Skin
5. Repair Muscle, Preserve Dead
6. Repair Bones
7. Repair Tissues and Organs
8. Resurrect the Dead
9. Regenerate Limbs and Joints
10. Regenerate Trunk, Head and Vital Organs

NB. A healer must choose at Rank 0 whether or not to learn Non-tactile empathy.

37.2 Restrictions

A healer must expend as many Fatigue Points as the Rank at which they acquired the ability they are using (except non-tactile empathy).

A healer may use any of their abilities (with the exception of resurrection) upon themselves.

A healer must "lay hands" (place their hands) on an entity on whom they are to use any of their abilities (except non-tactile empathy).

A healer has the following modifications to their combat strike chances:

Tactical Empathy:

- 1 / 2 Rank Close Combat strike chance
- 1 / 5 Rank Melee Combat strike chance

Non-Tactile Empathy:

- 1 / Rank Close Combat strike chance
- 1 / 2 Rank Melee Combat strike chance

37.3 Ability Descriptions

Empathy

Base Chance: automatic

Time: 5 seconds

When a healer lays on hands they immediately invoke empathy.

A healer uses empathy to identify which of the healing abilities is required to heal the patient.

The healer automatically detects the surface emotions of the entity being healed. An entity's surface emotions are those which currently occupy their conscious mind. The GM informs the healer of the general feelings of the being with which they have empathy.

Non-Tactile Empathy

Base Chance: Perception + 10 / Rank

Time: 5 seconds

If the healer has learnt non-tactile empathy they may attempt to detect the surface emotions of an entity no more than $(2 \times \text{Rank})$ feet away from them at a cost of 1 Fatigue Point. If the entity actively resists then subtract twice the target's Willpower from this success chance.

Cure Infection, Disease, Headaches, Fever and Graft Skin

Base Chance: $15 \times \text{Rank} + \text{Patient's Endurance}$

Time: 30 minutes - 2 / Rank

A healer cures fevers and diseases, neutralises poisons and grafts skin in much the same manner that medicines and antidotes do.

If the healing attempt is unsuccessful the patient subtracts 10 from their next die roll to see if they naturally recovers from their affliction.

Neutralise Poison

Base Chance: $90 + \text{Rank}$ or $50 - 5 \times \text{Difference in Rank}$ (see below)

Time: 5 seconds

A healer may neutralise the effects of a natural venom or the effects of a synthetic poison created by an alchemist of equal or lesser Rank. If a synthetic poison is produced by an alchemist of greater Rank they must roll the 2nd Base Chance above.

Soothe Pain

Base Chance: $90\% + \text{Rank}$

Time: 60 seconds - 5 / Rank

Duration: Rank squared hours

When a healer uses their soothe pain ability, they numb their patient's nervous system so that it will not transmit pain sensations to their brain. The ability also has a soporific effect upon the patient, so that they will not inadvertently injure themselves while unable to distinguish hurtful actions. The GM may, at their discretion, permit the healer to use this ability as if they had fed or injected their patient with a local or general anaesthetic, tranquilliser, etc.

Prolong Life

Base Chance: $90\% + \text{Rank}$

Time: 60 seconds - 5 / Rank

When a healer uses the prolong life ability add $D10 \times (\text{Healer's Rank} + \text{Patient's Endurance})$ days to the life of their patient. A patient's life may not be prolonged to over three times their natural life. An entity with a prolonged life has a reduced chance of resurrection.

Heal Endurance and Transfer Fatigue

Base Chance: $90\% + \text{Rank}$

Time: 11 minutes - 1 / Rank

Heal Endurance will cure the patient of $[D + \text{Rank} - 5]$ Endurance points. It will not heal damage associated with a specific grievous injury.

When a healer transfers fatigue the patient gains one Fatigue point for each point the healer expends (above the fatigue cost to use the ability).

An entity may never have more Fatigue or Endurance Points than the value of the relevant characteristic and excess points cured have no effect upon the patient.

Repair Damage

Base Chance: $90\% + \text{Rank}$

Time: 50 hours - 3 / Rank

A healer may repair torn, damaged, or broken muscles, bone, tissues and organs. Generally these abilities will be used to repair the effects of grievous injuries.

At least one half of a muscle, bone, or organ to be repaired must remain in the patient's body if the healer is to use one of these abilities. Tissue may be grown from existing material in or on the patient's body.

A healer can act as a cosmetic surgeon. First, they sedate their patient with the soothe pain ability. They then slice and reshape the skin, muscles, and bones which are deemed unsightly, and make them whole with the appropriate repair ability. Unless the healer has also learnt regeneration, it is best that they work with a partner.

Preserve Dead

Base Chance: $90\% + \text{Rank}$

Time: 60 minutes - 5 / Rank

A healer can suspend the time limit on resurrection by preserving the dead body of a being. Each time a healer uses the preserve dead ability, the body will not "age" for a number of days equal to the healer's Rank. This ability may be repeated by the same healer on the same body.

Resurrection

Time: 60 minutes - 5 / Rank

Base Chance: $\text{Patient's Endurance} + 8\% / \text{Rank}$

minimum = Rank

maximum = $90 + \text{Rank}$

regardless of the total modifiers.

Base Chance Modifiers:

- +5 healer is life aspected
- +5 patient is life-aspected
- 5 healer is death-aspected
- 5 patient is death-aspected
- 1 per year (or fraction) the patient's life has been prolonged
- 1 per day of regeneration it would normally require to make the body whole
- 10 body is whole but has suffered Damage Points equal to or greater than twice its Endurance (including after death damage)
- 10 per unsuccessful resurrection attempt since patient died

Effects: A resurrection will cure the body of all ills and damage done to it provided that Rank 8 healing or below would be sufficient had the patient been alive. For example, poison and non-specific wounds will be cured automatically.

If the resurrection is successful, the patient is resurrected with their body whole. Their Endurance Characteristic is decreased by one, though all of their other characteristics remain as before they died.

After a resurrection the patient will have 1 Endurance point and 0 Fatigue. The Endurance is considered to be grievous damage and the Fatigue loss is deemed to be due to tiredness. This means that the Fatigue loss may only be recovered by sleep, rest, hot meals or some form of fatigue transfer and the endurance loss may be cured by a Healer, magic or by letting the body heal itself naturally.

If the resurrection is unsuccessful the patient is not resurrected and their Endurance characteristic is decreased by one. The body is preserved for one full day after the attempt. When an entity's Endurance is reduced to zero or less, that entity may no longer be resurrected.

If the roll for resurrection is equal to or greater than $(90 + \text{Rank})$, the healer has summoned a malignant spirit, rather than the patient's life-force. The spirit will drain the healer's Endurance characteristic by $[D - 5]$. The spirit will then return to the netherworld.

Restrictions:

1. A healer may attempt the resurrection of an entity who is less than $10 \times \text{Rank}$ hours dead.
2. A healer must have a body part at least the size of a torso to attempt the resurrection of an entity. A healer will not succeed if they attempt the resurrection of a living being from a severed body part (there is only one life force). If a body is completely destroyed (perhaps burned), which

- prevents the resurrection of the entity, that thing may become a revenant.

 - If the patient has wounds that require regeneration (Rank 9 or 10) healing, these need to be healed separately.
 - Most vital organs will need to be healed prior to the resurrection otherwise the body will died again immediately (the notable exception being the eyes).
 - The healer need not know what the patient looked like since the healing of the body is governed by its own characteristics. Hence any changes that had been made to the body (for example facial changes or embedded items) will be gone after the resurrection.
 - A player may take no action with their character's dead body.
 - In rare instances a healer may be able to resurrect a life force into a different body. The resurrected entity has the physical characteristics of the new body and the mental characteristics from the life force. It will take some months for the entity to get used to the new body and this will effect base chances of physical abilities. The GM will advise the specifics..
 - A body that has been animated (e.g. Zombie) may still be resurrected provided it is no longer animated and all the other conditions have been made (for example length of death, condition, etc.). Note that the Healer Preserve Dead will not affect Zombies.
- Regeneration**

Base Chance: 90% + Rank
Time: 1 week (per organ or body part)
A healer can regenerate every portion of an entity's body including vital organs or severed body parts.

A healer must regenerate each vital organ or body part separately. An entity's vital organs are the heart, stomach, viscera (liver, small and large intestines and kidneys), genetalia, brain, and eyes.

A regenerated vital organ will immediately begin to function if enough of the rest of the entity's body is in working order. Otherwise, the vital organ will be dormant until the healer can repair or regenerate the necessary body parts. The regeneration time does not need to be consecutive, but the damaged part will not function until the regeneration is complete.

37.4 Potion Costs

A healer can manufacture certain potions in conjunction with an alchemist. See Alchemist (30) for more details.

Potion	Base Value
Cure Disease	600
Cure Fever	600
(Graft) Skin Salve	650
Neutralise Poison (specify type)	700
Cure Endurance Points	1500
Prolong Life	2500