

HEALERS

KNOWLEDGE SKILLS

Knowledge Name	Build Cost	Knowledge Description	Duration	Prerequisites
Leather Soak	4	As long as the character is wearing 10 points of Armor (before modifications for Armor Efficiency, magical armor, or shields), this Knowledge will always provide a damage soak of 1, to a minimum of 1 damage.	Constant	None
Studded Leather / Chain Soak	5	As long as the character is wearing 20 points of Armor (before modifications for Armor Efficiency, magical armor, or shields), this Knowledge will always provide a damage soak of 2, to a minimum of 1 damage	Constant	Leather Soak
Literacy	2	This skill grants a character the ability to read and write the common language.	Constant	None
Shield	5	This ability allows the user to use any size shield.	Constant	None
Teach	4	This ability will allow a person to teach any skill that they know for any profession for which they satisfy the prerequisites to teach. Advanced skills and lists as well as hidden skills and hidden sub-lists cannot be taught by player characters. A character cannot teach a profession until they have an advanced list in that profession and cannot teach a sub-profession until they know at least 15 build worth of skills from that sub- profession.	Constant	Any 5 th Rank Healer Prayer or Sacrament
Utilize Component	3	This ability allows a character to recognize, harvest, dissect, and use components. The most common components can be used by characters for mana and vigor. Other components may have different effects as described by the component. Characters with this knowledge may also harvest raw components located in-game and grants the knowledge required to dissect components from different creatures. Harvesting and dissecting a component takes 1 minute. For mana and vigor components this will harvest 2 points per minute. A single character may only harvest a maximum of 10 points from a single component node each hour. Components can be traded between players, however all components wither and die at the end of the weekend.	Constant	None
See Spirit	3	This ability allows the character to see spirits and spirit effects. This does not allow a character to perceive spirits with any sense other than sight.	Constant	None
Caster Essence	1	The Healer may purchase 1 healable essence for 1 build every other level. Starting at level 1.	Constant	None
Mana	1, 2	The character may purchase 1 healable Mana at a rate of 1 build per point of Mana. Once a character has reached 40 Mana the cost will increase to 2 build per point of Mana and will increase by 1 build for every 40 Mana thereafter.	Constant	None
Vigor	1, 2	The character may purchase 1 healable Vigor at a rate of 1 build per point of Mana. Once a character has reached 40 Mana the cost will increase to 2 build per point of Mana and will increase by 1 build for every 40 Vigor thereafter.	Constant	None

VIGOR SKILLS

Skill Name	Build Cost	Casting Cost	Skill Description	Duration	Effect	Target	Prerequisites
Perfect Aim	6	4v	This skill will allow the Healer to use any healing, regeneration, or cleansing prayer the Healer knows on a target without throwing a packet. The prayer gains perfect aim. The character still must be able to feasibly throw a packet as far as the target.	Tactical	Tactical	Any	Any Rank 5 Healer Prayer or Sacrament
Block	3	3v	This ability allows a character wielding a weapon or shield to stop any one instance of numerical damage from a physical source that is not delivered from behind.	Instant	Tactical	Self	Any Weapon or Shield
Deflect	4	4v	This defense allows a character wielding a shield to stop any one effect from a physical source that is not delivered from behind	Instant	Tactical	Self	Block

HEALER PRAYERS

Healers cannot cast prayers or sacraments holding any weapon, including bows and arrows. However, the weapon can be sheathed.

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
Verbal	<i>By The Ivory Shield Of The Goddess I ...</i>							
1	Grant Lesser Heal	2	1m	This prayer will heal a living target for 5 essence up to the target's maximum healable essence pool.	Instant	Instant	Any Living	Literacy
1	Detect Life	2	1m	This prayer will tell a caster whether or not a target is living. If the target is a living creature but is dying, it will tell the caster the target's current death count. This prayer will also tell the caster if the target is currently diseased, poisoned, or unconscious for some other reason (like waylay).	Instant	Instant	Any	Literacy
1	Repel You	2	1m	This prayer will push a target 10 feet away from the caster and hold them at that distance. The target may not approach the caster closer than 10 feet, though if the caster approaches the target closer than this the distance is reduced. Once cast, the caster must hold their arm out with an open palm facing the target. If the caster lowers their arm, the effect ends.	5 Minutes	Channeled	Any	Literacy
1	Detect Unlife	2	1m	This prayer will tell a caster whether or not a target is undead.	Instant	Instant	Any	Literacy

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
1	Grant mercy's Strength	2	1m	This prayer will grant the target +1 strength. The effects of the prayer will end if the target delivers 5 weapon strikes with this benefit.	1Minute/5 Weapon Strikes	Instant	Any Living	Literacy
1	Bestow Grace of Alizia	2	1m	This prayer will automatically invoke if the target reaches the end of her non-critical death count. This prayer will add one minute to the non-critical stage of death before the target enters the critical stag	6 Hours	Reactive	Any Living	Literacy
1	Create an Amethyst Flask	2	1m	This prayer will increase the numerical effects of an essence healing potion by 3 times. The potion must be consumed within 1 minute or the effect ends, and the potion is destroyed.	1 Minute	Instant	Numerical Essence Healing Potion	Literacy
1	Purify Food and Drink	2	1m	This prayer will remove all poison or disease effects on food or drinks. This will not remove magical effects or enchantments.	Instant	Instant	Food or Drink	Literacy

Verbal

By The Ivory Shield Of The Goddess I

2	Grant Greater Heal	3	2m	This prayer will heal a living target for 10 essence up to the target's maximum healable essence pool.	Instant	Instant	Any Living	Equal number of Rank 1 Healer Prayers
2	Mend Limb	3	2m	This prayer will mend one broken limb on a target. This has no effect on severed limbs or damage to organs.	Instant	Instant	Limbs	Equal number of Rank 1 Healer Prayers
2	Bestow Healer's Grace	3	2m	This spell will bestow 5 points of temporary essence to the target. These will be the first essence points spent and once spent this effect ends. These points can raise a target above their maximum but cannot be healed. These points may not be spent to fuel effects like rituals.	6 Hours	Instant	Any Living	Equal number of Rank 1 Healer Prayers
2	Grant Peaceful Rest	3	2m	This prayer will cause the target to fall into a light magical sleep. Any damage to the target, touching, or loud noises very close to the target will wake the target up and end this effect. This prayer will have no effect on an unconscious target.	1 Minute	Instant	Any	Equal number of Rank 1 Healer Prayers
2	Cure Disease	3	2m	This prayer will cure any rank 1 or 2 disease on a target	Instant	Instant	Any Living	Equal number of Rank 1 Healer Prayers
2	Calm Your Heart	3	2m	This prayer will make a target unable to take any harmful action against the healer. If the healer takes any harmful action against the target, the effect will end. The caster may only have this prayer active on one target at a time. This is a mind effect.	5 Minutes	Instant	Any	Equal number of Rank 1 Healer Prayers

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
2	Cause You to Lose Your Grip	3	2m	This prayer will cause the target to drop a weapon of the caster's choice as per the disarm skill. This can also cause a target to drop a non-weapon item, but not a shield. Skills that counter disarm will counter this prayer.	Instant	Instant	Any	Equal number of Rank 1 Healer Prayers
2	Bestow Empathic Aid	3	2m	This prayer will remove up to two negative effects from a target, transferring them to the caster instead. The effects transfer to the caster with the same duration and stage of development if applicable. This prayer has no effect on a target who is dying or dead.	Instant	Instant	Any Living	Equal number of Rank 1 Healer Prayers
Verbal				<i>By The Ivory Shield Of The Goddess Evora I</i>				
3	Grant Boon of Healing	4	3m	This prayer will heal a living target for 15 essence up to the target's maximum healable essence pool	Instant	Instant	Any living	Equal number of Rank 2 Healer Prayers
3	Regenerate Limb	4	3m	This prayer will fully regenerate one limb on a target. This will fix broken or damaged limbs and restore severed limbs. This has no effect on organs or heads.	Instant	Instant	Any Living	Equal number of Rank 2 Healer Prayers
3	Grant Vitalia's Sanctuary	4	3m	This prayer will create a sanctuary effect on the caster, protecting them self from all skills and effects. The caster must maintain this prayer by holding their arm out at a 90-degree angle at their elbow. The caster's hand must be raised with an open palm. The arm must remain unsupported. In the sanctuary the caster is slow and may only move at a heel-to-toe rate	30 Minutes	Channeled	Self	Equal number of Rank 2 Healer Prayers
3	Bestow Flowing Health	4	3m	This prayer allows the caster to cast the prayer "Grant Lesser Heal" with the full verbal on the target any number of times at no additional cost. The prayer is maintained by keeping constant physical contact with the target for the entire duration. If physical contact is broken or the target falls unconscious for any reason, this prayer ends.	Instant	Instant	Any Living	Equal number of Rank 2 Healer Prayers
3	Cure Blindness	4	3m	This prayer will restore a blind target's ability to see. This will end any magical effects causing blindness, as well as regenerating physical damage to the eyes. This does not allow a target to see in darkness	Instant	Instant	Any Living	Equal number of Rank 2 Healer Prayers
3	Grant Breath of Alizia	4	3m	This prayer will invoke automatically the next time a target reaches the end of their non-critical death count. This will cause both stages of the target's death count to last for 2 times as long. This includes any bonuses added to any part of a target's death count when this prayer is cast	6 Hours	Reactive	Any Living	Equal number of Rank 2 Healer Prayers
3	Bestow Blessed Endurance	4	3m	This prayer will heal a target for 3 vigor up to the target's maximum healable vigor pool.	Instant	Instant	Any Living	Equal number of Rank 2 Healer Prayers

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
Verbal				<i>By The Ivory Shield Of The Goddess Evora I....</i>				
4	Seal These Wounds	5	4m	This prayer will heal a living target for all essence damage up to the target's maximum healable essence pool.	Instant	Instant	Any Living	Equal number of Rank 3 Healer Prayers
4	Summon Chain Healing	5	4m	This prayer will heal a living target for 10 essence up to the target's maximum healable essence pool. The target may then heal another living target for 9 essence in the same way, and so on reducing the healing caused by 1 per target until the effect is reduced to 0. This prayer cannot effect the same target more than once per casting. After each target is healed, the next target must be healed within 5 seconds or the prayer ends.	1 Minute	Instant	Any Living	Equal number of Rank 3 Healer Prayers
4	Create a Shield Door	5	4m	This prayer will allow the caster wielding a shield to create a wall effect over a doorway or passage opening up to 5 feet wide. No spells, skills, or beings can pass through the opening, nor will spells affect the caster's shield. The caster must maintain this spell by holding her shield in the opening, and does not need to use the normal light effect for walls. Any effect that will break the caster's shield will end this effect, though the caster may use defensive skills to counter these effects.	30 Minutes	Channeled	Doorway	Equal number of Rank 3 Healer Prayers
4	Cleanse mind	5	4m	This prayer will end all mind effects currently affecting a target	Instant	Instant	Any Living	Equal number of Rank 3 Healer Prayers
4	Create a Shield Wall	5	4m	This prayer will create a magical wall up to 10 feet in length and height where the packet lands, perpendicular to the caster. Characters and physical objects or weapons cannot pass through this wall. Spells, prayers, and magical effects can still pass through the wall. To maintain the wall, the caster must aim a flashlight beam on the wall and slowly pivot it to mark the length of the wall.	30 Minutes	Channeled	Wall	Equal number of Rank 3 Healer Prayers
4	Bestow a Defender's Blessing	5	4m	This latent prayer is cast on a target shield. A character wielding the shield in combat may invoke the latent effect once at a time of their choosing when the shield is struck for numerical physical damage in combat. The shield will heal the wielder for the same amount of essence as the damage that just hit the shield up to the wielder's maximum essence pool.	6 Hours	Invoked	Any Living	Equal number of Rank 3 Healer Prayers
4	Grant Alizia's Touch	5	4m	This prayer will pause a target's death count at its current point. The target will remain at this point in her death count but progress no further as long as this prayer lasts. If the prayer ends, the target resumes the death count at the point at which it was paused. To maintain this prayer the caster must stay in constant physical contact with the target	30 Minutes	Channeled	Any Living	Equal number of Rank 3 Healer Prayers

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
Verbal <i>By The Ivory Shield Of The Goddess Evora Lady of Light I...</i>								
5	Regenerate All	6	5m	This prayer will heal a living target for all essence damage up to the target's maximum healable essence pool. It will also regenerate all limbs and organ damage. This prayer will cure all diseases of rank 1 through 4 on the target. This prayer will have no effect on a target without an intact torso and attached head.	Instant	Instant	Any Living	Equal number of Rank 4 Healer Prayers
5	Follow a Healer's Calling	6	5m	This prayer will allow the caster to teleport to within arm's reach of an unconscious target. The caster must put on a white headband and travel to their target as fast as possible out of game, at which point the effect ends. If the caster has not reached their target within one minute, at the end of one minute the caster appears in game wherever they currently are. This prayer is considered to have perfect aim, but cannot be cast on a target farther away than the caster can throw a packet.	1 Minute	Instant	Any Living	Equal number of Rank 4 Healer Prayers
5	Revive You	6	5m	This prayer will heal a living target for all essence damage up to the target's maximum healable essence pool. This will work on a target that has entered the critical stage of their death count. This is a life effect.	Instant	Instant	Any Living	Equal number of Rank 4 Healer Prayers
5	Grant Vitalia's Gift	6	5m	This prayer will create a sanctuary effect on the target, protecting the target from all skills and effects. The target must hold their arm out at a 90-degree angle at their elbow. Their hand must be raised with an open palm. The arm must remain unsupported. If the arm fails to meet these requirements, the prayer ends. In the sanctuary the target is slow and may only move at a heel-to-toe rate.	30 Minutes	Channeled	Any Living	Equal number of Rank 4 Healer Prayers
5	Summon Vitalia's Reach	6	5m	This prayer will allow a caster to reach through any magical barrier to cast a beneficial healing effect. This can include sanctuary, imprisonment, wall, and ward effects, among others. The caster may only extend through the barrier up to their shoulder to cast the healer's effect. They may not have any other interaction on the other side of the barrier. Once the healer's effect is cast, this prayer ends.	1 minute	Instant	Self	Equal number of Rank 4 Healer Prayers
5	Grant You Resurrection	6	5m	This prayer will return the target corpse or spirit to life at full essence and exactly as much mana and vigor as she had when she died. After cast, the target must find a marshal to determine the validity of the resurrection	Instant	Instant	Corpse or Spirit	Equal number of Rank 4 Healer Prayers

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
5	Bestow Vitalia's Bond	6	5m	This prayer will create a sanctuary effect on the caster and a target the caster maintains physical contact with, protecting both from all skills and effects. The caster must maintain this prayer by holding their arm out at a 90-degree angle at their elbow. Their hand must be raised with an open palm. The arm must remain unsupported. In the sanctuary neither the caster nor target may move from the spot, but they can affect each other.	30 Minutes	Channeled	Self and Any Living	Equal number of Rank 4 Healer Prayers

Sacraments

Rank	Sacrament Name	Build Cost	Casting Cost	Sacrament Description	Duration	Effect	Target	Prerequisites
1	Shield of Stone	3	1m, 1v, 1e	This sacrament will enchant a target shield with a latent effect which can be invoked by the shield's wielder any time the shield is struck with a weapon. When invoked, this effect will reactively cause a break effect on the weapon. Once this effect is invoked, this sacrament ends	6 hours	Invoked	Shield	Literacy
1	Tithing Shield	3	1m, 1v, 1e	This sacrament will enchant a target shield to act as a mana bridge to a Healer. Any character that touches the shield may instantly transfer any amount of mana to the Healer holding the shield, up to the Healer's maximum healable mana pool.	6 Hours	Instant	Shield	Literacy
1	Lesser Resurrection	3	1m, 1v, 1e	This sacrament will return the target corpse or spirit to life at full essence and exactly as much mana and vigor as she had when she died. After cast, the target must find a marshal to determine the validity of the resurrection.	Instant	Instant	Corpse or Spirit	Literacy
2	Spell Shield	4	2m, 1v, 1e	This sacrament will enchant a target shield with 3 charges to stop the next three spells that strike the shield. After the charges are spent, the sacrament will end.	6 Hours	Instant	Shield	Equal number of Rank 1 Healer Sacraments
2	Vitalia's Shield	4	2m, 1v, 1e	This sacrament places a latent defense on the target which can be invoked at any time, or invoked to stop any draining effect. This will work on any effect that causes mana, vigor, power, or essence damage on the target and restores or transfers it to another character or target. This will also prevent effects which unwillingly transfer a skill, ability, or active effect from the target to another. Once invoked this protection will last 30 minutes.	6 Hours	Invoked/30 Minutes	Any living	Equal number of Rank 1 Healer Sacraments

Rank	Sacrament Name	Build Cost	Casting Cost	Sacrament Description	Duration	Effect	Target	Prerequisites
2	Generosity of the Faithful	4	2m, 1v, 1e	This sacrament will transfer one Healer prayer from the caster to a target for the duration. This cannot grant a Healer prayer to a target with a conflicting affinity. The target gains the prayer and may cast it using their own mana pool and the appropriate Healer verbal. The caster loses the prayer for the duration	6 Hours	Instant	Any Living	Equal number of Rank 1 Healer Sacraments
3	True resurrection	5	3m, 1v, 1e	This sacrament will return the target corpse or spirit to life at full essence, mana, and vigor. After cast, the target must find a marshal to determine the validity of the resurrection	Instant	Instant	Corpse or Spirit	Equal number of Rank 2 Healer Sacraments
3	Arrionne's Blessing	5	3m, 1v, 1e	This sacrament will grant the target +10 healable essence. This will stack with other effects that increase healable essence.	6 Hours	Instant	Any Living Target	Equal number of Rank 2 Healer Sacraments
3	Mirrored Shield	5	3m, 1v, 1e	This sacrament will enchant a shield with 3 charges to reflect the next three spells that strike the shield onto a new target. The original caster of the spell is still considered the caster. The character wielding the shield must throw a packet at a new target within 5 seconds to represent this redirection. If the reflected spell was weapon cast, the new target must be within 5 feet. The original caster is an eligible target. If the character does not throw a packet within 5 seconds, the spell is still stopped. After the charges are spent, the sacrament will end.	6 Hours	Instant	Shield	Equal number of Rank 2 Healer Sacraments
4	Banner of Regeneration	6	4m, 2v, 2e	This banner will heal 2 essence for all allies every 10 seconds. This will only heal targets up to their maximum healable essence pool.	30 Minutes	Channeled	Banner	Equal number of Rank 3 Healer Sacraments
4	Ethereal Armor	6	4m, 2v, 2e	This sacrament will place a latent defense on the target, which can be invoked at any time or in response to any attack or effect that causes essence damage. Once invoked, this sacrament will cause the target to take minimal to essence type damage.	6 Hours	Invoked/30 Minutes	Any Living	Equal number of Rank 3 Healer Sacraments
4	Ward of the Safe Heart	6	4m, 2v, 2e	This ritual will create a ward that prevents any target in the area from being affected by a killing blow.	6 Hours	Instant	Ward	Equal number of Rank 3 Healer Sacraments

Rank	Sacrament Name	Build Cost	Casting Cost	Sacrament Description	Duration	Effect	Target	Prerequisites
5	Protect Shield	7	5m, 2v, 2e	This sacrament will enchant a shield and protect it from all break and shatter effects. This sacrament will also attune the shield to the caster.	6 Hours	Instant	Shield	Equal number of Rank 4 Healer Sacraments
5	Seal of Peace	7	5m, 2v, 2e	When triggered, this seal will cause the target to become unable to take any offensive or harmful actions for 30 minutes. This is a mind effect, but defenses against mind effects will not stop it. The prayer "Cleanse Mind" will not remove this effect.	6 Hours	Instant	Seal	Equal number of Rank 4 Healer Sacraments
5	Font of Healing	7	5m, 2v, 2e	When this sacrament is cast, the caster must lift both arms and hands straight over their head and cannot move from the spot. A character casting any healing, regenerating, or cleansing type of prayer from one of the Eddar professions may cast that prayer for 1 mana as long as that character is in physical contact with the caster of this sacrament when the prayer is cast. If the caster of this sacrament lowers their arms or hands, the effect ends.	30 Minutes	Channeled	Self	Equal number of Rank 4 Healer Sacraments