

Magehome LARP

AN EXTRACT FROM THE MAGEHOME LARP

PLAYER'S PRIMER

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AN INTRODUCTION TO THE

HEALER

CLASS OUTLINE



HEALER

A *Healer* is quite a unique individual gifted with the ability to heal and comfort individuals who have been struck, cursed drained or attacked in any number of ways.

The gift of healing can manifest itself in many ways. For some it can be gift from the Gods and they will call upon their own beliefs to heal, for others it is a natural gift. Using one of over fifty meditations known as RESTORATIVES, the *Healer* can chant and meditate, and in turn repair the affected persons spirit, mind or body.

Although many of the powers of the healer can appear as magical as SPELLS or miraculous as the power of *Priests* and their ilk, the *Healer* is unable to learn the gifts of these others but they do have their own abilities from which they can summon similar palliatives and more. Unlike the users of MIRACLES, NATURAL MAGIC or SPELLS a *Healer* does not need to be able read to learn or use their naturally channelled gifts.



SKILLS AVAILABLE

SKILL/ABILITY

Alchemical Script

Alchemy - Curative - Shard I

Alchemy - Curative - Shard II

Alchemy - Curative - Shard III

Alchemy - Curative - Shard IV

Alchemy - Curative - Shard V

Ambidexterity

Armour - Light

Armour - Elven Mail

Bind Minor Wound

Bind Major Wound

Body Points - Basic (2)

Body Points - Body Building

Bravery

Component Foraging

Creature Knowledge

Discern Disguise

Discern Disease

Discern Poisoning

Discern Wounds

Etiquette

Evaluate

Forest Lore

Hypnotics

Literacy - Basic

Literacy - Advanced

Lore

Numeracy - Basic

Numeracy - Advanced

Power (49)

Priestly Script

Restoratives - 1 Power

Restoratives - 2 Power

Restoratives - 3 Power

Restoratives - 4 Power

Restoratives - 5 Power

Restoratives - 6 Power

Restoratives - 7 Power

Restoratives - 8 Power

Restoratives - 9 Power

Restoratives - 10 Power

Subdue

Teach

Weapon Skill - 1 handed

Weapon Skill - 2 handed

Weapon Skill - Dagger

Weapon Skill - Pole

Weapon Skill - Thrown