

# The Healer

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*"The greatest gift one can give is the strength of Life."*



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## Playing the Healer

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Healers are members of the Clergy Class who specialize in bringing healing to the sick and injured. They have devoted their lives to passing along Life-giving supernatural powers to those in need. In exchange for their sacrifice of giving up the things of this world, Healers gain an extraordinary ability to perform healing Miracles.

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### Special Miracle Abilities

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#### Clerical Miracles

Because of the Healer's commitment to supernatural healing powers, the Healer Character Class gains the ability to perform Clerical Miracles at half the normal Faith Cost (rounded up as needed). All Miracle abilities are lost for 2d6 days once the Healer uses any weapon (other than the staff) as a weapon or uses any armor for physical protection.

- Clerical Miracles at half Faith Cost

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### Limitations

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#### Armor Restrictions

Healers can never wear any armor for physical protection. They do not believe in physical help – only help that comes from above.

- Never wear armor – robes only

#### Weapon Restrictions

Healers will never use any weapon made for the primary function of causing physical Damage. They will only use staves.

- Never use weapons – staff only

# The Healer

## Creating the Healer

### Attribute Requirement

*Patience: 7*

*Wisdom: 5*

### Life and Faith

**Life:**  $2d4^{(GE)} + (Strength + Endurance + Wisdom)$

**Faith:**  $2d8^{(GE)} + (Patience)$

### Gifts

*HP: Touch*

*Medical*

*Meditation*

*Miracles: Clerical*

*Sacred Studies*

### Class Skills

Choose four (4) Talents and three (3) Crafts at Level 1. You may select Skills from the following list or Weapon Skills from the list below:

*Animal Science*

*Artistry*

*Demonology*

*Edify*

*Empower Crucifix*

*Food Works*

*Herbal Science*

*HP: Hearing*

*Intuition*

*Miracles: High* (limit one per level)

*Play Wind Instrument*

*Political Science*

*Preach*

*Read/Write*

*Read/Write: [additional language]*

*Singing*

*Speak: [additional language]*

### Weapon Skills

You may select a Weapon Skill from the following list in place of selecting a Talent or Craft.

*W.S. Combat Arms* (staff only)

*W.S. Thrown* (staff only)

### Initial Equipment

Staff (1d12 Damage)

Heavy Robe (AP: Chest/Legs; DEF: +3)

Boots (AP: Feet; DEF: N/A)

Pouch of 2d6 Gold, 1d6 Silver

Sleeping blanket, small pack, torch

2d6 Food Rations

2d4 Drafts of Healing

Book of Medical Knowledge (optional)

## Progressing the Healer

### Experience points

The following is a list of Experience points needed to attain each new level.

1.	0
2.	1,150
3.	2,450
4.	4,050
5.	6,100
6.	8,750
7.	12,150
8.	16,450
9.	21,800
10.	28,350
11.	36,250
12.	45,650
13.	56,700
14.	69,550
15.	84,350

### Life and Faith

Add the following to the Healer's *Life* and *Faith* upon reaching each new level:

**Life:**  $+1d4^{(GE)}$

**Faith:**  $+1d8^{(GE)}$