

HEALER

Character: _____ Race: _____

LEVEL 1	
Racial Trait:	
Background Trait:	
Level 1 skill for first profession:	
Level 1 skill for second profession:	
Choose 1 General Skill	
Choose 1 General Skill	
Choose 1 Aspect:	

Cleanse - Cleanses target of negative internal physical or mental effects (like poison or possession). This skill has a five (5) second incant time. Usable up to four (4) times per day.

Speak with Spirit - Allows the healer to break the veil between worlds and speak with the spirits of the dead when in close range. Spirits of deceased characters will not be able to tell specific details of their deaths, but may provide general information about the situation that led to their demise.

Magic: Choose two spell trees, plus Life and Formal spells.

4 spells available per Life

Earth	Air	Fire	Water	Arcane	Shadow	Life	Formal
Snare	Stun	Scorch	Frost Armor	Shield	Bind	Lesser Heal	Silence

LEVEL 2	Event:	Event:	Event:	Event:	Event:	Event:
Level 2 skill for first profession:						
Level 2 skill for second profession:						
Choose 1 General Skill						
Choose 1 General Skill						

Healing Aura - This skill heals up to a total of six (6) limbs for up to six (6) people (1 HP per limb healed). The six (6) HP may be distributed in any way among the players being healed. The healer must perform a 10 second (per person) incantation over each player to heal their wounds. Can be used up to four (4) times per day.

Magic: Choose two spell trees, plus Life and Formal spells.

3 spells available per Life

Earth	Air	Fire	Water	Arcane	Shadow	Life	Formal
Acid Blast	Lightning Blast	Fire Blast	Ice Blast	Force Push	Raise Dead	Greater Heal	Spell Block

LEVEL 3	Event:	Event:	Event:	Event:	Event:	Event:
Level 3 skill for first profession:						
Level 3 skill for second profession:						
Choose 1 General Skill:						
Choose 1 General Skill:						

Divine Favor – This skill allows the healer to resurrect themselves with full health at the site of their death after 30 seconds. Characters do not count this death for the purposes of becoming Gravely Injured. Usable two (2) times per day.

Magic: Choose two spell trees, plus Life and Formal spells.

2 spells available per Life

Earth	Air	Fire	Water	Arcane	Shadow	Life	Formal
Petrify	Wind Wall	Searing Blade	Tidal Wave	Gravity Trap	One With Death	Resurrect	Dispel Magic

LEVEL 4	Event:	Event:	Event:	Event:	Event:	Event:
Level 4 skill for first profession:						
Level 4 skill for second profession:						
Choose 1 General Skill						
Choose 1 General Skill						

Mass Resurrect - The healer is able to raise up to five (5) deceased characters within a 30 foot radius with a 10 second incant. The healer may call the characters by name or move anywhere within the casting radius to touch the characters they would like to raise. Resurrecting a character is very taxing on both the healer and fallen and the healer must give all their concentration to raising the dead. After performing the resurrections, the healer will be extremely tired for a short period of time. While being resurrected, the character must role play being pulled back into their body. All of the characters raised will be at full health. Although resurrected, characters will still not remember anything specific that happened 10 minutes prior to their death. Characters do not count this death for the purposes of becoming Gravely Injured. Area of Effect or Touch. Usable three (3) times per day.

Magic: Choose two spell trees, plus Life and Formal spells.

2 spells available per Life

Earth	Air	Fire	Water	Arcane	Shadow	Life	Formal
Mass Entangle	Whirlwind	Incinerate	Deep Freeze	Nullify Magic	Soul Reaver	Circle of Light	Ritual of Protection