

Emphatic Healers

The Emphatic Healers (Guild)

Background:

They exist to remove the pain and hurt from the world. There is little known about this group. If they can truly be called a group. These men and women travel around the world and find people whose pain they can take away. They seek out those who are truly hurting and who they believe needs relief.

Characteristics:

They use empathy to know the pain of a creature. They do is have their life force exposed for a short while and let the pain felt by others into their spirit, healing the damage they take on. The healer then feels the pain and then their life force dissipates the pain and suffering away slowly. These folks are drawn to pain and suffering and many don't like them because they feel they are gaining something from the relief they give. If they take too much they can die from the damage they take so they must be careful how much they take into themselves. This type of healing really pays off any Karma you may have left to pay off.

Membership Requirements

A desire to heal others. To relieve suffering and pain.
12+ constitution

Path Requirements & Benefits

Path Rank	Requirements	Benefits
1	See Above	Remove Vitality Damage
2	Relieve the suffering of 20, Constitution 15	Remove Stress Damage, +1 purity
3	Relieve the suffering of 100, Constitution 18	Remove Pain, Remove Wound damage, , +2 purity
4	Relieve the suffering of 200, Constitution 20	Remove Condition, +4 purity
5	Relieve the suffering of 1,000, Constitution 22	Empathy's Touch, +12 purity, Empathic Gem

You don't turn your abilities on or off, touching a target does that. As you are in contact with someone you start taking on their various sufferings. If for some reason this kills you, you are dead. If resists are needed while taking on a condition or damage you will need to make them or suffer those effects. If someone is not suffering you can feel

their joys and other good things but you do not take them. This is the joy of the path, to feel good.

Remove vitality Damage: As a full round action you can remove 3 vitality per rank per round. It takes you 3x as long for it to be removed from you.

Remove Stress Damage: As a full round action you can remove 3 vitality per rank per round. It takes you 3x as long for it to be removed from you.

Remove Pain: You can remove a pain condition; you feel that condition as you take it at its full effect. It takes 3 rounds for you to take someone's pain and it takes 3 minutes for it to dissipate it.

Remove Wound damage: As a full round action you can remove 1 vitality per rank per round. It takes you 3 rounds to dissipate from you.

Remove Condition: You can remove any condition; you feel that condition as you take it at its full effect. It takes 5 rounds for you to take someone's pain and it takes 5 minutes for it to dissipate it.

Empathy's Touch: You can with a touch remove damage, a condition or any other type of pain, suffering, disease or poison.

Empathic Gem: When you have completed this path you can seal all of the suffering into a gem and throw it away. You then are out of this path and a normal person again. This gem must have a value of 10,000 gc. It takes 1,320 minutes of being alone with the stone to complete the transfer.