

# The Healers of Mirin

## The Healers of Mirin (Guild)

### Background:

The Mirinites are a group dedicated to healing. They have been around since the first wars. The only records they keep are their membership lists, so not much is known about the order's past. The leader of each aid tent is the person that has been a healer the longest that wants the job. The aid tents move around. It is rare to find a building but there are a few in big cities, these buildings are called hospitals. Services are free. They take donations for services. Marn Tussahl has been its leader and head researcher. His hospital is the country of Amaria in the small village called Armavair.

### Characteristics:

The order is dedicated to only one thing, tending those that are in need of healing. They are an order sworn to little means, although they are always clean and presentable and their aid tents are sanitary.

When you begin your training you are an orderly, your duties, besides learning are to do whatever any nurse, therapist, and doctor wants.

It is common for the healers to have some minor healing potions or other curing aids to stabilize patients. Magic is expensive though so they use magic sparingly.

## Membership Requirements

- Must have a desire to heal.
- Take a Vow to Do No Harm.
- Take a Vow of Poverty.
- Must have at least a 6 in Personality Profile (Morality-Humane).
- They require a 1 year internship.

## Healer Requirements & Benefits

Path Rank	Requirement	Benefits
1	Medicine 2+	Trained in Medicine, Anatomy & Biology, Nurse
2	Medicine 10+	Healing Action Die, Specialized in Medicine
3	Medicine 20+	Regenerate Spell Seed
4	Medicine 30+	Therapist, Healing Action Die
5	Medicine 40+	Doctor, Healing Action Die

**Anatomy & Biology:** You learn the anatomy and biology of humanoids and know the function of the various organs.

**Nurse:** When doing first aid your Critical Success and Failure are 1 better. Further, if you Critical Failure a check you can spend an action die to reroll you check, keeping the 2<sup>nd</sup> roll. You also gain a +2 to your Prowess (Domination) or Influence (Persuade) Skills.

**Healing Action Die:** You gain a special Action Die to aid in any healing check you do make.

Healing School		SC	Ability	Mana	LOC	VPT
<b>Regenerate</b>		28	Wis	20	No	4 / target
<b>Resist</b>	None					
<p>You can regenerate vitality for 18 mana. This regenerates 1 vitality point per round.</p> <p>You can regenerate Wounds for 22 mana. This regenerates 1 Wound point per round.</p> <p>You can regenerate a Limb or Organ for 26 mana. This regenerates a missing part of a body and takes 2 minutes, and if the target is conscious during the spell causes Pain II during the process.</p>						
20	The regeneration rate doubles. If you spend an action die you gain that much healing immediately and the regeneration continues on from there, for regenerating a limb/organ the time is halved.					
2	You lose double the mana.					

**Therapist:** When doing Medicine (Therapy) your Critical Success and Failure are 1 better. Further, if you Critical failure a check you can spend an action die to reroll you check, keeping the 2<sup>nd</sup> roll.

**Doctor:** When doing Medicine (Cure) and Medicine (Repair) your Critical Success and Failure are 1 better. Further, if you Critical failure a check you can spend an action die to reroll you check, keeping the 2<sup>nd</sup> roll.