

Swordcraft Healer Rules

1. HEALERS

- 1.1 A player can have their HP restored via “healing”. This may be equated to magical, herbal, or surgical style healing, or blacksmithing for armour repair.
- 1.2 A healer can perform healing on themselves. You obviously cannot heal yourself when dead.
- 1.3 Any player may elect to be a healer for the duration of a battle game or event.
- 1.4 You cannot claim the morale bonuses for carrying a banner and you cannot be your warband’s musician.
- 1.5 You may be both a Mage and a Healer.
- 1.6 Healers halve their HP from morale and armour.
- 1.7 A healer must carry at least one of the following props:
 - (a) a staff of at least 1.6m long. A healer’s staff must be appropriately immersive (carved and/or decorated). It must be larp-safe if used for combat;
 - (b) a medieval surgeon’s kit (bone saw, needle and gut thread, pliers, blunt scalpel, bandages);
 - (c) a leather/faux leather covered spell/prayer book (at least 15cm wide x 24cm high x5cm thick); or
 - (d) blacksmiths tools (at least a prop “anvil”, hammer and tongs; a portable mock forge is encouraged).
- 1.8 To perform healing, the healer must:
 - (a) use their prop in an appropriate manner;
 - (b) the patient must be laying down, sitting or kneeling during healing; and
 - (c) spend at least 30 seconds acting out the healing.
- 1.9 No items may be held by the healer while healing other than their healing props. Bulky items like shields must be put down.
- 1.10 Healing restores all lost HP to the patient.
- 1.11 If the healer is interrupted during healing they must start the healing process again.
- 1.12 During Battle Games any lost HP, AP and wounds are restored at the end of each Engagement (re-set). During Quest events any injuries and lost HP or AP or wounds will naturally be restored at dawn.