

Modified Healer (From the Minis Handbook)

I never liked the fact that clerics seem to be able to ‘outheal’ a healer. So I modified the Healer class a little.

Changes are as follows:

Spells: The modified healer is a spontaneous divine caster. Spells per day, bonus spells and spell DCs are based on Wisdom. Her list of spells known comprised of her current spell list.

Improved Healing: All *Cure* spells uses d12s instead of d8s. This applies only to *Cure* spells from the Healer’s spell list.

Advance Learning: At levels 3, 6, 11 and 16, the modified healer may select a spell with the Healing Descriptor and permanently add it to her list of spells known. Selected spells cannot have the Evil Descriptor as well.

Unicorn Companion: The modified healer loses the unicorn companion ability.

Level	Special	Spells Per Day									
		0	1	2	3	4	5	6	7	8	9
1	Healing Hands, Improved Healing	5	3								
2	Skill Focus (Heal)	6	4								
3	Cleanse Paralysis, Advance Learning	6	5								
4	Cleanse Disease	6	6	3							
5	Cleanse Fear	6	6	4							
6	Cleanse Poison, Advance Learning	6	6	5	3						
7	Effortless Healing	6	6	6	4						
8		6	6	6	5	3					
9	Cleanse Blindness	6	6	6	6	4					
10	Cleanse Spirit	6	6	6	6	5	3				
11	Advance Learning	6	6	6	6	6	4				
12		6	6	6	6	6	5	3			
13	Cleanse Petrification	6	6	6	6	6	6	4			
14		6	6	6	6	6	6	5	3		
15	New Limb	6	6	6	6	6	6	6	4		
16	Advance Learning	6	6	6	6	6	6	6	5	3	
17		6	6	6	6	6	6	6	6	4	
18		6	6	6	6	6	6	6	6	5	3
19		6	6	6	6	6	6	6	6	6	4
20	New Life	6	6	6	6	6	6	6	6	6	5

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