

Healer (prestige class)

These are people skilled in the healing arts. They gain the mystical abilities to heal akin to Paladins, and various spells which function roughly like Bard spells (they are just learned, they need not be memorized, but there is not limit to how many may be learned). Charisma bonuses apply to additional spells.

Requirements:

5 Skill Ranks in Healing

5 Skill Ranks in Herbalism (Professional Skill)

Class Level	Base Attack Bonus	Fort Save	Ref. Save	Will Save	Special	0 th	1 st	2 nd	3 rd	4 th
1 st	0	+2	+0	+2	Lay on Hands Cha Bonus × level	3	1			
2 nd	+1	+3	+1	+3	Cure Disease Cha Bonus/Week	4	2			
3 rd	+1	+4	+2	+4	Cure Blindness or Deafness	5	2	1		
4 th	+1	+4	+3	+4		6	3	2		
5 th	+2	+5	+3	+4	Remove Paralysis	6	3	2	1	
6 th	+2	+5	+4	+5		6	4	3	2	
7 th	+2	+6	+4	+5	Remove Poison	7	4	3	2	1
8 th	+3	+6	+5	+6		7	5	4	3	2
9 th	+3	+7	+5	+6		7	5	4	3	2
10 th	+3	+7	+6	+7		7	6	5	4	3

Spell Lists

0-level	1 st -level	2 nd level	3 rd -level	4 th -level
Cure Light Wounds	Cure Mod. Wounds	Augury	Blindness/Deafness	Heal
Detect Poison	Deathwatch	Cure Serious Wound	Create Food /Water	Healing Circle
Inflict Minor Wound	Inflict Light Wounds	Delay Poison	Cure Critical Wound	Inflict Crit. Wound
Lessen Poison (+1)	Remove Fear	Gentle Repose	Inflict Ser. Wounds	Mark of Justice
Purify Food & Drink	Sanctuary	Inflict Mod. Wounds	Locate Object	Poison
Resistance	Slow Poison (1 min)	Lesser Restoration	Neutralize Poison	Raise Dead
Sense Life	Wield Skill	Remove Paralysis	Remove Blind/Deaf	Restoration
Virtue			Remove Curse	Spell Resistance
			Remove Disease	

Lessen Poison

Necromancy

Level: 0 Components: V S Casting Time 1 action Save: Will (harmless)

Range: Touch Area: Creature Touched Duration: Instantaneous Spell Resistance: Yes (harmless)

This spell causes the recipient to regain 1 point, either a hit point or ability score, lost from a poison.

Slow Poison

Necromancy

Level: 1 Components: V S M Casting Time 1 action Save: Will (harmless)

Range: Touch Area: Creature Touched Duration: 1 hour/level Spell Resistance: Yes (harmless)

This spell slows the effect of poison. It delays the onset of secondary damage, but not the original damage, by 1 hour.