Healing in D&D

Healing in 3.5 ed D&D takes on various forms and methods. Below is a summary of how to keep your friends alive.

Natural	1 hp per level per day (8 hours rest)	
Healing	2 hp per level per day (full day rest)	
	1 ability point per day	

Healing	* first aid DC 15	bind wounds, prevent character below 0 hp from losing more hp
Skill	* long-term care DC 15	double natural healing
	* treat foot wounds DC 15	removes movement penalty
	* treat poison - poison save DC	can substitute heal roll for character's save roll if higher
	* treat disease - disease save roll	can substitute heal roll for character's save roll if higher

Magic	cure minor wounds	1 hp
	cure light wounds	1d8 +1 / caster level (max +5)
	cure moderate wounds	2d8 +1 / caster level (max +10)
	cure serious wounds	3d8 +1 / caster level (max +15)
	cure critical wounds	4d8 +1 / caster level (max +20)
	cure light wounds (mass)	one creature / cl gets 1d8 +1 / caster level (max +25)
	cure moderate wounds (mass)	one creature / cl gets 2d8 +1 / caster level (max +30)
	cure serious wounds (mass)	one creature / cl gets 3d8 +1 / caster level (max +35)
	cure critical wounds (mass)	one creature / cl gets 4d8 +1 / caster level (max +40)
	Restoration, lesser	cures 1d4 pts temp dmg to one ability score
		removes fatigue or bumps exhaustion down to fatigue
	Restoration	cures all temp ability dmg and all points permanently drained
		removes all fatigue or exhaustion
		dispels negative levels & restores one XP level (with # days <= caster level)
	Restoration, greater	dispels all magic ability dmg
		removes all fatigue, exhaustion, insanity, confusion, or other mental maladies
		dispels all neg. levels, restore to highest lvl attained (w/in #weeks <= caster level)
	Heal	heal up to 10 hp / cl (max 150), all ability dmg, other afflictions
		(blindness, deafness, stunned, diseast, fatigue, etc)
		NOT negatlive levels
	Heal, mass	same but max 250 hp
	Regenerate	cures severed limbs, 4d8 hp + 1 / cl (max +35)
		removes exhaustion, fatigue, non-lethal damage
		removes blindness, deafness, curse, disease, fear, paralysis
	Remove Disease	cures all diseases a subject is suffering from, also parasites
		may need to beat a caster level for certain special diseases
	Remove Paralysis	free creatures from temporary paralysis: one subject: auto success;
		2 subjects: each gets +4 to save against the effect that caused the paralysis;
		3-4 subjects: +2 to save
	Remove Blindness/Deafness	cures blindness or deafness (your choice) from any cause,
		cannot restore missing or damaged ears or eyes
	Remove Curse	removes all curses on an object or creature, but not on cursed shields, weapons,
		or armor (but may allow wearer to get rid of them),
		may need to beat a caster level for special curses
	Remove Fear	grant +4 morale bonus against fear effects for 10 minutes,
		suppresses fear effects for its duration
	Raise from Dead	dead < 1 day / CL, body must be intact, loses 1 level or if 1st level 2 CON pts,
		cannot raise creature killed from death effect or turned undead,
		costs 5000 gp of diamonds
	Resurrection	died < 10 years / CL, any portion of remains, loses 1 level or if 1st level 2 CON pts,
		can resurrect someone killed by a death effect or turned undead,
		costs 10,000 gp of diamonds
	True Resurrection	died < 10 years / CL, no remains needed, loses 1 level or if 1st level 2 CON pts,
		can resurrect someone killed by a death effect or turned undead,
		costs 25,000 gp of diamonds
		can restore elementals and outsiders (unlike RfD and R) but not constructs or undead
	Reincarnation	died < 1 week, any portion of remains, loses 1 level or if 1st level 2 CON pts,
		bring back dead in another body, new form decided at random (table on PHB p270)
		wish or miracle spell can restore a reincarnated character to his or her original form