

Injuries and healing

Injuries

- All injuries are *noted by location*. (Left upper arm, right hand, thorax etc)
- One location can have more than one injury. (Left arm can have 12 + 7 IP) Note them as *two* injuries, *don't add* them.
- All wounds must be *treated* by either first aid or medicine. Only minor wounds (1-10 hits) heal without treatment. (1 IP per day/wound)
- 15 hits or more to one arm or leg hit location (Add injuries on same location) renders that *limb useless*. (15+ IP to elbow, hand, shoulder etc.)
- Add all injuries to determine *physical penalty*. Divided by ten rounded down (used when rolling vs STATS for fumble, stumble, knockback, shock etc).

Healing

Healing of wounds is done separately for each wound.
There are four ways of healing.

- A Naturally without any treatment. (*Max 1 HP/day*)
- B Naturally with treatment (*Max +5HP/day*)
- C Limilates (*Max +8HP/day*)
- D Dyshas, isho energy etc (*Max +8HP/day*)

A Untreated wounds

If wound is left untreated a CONx3 (Minor wounds), CONx2 (serious wounds), CONx1 (Grievous wounds) roll must be made after one day for each wound. If the roll is successful the wound begins to heal naturally with 1 HP per day. If roll isn't successful, re-roll each consecutive day.

All wounds left untreated are at risk of being infected. Roll *infection roll* each day until natural healing begins.

Untreated wounds that have begun healing naturally can be treated with First Aid/Medicine as usual for swifter healing.

B Treatment

Normal treatment requires a *healing roll* (First Aid or Medicine skill) for each wound. Find result below.

INJURY	DESCRIPTION	TREATMENT	PEN.	CF	MF	MS	CS
Bruise	Minor concussion/squeeze	Compress	0/0	1	2	3	EE
Fracture	Hairline/simple Fracture	Splint	-20/0	GI	MI	2	3
Crush	Compound Fracture/Pulped flesh	Surgery	-/-40	B3+MI	GI	MI	1
Minor Cut	Shallow Cut 1-2" long	Clean/Dress	0/0	1	1	2	3
Serious Cut	Cut 2-6" long. Bleeder	Clean/Dress	-20/0	B2*	1	1	2
Grievous Cut	Deep/long Cut. Serious Bleeder	Surgery	-/-20	B4+MI	GI	MI	1
Minor Stab	Puncture 1" deep	Clean/Dress	0/0	1	1	2	3
Serious Stab	Puncture 3" deep. Bleeder	Clean/Dress	-20/0	B2*	MI	1	2
Grievous Stab	Deep Puncture. Serious Bleeder	Surgery	-/-20	B4+MI	GI	MI	1
Minor Burn	Severe Sunburn/Minor 1 st Degree	Compress	0/0	1	2	3	EE
Serious Burn	Deep 2 nd Degree Burn	Clean/Dress	-20/0	1	1	2	2
Grievous Burn	3 rd /4 th Degree. Charred Skin/etc	Clean/Dress	-20/0	MI	1	1	2
Minor Frost	Chilled Flesh/Shivering	Warming	0/0	1	2	3	EE
Serious Frost	Frostbite	Warming	0/0	MI	1	2	3
Grievous Frost	Severe Frostbite/Black Flesh	Amputate	-/-40	-	-	-	-
Minor Bite	Shallow/Ragged Tear/claw	Clean/Dress	0/0	1	1	2	EE
Serious Bite	Deep/Ragged Bleeder	Clean/Dress	-20/0	GI	MI	1	2
Grievous Bite	Flesh Removed. Serious Bleeder	Surgery	-/-30	B4+MI	GI	MI	1
Amp.Infect. etc	Sterilize/Seal Wound with Fire	Cauterisation	-30/0	No*	No	stop	stop
Bleeding	Bloodloss. B1-B3	Bandages	0/0	+1B	-	stop	stop
Serious Bleeder	Bloodloss. B4+	Surgery, Sat, etc	-/-20	+1B	-	-1/2B	stop

Number before slash is *First Aid roll penalty*. Number after slash is *Medicine roll penalty*. Grey areas/injuries can only be treated by someone with *Medicine* skill. The wound will heal at given rate, 1-3 *Healing Points* (HP) or more per day, depending on conditions during the healing period. The GM might call for a new healing roll if there is reason for one. (after a new exhausting combat/extreme exhaustion etc).

Write *Healing Points* (HP) and tick the Infection box with arrows on the character sheet when any of these occur. Any extra HP received from dyshas, limilates or any other source are added to the normal HP and all * are noted in the * box.

MI (*Minor Impairment*) means a large physical scar, discoloration etc. GI (*Grievous Impairment*) means a reduction of physical stat or permanent skill or stat penalty. All wounds with MI or GI heal at 1 HP per day. HP cannot be raised but IP can be healed with limilates and dyshas.

* Risk of infection. Make *Infection roll*.

Infection

If there is risk for infection (untreated wounds, if a wounded but treated character is subjected to filthy and unhygienic conditions, some critical failures in healing rolls) an infection roll is made for each wound vs CONx5 (minor wounds), CONx4 (serious wounds), CONx3 (grievous wounds). If roll is unsuccessful, an Infection Point (arrow next to wound) is received and next day infection roll is reduced by 1 (i.e. CONx5 roll is now x4). Infection Points are accumulated each day per wound. If Infection Points exceed CON the wounded character dies of gangrene.

No healing of wound is done until infection is stopped.

Only way to stop infection is specific disinfecting limilates or healing dyshas.

Healing Modifiers

Travelling, fighting and adventuring aren't good for a person's recovery, while bed rest and the tending hands of laxis are. The following HP modifiers exist.

Rest and laxis/enclap care	+2 HP
Normal rest. Bed rest	+1 HP
Normal activity	+0 HP
Travelling/marching	-1 HP
Extreme physical exhaustion (Jungle travel, combat etc.)	-2 HP

NOTE: Negative HP isn't possible.

Words and terms

Compress	Apply cold compress for 5D6 minutes.
Clean/Dress	Clean and dress wound. Requires water and bandages. Takes 3D6 minutes. Sutures needed for 11+ IP wounds. Needle and thread needed.
Surgery	Includes Clean/Dress. Requires sharp knives, etc. Takes 10D6 minutes. Patient must make a E3 shock roll.
Splint	Setting bones and splinting. Takes 5D6 minutes.
Warming	Gentle warming of injury for 1D3 hours.
Amputate	Must be used to treat Grievous Frost and might be used to prevent spreading disease. Roll for amputation success. New IP and bloodloss will occur.

CF: 1D10+25/B6	MS: 1D10+15/B4
MF: 1D10+20/B5	CS: 1D10+10/B3

All amputations require sutures, Clean/Dress etc.

The wound can be burned (Cauterisation) to stop the bloodloss. Treat the new bloodloss and wound as normal. In all amputation cases the patient must roll an E5 shock roll.

Cauterisation	Sealing or sterilizing a wound with a metallic object and fire or hot tar. It is an additional treatment given after the normal treatment above. A -30/0 First Aid/Medicine roll is made. See table above for result. Patient takes 1D10 hits and must make an E3 shock roll.
Blood reg.	Always HP 2 naturally (before limilates etc). Heals like all other wounds. All bleeding must be tended to though, in order to stop the accumulating bleeding. Serious bleeding requires a Medical skill roll. See normal treatment.

C Healing with the help of limilates is swifter but sometimes more dangerous than the normal healing. A limilate can heal a wound in different ways.

- “Instant” IP recovery on all wounds or sometimes only on one wound.
- Increased HP. Just raise the wounds HP with the points given.
- Clotting. Reduces bloodloss with a certain number of points, or heals bloodloss IP.
- Other special effects such as mending broken/shattered bones (Reducing IP to 10), stopping infection etc.

Most limilates give * to the wound which are noted next to the wound. Three *’s constitute a health and mutation hazard. Roll to determine:

Mutation Roll

Roll 3D6 vs CON (Add 1 for every * above three.)	
< CON	No mutation.
> CON	Minor mutation. Only small quirk, visible abnormality. Healed wrongly, lumpy, discoloured etc.
5>CON	Terrible, maybe fatal mutation. Extra finger, overgrown eye, bloodcancer, gruesome abnormality when wound heals wrongly. Comeliness penalty.

D The healing dysha restores 4 IP instantly and adds 1 HP to the wound. Only one wound is affected per dysha. The dysha can be bundled adding 2 to the IP instantly restored and 1 additional HP. A healing dysha gives one *. A bundled dysha gives one * per bundling. There exists other forms of dysha or isho healing (Shantic artefacts, strange shantic dyshas etc) but these have details regarding healing.