

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.

- Ⓐ Naturally without any treatment. (*Max 1 IP/day. No +HP*)
- Ⓑ Naturally with treatment (*Max +5HP/day*)
- Ⓒ Limilates (*Max +8HP/day*)
- Ⓓ Dyshas, isho energy etc (*Max +8HP/day*)

Ⓐ If wound is left untreated a CONx4 roll must be made after one day. The result depends on the severity of the injury. **Note** only minor injuries can heal without treatment. A non-HR result must be re-rolled each day.

<u>Result</u>	<u>Minor injury</u>	<u>Serious injury</u>	<u>Grievous injury</u>
CS	HR 4	No deterioration	No deterioration
MS	HR 3	No deterioration	Deterioration
MF	No healing	Deterioration	Disease or K2
CF	Deterioration	Disease or K2	K3

B Normal treatment requires a first aid roll or a medicine roll. Find result below.

INJURY	DESCRIPTION	TREATMENT	PEN.	CF	MF	MS	CS
Bruise	Minor concussion/squeeze	Compress	0/0	H4	H5	H6	EE
Fracture	Hairline/simple Fracture	Splint	-20/0	GI	MI	H4	H5
Crush	Compound Fracture/Pulped flesh	Surgery	-/-40	B3+MI	GI	MI	H3
Minor Cut	Shallow Cut 1-2" long	Clean/Dress	0/0	H3	H4	H5	H6
Serious Cut	Cut 2-6" long. Bleeder	Clean/Dress	-20/0	B2	H3	H4	H5
Grievous Cut	Deep/long Cut. Serious Bleeder	Surgery	-/-20	B4+MI	GI	MI	H3
Minor Stab	Puncture 1" deep	Clean/Dress	0/0	H3	H4	H5	H6
Serious Stab	Puncture 3" deep. Bleeder	Clean/Dress	-20/0	B2	MI	H4	H5
Grievous Stab	Deep Puncture. Serious Bleeder	Surgery	-/-20	B4+MI	GI	MI	H3
Minor Burn	Severe Sunburn/Minor 1 st Degree	Compress	0/0	H4	H5	H6	EE
Serious Burn	Deep 2 nd Degree Burn	Clean/Dress	-20/0	H2	H3	H4	H5
Grievous Burn	3 rd /4 th Degree. Charred Skin/etc	Clean/Dress	-20/0	MI	H2	H3	H4
Minor Frost	Chilled Flesh/Shivering	Warming	0/0	H4	H5	H6	EE
Serious Frost	Frostbite	Warming	0/0	MI	H4	H5	H6
Grievous Frost	Severe Frostbite/Black Flesh	Amputate	-/-40	-	-	-	-
Minor Bite	Shallow/Ragged Tear/claw	Clean/Dress	0/0	H3	H4	H5	EE
Serious Bite	Deep/Ragged Bleeder	Clean/Dress	-20/0	GI	MI	H4	H5
Grievous Bite	Flesh Removed. Serious Bleeder	Surgery	-/-30	B4+MI	GI	MI	H3
Amp.Infect. etc	Sterilize/Seal Wound with Fire	Saturization	-30/0	-2 HR	-1	+1	+2
Bleeding	Bloodloss. B1-B3	Bandages	0/0	+1B	-	stop	stop
Serious Bleeder	Bloodloss. B4+	Surgery, Sat, etc	-/-20	+1B	-	-1/2B	stop

Grey areas/injuries can only be treated by someone with *Medicine* skill.
Number before slash is *First Aid penalty*. Number after slash is *Medicine penalty*.

After a wound has been treated a *healing roll* must be made after the first day.
Roll 1D100 vs CONxHR. Check result below. The wound will heal at this rate +/- 1-3 points depending on conditions during the healing period. The GM might call for a new healing roll if there is reason for one. Normally after each new combat/extreme exhaustion.

Healing roll

CF: If this is an open wound (16+burn or cut, stab, bite of 6+) it is infected. Reduce HR by 1. See infections.
MF: No healing for 1D3 days. Re-roll after that period.
MS: Reduce IP with 2 per day.
CS: Reduce IP with 3 per day.

NOTE: Write the Injury Points (IP), Healing Rate (HR), Healing Points(HP) and tick the Infection box 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.

Travelling, fighting and adventuring isn't good for a persons recovery, while bed rest and the tending hands of laxis is. The following HP modifiers exist.

Healing modifiers:

Rest and lysis/enclep care	+2 HP
Normal rest. Bed rest	+1 HP
Normal activity	+0 HP
Travelling/marching	-1 HP
Extreme physical exhaustion (Jungle travel, combat etc.)	-3 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 spread 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. The patient must make an E3 shock roll.
Blood reg.	Always HR 6. Heals like all other wounds. Roll for healing points. All bleeding must be tended to though, in order to stop the accumulating bleeding. Serious bleeding requires a Medical skill roll. See normal treatment.
Infection	An infection roll can be called upon by the sholari if a wounded character is subjected to filthy and unhygienic conditions. The <i>infection roll</i> is 1D100 under CONx every wounds HR. An infection roll is made every day the wound is

infected, until the patient dies or recovers from the infection.
No healing can be done while infected.

CF: Reduce HR for that wound by 2. If the HR drops to 0 the patient dies of gangrene/blood poisoning etc. 40% chance of infection to spread to other parts of the body/wounds.
MF: Reduce HR by 1, with same effects as CF, except the chance of spreading the infection is 20%
MS: Increase HR by 1. If back to "normal" HR the infection is defeated.
CS: Increase HR by 2, as above.

Ⓒ 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.
- Increasing HR. Just raise the wound(s) HR. A *new healing roll* is made.
- 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), etc.

All 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.

Ⓓ 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.