

DAMAGE AND WOUNDS

CATEGORIES OF DAMAGE

All damage in the game system is resolved using a hierarchy of stuns, wounds and critical hits or criticals for short. When you take damage, the effect is determined according to the generic wounds table:

DAMAGE	RESULT
1-10	Stun
11-20	Wound
21-25	Critical
26-30	Incapacitated
31+	Death

STUNS

Stuns are minor scratches and bruises that happen in combat. They are almost never lethal, yet can slowly exhaust the toughest of fighters. Every time you take 1-5 points of damage, you get a stun. When the number of stuns you have, reaches the diecount of your Stamina (a constitution skill), you take all the penalties associated with a wound. Note however that you are not in fact technically wounded.

WOUND

A wound is a more serious injury – a deep cut, a concussion. A wound can hurt or bleed, or maybe the hit to your head has left you slightly disoriented. Whatever the circumstances, you will take a -1D penalty on all actions until healed.

Although wounds in themselves are not lethal, you can only take so many until things will turn nasty. If the number of wounds you have equals the diecount of your Stamina, you are exhausted. You cannot take actions more demanding than careful walk over short distances. You cannot do combat.

If you the number of your wounds exceed the diecount of your Stamina by one, you are incapacitated.

CRITICAL HIT

A critical hit is a severe wound – a broken bone, a cut blood vessel. Criticals always have a specific effect, most often disabling the body part hit. They count as wounds in terms of exhaustion.

Unless healed properly, criticals will always leave a scar.

INCAPACITATED

When you are incapacitated, you are hovering at the deaths doorway. You probably loose consciousness and if not healed quickly, you will most probably die soon.

When you recieve a sinlge blow that incapacitates you, the effect is, as in the case of criticals, specific. The hit may have punctured your lungs or cut a main artery.

When you are incapacitated because you have recieved several wounds or criticals, you will simply loose consciousness and all the normal rules of healing will apply to you.

DEATH

Death is death. In most cases it is nasty. You may get cut in half or your skull may be cracked and brains splashed on your allies and enemies alike.

NATURAL HEALING

Getting hit is something that should generally be avoided. The gaming system gives you several options and they should all be considered. Nevertheless, without danger, there would be no glory, and damage is something that happens to adventurers. How do you heal and recover when you are wounded?

Whenever you take damage, you will have to note down the amount and category of damage taken. If someone lands a crushing blow worth 17 points of damage to your leg, you will have to note down something like this:

Wound (17), left leg, bone fractured (-2D)

The category is important for tracking

exhaustion and determines the timescale of the healing process. The location and effect determine your ability to go on fighting, running away or undertaking other activities. The amount of damage taken determines the chances of recovery. In game terms, you will have to roll a Regeneration (a Constitution skill) check against this DC. The category of the wound determines how often you can roll it:

- For stuns, after a day
- For wounds, after a day
- For critical hits, after a week

If you succeed, a stun or a wound is completely healed. A healed critical hit however, will turn into a wound – it still bothers you, but it loses its special effect. Continuing the example – if a week has passed and you roll a 17 on your Regeneration check, you will only have a wound. Remember - a wound still gives you a -1D penalty on all actions, including your Regeneration checks.

If you fail the check, you can try again after one day. Every time you roll a check, the difficulty is decreased by 1. If, however, you miss the check by more than 10, your condition worsens and the next check is at DC+1. If the new DC would take your wound to the next category, it will. If left uncared, a critical can kill you in a short time.

CARING FOR OTHERS

A skilled healer can help others recover faster by stopping the bleeding, cleaning the wound and other methods. What you can do, depends on the category of the wound.

STUNS

You need to make a Healing (A Wisdom skill) check against the DC of the wound. This gives you the knowledge about the best course of action. If it is a small cut or a twisted joint, you know how to bandage it, provided you have something to bandage with. You may know of the herbs to clean a stab or other remedies. They may however not be available or require some time – a hit to the head will most likely heal well if the wounded lay

still – something that is not always possible.

If you are successful at the Healing check and take the best course of action, the stun will be gone in a day without a Regeneration check.

In most cases, you can take care of your stuns yourself, but the GM may rule that a wound is inaccessible to – like when it is on your back.

WOUND

A successful healing check again reveals the cure, but does not automatically provide the means. It also does not give you an automatic success on the Regeneration roll. Instead, a successful healing check against the wounds DC will lower the DC of the check by 5. If exceptionally potent herbs and materials are used, the bonus can be higher, for exceptionally low-quality stuff, the bonus is smaller.

CRITICALS

In the case of more serious damage, a healer can help in several ways. First, when you manage to tend the wound within rounds, you can, with a Healing check against the wounds DC, reduce the wounds DC by 5. Maybe you stop the bleeding or fix the bone before the broken ends shift position. If the critical includes any short-term effect, like bleeding, these are cured. But even if the DC drops to less than 16, a critical will remain a critical and the long term effect will stay- a broken bone will be broken regardless of any first-aid. It will simply be less dangerous.

You can also tend for the wounded. If the victim undertakes no activities and you are able to look after him for the better part of the day, for a whole week, the DC of the Regeneration check will again be lowered by 5.

As usual, Healing depends on the available materials. If you have a good supply of herbs, bandages, clean sheets and warm food, a bonus of around +3 should be awarded to the Regeneration check (the total bonus being 8). Poor conditions will again lower the bonus.

Some materials are also required for giving first aid, so the healer would be wise to carry an ample supply.

Tending does require a Healing check against the wounds DC, but the physical work can be done by a third person. The key is finding out what to do. Once this is known, a healer can describe the procedures to a caretaker.

INCAPACITATED

Healing someone who is incapacitated works mostly like with criticals. A successful Healing check can give the victim first-aid that negates any short-term effects of the hit, including losing consciousness, and lower the DC of the wound by 5. In most cases, a character who does not get first-aid, will die in a matter of rounds or minutes, so speed is a matter of life and death.

If the first-aid check is successful, the character cannot undertake any action whatsoever. Any time he tries to move or speak, roll a Resistance (A Constitution skill) check against the wounds DC. Failure means that one of the short-term effects, returns. The GM should determine this from roleplay - a character who tries to walk will most likely tear open his bleeding wound.

DEATH

Death is, well, a one way process and under normal circumstances, there is no healing. A necromancer might have a word to say about this subject though.

FRODO AND THE BLACK BLADE

When Frodo was stabbed by the Nazgul on Amun Sul, he was incapacitated. The effect might have read something like this: The victim loses consciousness, slowly drifting into the world of shadow. In 2d6 hours, he will become a wraith.

Aragorn tried to help the hobbit and a successful check revealed to him the nature of the wound and the cure. Unfortunately he did not have the cure with him and he had to use the less potent leaves of Kingfoil. After careful consideration, the GM ruled that although the exact cure is unavailable, the leaves will help Frodo, but only partly. Instead of negating the effects of the wound, the leaves will slow the poison and instead of 2d6 hours, Frodo will have 2d6 days.