

Healing & Wounds

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Wounds threshold

A character can suffer from an amount of wound points up to his STR score. When reaching STR score character fall unconscious and remains unconscious until number of wounds is reduced below STR score.

Healing from wounds can happen i three ways:

- 1) **Medical care:** a successfull Medicine check by a skilled person followed by rest.
- 2) **Treatment or consumption:** using herbs, drugs, plants or other remedy
- 3) **A combination:** Combining both 1 and 2 for faster recovery or temporary painkilling.

Healing from wounds

Light wounds *does not* start to heal before character has undergone a successfull medical care check.

Light wounds can also be removed by some herbs/medicine as well or effects postponed temporarily.

Serious wounds *does not* start to heal before character has undergone a successfull medical care check. So this step is *always* needed.

However various other treatment or consumption of medicine, herbs and and drugs can teporarily postpone penalties suffered from serious wounds or help speed up the recovering process after successfull medical care has been recieved.

If a serious wounds does not recieve medical care within 10 days a chacter must make a luck roll.

If successfull the wounds starts healing as ifit had revieced medical care.

If luck roll is unsuccessful then the wound has gone septic and the character dies.

Mortal wounds *cannot* be treated by any means.

Only a successfull luck roll when getting a mortal wound can change it into a light wound with 1 wound point.

Otherwise characters die from a mortal wound.

Medical care

A Character who has recieved successfull medical care start healing at follwing rate:

Recovering from light wounds: 2 wound points per light wound per day. All light wounds are automatically healed after 1 week.

Recovering from serious wounds: 1 wound point per Serious wound per day

Recovering from Mortal wounds: Cannot be recovered, result in death

Herbs, drugs, medicine and mixtures

Two types exists: **Potions** can be consumed as an action during a round and effect is gained instantly. **Treatments** must be applied after a successfull Medicine check has been carried out and wounds are starting to recover. Treatment takes at min. 10 minutes.

Name	Effect	Risk of side effect	Undesired side effect	Value (USD)
Henbane "bulmeurt" essence (treatment)	Curing. 3 wound points from Light wounds are recovered per day (instead of normally 2)	0%	None.	2 \$
Natural healing ornament/Salve (treatment)	Curing. Double amount of Serious wounds points recovered per day	0%	None.	3 \$
Opium drops (potion)	Painkilling. Neutralises the penalty effect of 1 serious wound OR 2 Light wounds for 1d6 hours	70%	Deadening, dizziness. -3 to Observation and you cannot run for 1d6 hours.	10 \$
Coca leaf concentrate (potion)	Painkilling. Instantly neutralises the penalty effect of 2 Light wounds for 1d6 hours	60%	Contains moderate amount of Cocaine. Invigorating and refreshing. +1 to Strength, +1 to Observation and -2 to Coordination for 1d6 hours	5 \$
Whiskey - Quarter of a bootle (potion)	Painkilling. Instantly neutralises the penalty effect of 1 Light wound for 1d6 hours	50%	Slowing/ anesthetizing. -1 to Observation an -1 to Coordination.	1 \$ per Bottle
Willow Bark extract (potion)	Removes fever.	0%	None.	1 \$
Gunpowder Gauze (wound dressing treatment)	Wound closure. Reduces 2 wound points from selected Serious or Light wound (cannot reduce below 1 wound point from a light wound or 2 wound points from a Serious wound)	30%	Skin infection. The selected light wound develops into a Serious wound or the selected Serious wound adds 2 wound points instead.	4 \$
Alrune root ointment (Treatment)	Wound closure. Reduces 2 wound point from selected Light wound (cannot reduce below 1 wound point from a light wound)	0%	None.	3 \$