### Healing

The world of Bostonia is a dangerous place. While adventuring, characters can expect to be accosted by creatures and brigands, affected by foul spells and imperiled by traps. Any of these things can damage characters. Injured characters might find it difficult to achieve their goals and complete their quests. Access to healing is critical to the success and survival of the PCs.

#### Flurries of Injury

As characters adventure, all the injuries they take in a single scene or a short series of events is called a “flurry” of injury. A flurry can be a single combat, a series of traps or spells, or a running battle that occurs over some period of time. A flurry of injury does not end until the PCs are out of danger long enough to catch their breath and apply some medical treatment to their wounds. When the danger ends, so does the flurry.

Each flurry can be treated with the following methods:

* Medical Skill
* Physician Skill
* Healing Herbs
* Healing Potions
* Magic

Each of these methods can be used ***once*** on each flurry of injury. These treatments represent the best effort of the healers and any damage left over cannot be treated again. This left over damage becomes “persistent” damage and can only be recovered naturally.

###### Shaking Off Damage

At the end of a flurry of injury, characters with exceptional toughness or willpower can ignore some of their minor wounds and thus bounce back more quickly from fights. This capability is represented by their ability to “shake off” damage once a flurry of injury has ended, but before any treatment has begun. A character may shake off damage based on the higher of his toughness or will scores, not both of them. Wound damage may not be shaken off.

###### Shaking Off Damage

|  |  |
| --- | --- |
| **TOU/WIL** | **Damage Ignored** |
| 13-16 | 1d4 |
| 17-20 | 1d6 |
| 21-22 | 1d8 |
| 23-24 | 1d10 |
| 25-26 | 1d12 |

**Example of a Flurry of Injury**: Boggart the Borakki is aiding in the defense of a village. Over the course of an hour, Boggart is involved in a series of short battles with no rest period in between. In one of these battles, Boggart takes 13 points. In another, he takes 8 points. Even though two separate battles took place, the whole scene and all the damage taken is considered one flurry. All 21 points must be healed as a unit. Once the battle ends, Boggart can shake off 1d4 points of damage because of his 18 TOU score. He rolls a 4 and is left with 17 points of damage. Later, when the local doctor uses his medical skill to treat Boggart, he receives 3 hit points. The remaining 14 hit points can be treated by other means, but medical skill will provide no further relief.

**Another Flurry of Injury**: While exploring an ancient ruin, Vorlund is attacked by a goblin. In the fight, he takes 5 points of damage. Vorlund decides to flee and in doing so, runs into a trapped hallway. The trap does 10 points of damage. Vorlund escapes and finds a healer. Since the injuries occurred in a short space of time, with no rest period in between, they are in a single “flurry”. Since Vorlund’s TOU is only 12 and his WIL is only 11, he cannot shake off any of the damage. Later, a healer gives Vorlund 6 hit point back with a healing potion. That flurry can no longer be treated with alchemy. Vorlund can still find an herbal, medical, or magical cure, but alchemy can give Vorlund no more hit points back.

#### Medical Skill

The medical skill represents a character’s ability to provide first aid and treatment to himself and his companions. A character with the medical skill knows how to set bones and dislocated joints, control bleeding and bandage wounds. Characters with the medical skill can use it to produce the following game effects:

###### Heal Damage

Medical skill can be used to heal damage. As indicated above, medical skill can only be used once on a given flurry of injury. A successful medical skill test will return 1d4 hit points to the character. The DLs for the skill tests are in the chart below.

|  |  |  |
| --- | --- | --- |
| **Task** | **Time** | **DL** |
| Heal damage if target has lost 50% or less of his total hit points. | 10-30 min | 10 |
| Heal damage if the target has lost more than 50% of his total hit points. | 10-30 min | 16 |
| Performing medical on self. | --- | +2 |
| Working in filthy conditions. | --- | +2-4 |
| Working without bandages, splints, etc. | --- | +2-4 |

###### Prevent Death

A character reduced to zero hit points or less is dying. He is unconscious and will lose 1 hit point each minute. When he reaches a negative hit point total equal to 25% of his total hit points, he is dead. The loss of hit points can be stopped if a character with medical or physician can treat the dying character. The DL of the skill test is 10 + the absolute value of the character’s hit point total.

**Example of Preventing Death**: Boggart has been hit hard by his foes and lies dying at –3 hit points. Boggart has a maximum 40 hit points, and so he can go to –10 hits before he expires. Losing 1 hit point each minute, he has 7 minutes to live. Luckily, Boggart was traveling with a healer, who immediately begins working to mitigate Boggart’s injuries. Since Boggart is at –3 (the absolute value of which is 3), the healer must make a medical or physician test vs. DL 13 for Boggart to survive.

###### Prevent Infection

Receiving treatment for wounds helps prevent characters from contracting dangerous infections. Generally, no additional rolls are required for this use of the medical skill. If a character is wounded and then treated by a character with medical skill to heal damage, then that character is protected from infections regardless if the attempt to heal was successful or not.

If the GM desires to be more realistic, or if he feels that the characters have a particularly high chance of contracting an infection from their wounds, then he should decide on a DL and have the medic test against that DL.

###### Rouse Unconscious Character

Medical skill can be used to rouse characters that have been knocked unconscious due to failing their unconsciousness checks after taking cumulative damage equal to 50% and 75% of their total hit points. Also, characters that fall unconscious due to wound effects can be roused. The skill test DLs and time to perform the tests are listed below.

|  |  |  |
| --- | --- | --- |
| **Task** | **Time** | **DL** |
| Rouse character that failed 50% TOU check. | 5 min | 8 |
| Rouse character that failed 75% TOU check. | 20 min | 12 |
| Rouse character that fell unconscious due to minor wound. | 5 min | 8 |
| Rouse character that fell unconscious due to serious wound. | 20 min | 12 |
| Rouse character that fell unconscious due to mortal wound. | N/A | --- |

#### Physician Skill

Physician skill is the ability to treat serious injury, diagnose and cure disease, provide long-term treatment and determine a cause of death. Characters with the physician skill are doctors and surgeons. To fully use the physician skill, a character should own a set of surgical tools. These tools consist of various scalpels, knives, clamps and tweezers, as well as a needle and fine thread. A complete kit costs around 500 p. Incomplete kits, or kits of lesser quality can provide a penalty to the skill. Uses of the physician skill are listed below.

###### Diagnose Disease/Poison

Physicians can often determine what disease or poison is causing a character’s symptoms. In cases of well-known diseases or poisons, the diagnosis can be performed by simply seeing the patient. However, more obscure afflictions require tests, bloodletting, research and time to diagnose. Once diagnosed, known afflictions can be cured by applying the proper treatment. If a cure for a specific problem is not known, then the GM may allow an additional skill test for the physician to discover one.

A related use of the physician skill allows the doctor to determine the cause of a character’s death. In obvious cases, the skill is not required. However, when someone dies for no apparent reason, a physician may be able to piece together the cause of death and determine if disease, or poison was the culprit.

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| --- | --- | --- |
| **Task** | **Time** | **DL** |
| Disease/poison is very common and well known. | 0-10 min | 4-6 |
| Disease/poison is common. | 0-6 hours | 8-11 |
| Disease/poison is rare. | 1-10 days | 15-19 |
| Disease/poison is unknown to medicine. | ???? days | 22-26 |
| Disease/poison has no obvious symptoms. | --- | +0-4 |
| No access to research or other physicians. | --- | +0-8 |
| Limited access to research or other physicians. | --- | +0-4 |

###### Heal Damage

Physician skill can be used to heal damage, much like the medical skill. A successful use of the physician skill takes 30 or more minutes and heals 2d4 points of damage. Like other forms of healing, physician can only be used once on a given flurry of injury.

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| --- | --- | --- |
| **Task** | **Time** | **DL** |
| Healing non-wound damage. | 30-120 min | 10 |
| Healing wound damage | 1-6 hours | 16 |
| Performing physician on self. | --- | +4 |
| Working in filthy conditions. | --- | +2-4 |
| Working without complete kit. | --- | +2-4 |

###### Render Unconscious

Because their work involves surgery, physicians learn many ways to render a subject unconscious. Some use alchemical and herbal concoctions to do the job. Others know the location of pressure points on the body. Still others are very good with a rock.

A successful physician roll allows the character to knock out a target without doing damage to them. A failed test means that the target is still conscious and at the GM’s discretion, takes 1d4 points of damage from the physician’s clumsy efforts. The DL of the skill test depends on the situation.

|  |  |
| --- | --- |
| **Task** | **DL** |
| Target is willing. | 6 |
| Target is unwilling, but restrained. | 10 |
| Target is unwilling, but surprised. | 16 |

These techniques do not render themselves to combat situations and cannot be used on a target who is struggling, wearing armor on the head, face and neck (locations 1&2), is non-humanoid, or of a species that the character has never treated.

#### Natural Healing

Damage heals over time. Each day of rest, a character regains a small portion of his hit points. The exact amount is based on whether the damage healed is normal damage, or wound damage. A character that has only non-wound damage heals 1 hit point each day. Wounds heal significantly more slowly.

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| --- | --- |
| **Type of Damage** | **Points Healed/Day** |
| Normal | 1 Hit/Day |
| Minor Wound | 1 Hit/2 Days |
| Serious Wound | 1 Hit/3 Days |
| Mortal Wound | 1 Hit/4 Days |

Though it is unrealistic, the player can determine the order in which his character’s damage heals. Thus a character with some normal damage and a wound can decide whether to heal his normal damage (at the quick rate of 1 hit point/day), or to slowly heal his wound (and thus recovering from the associated penalties faster).

###### Healing Example

Example of Healing In Action: Vorlund is in a fight for his life in which he takes a total of 22 points of damage. Part of those 22 points of damage is a single minor chest wound of 10 points. Regardless of how many times he was hit in order to accrue this damage, since it happened in the same action sequence, it is a single flurry. Thus, all 22 points is treated as a unit for purposes of healing.

Right after the battle, Vorlund is treated by a friendly medic who fails his skill roll. Vorlund gains no hit points, and use of the medical skill is no longer helpful in healing that 22 points of damage. Fearing another battle, Vorlund drinks a healing potion that provides 2d4 hit points. He rolls a 4. He applies that healing to his chest wound. He is now down 18 hit points and his wound is down to 6. Having no further means of healing himself, Vorlund heads back to a nearby town.

Vorlund has no access to an herbal cure, but manages to find a Temple in town. The local priestess heals the wounded adventurer with a spell that does 2d6 points of healing. She rolls a 7, curing the wound and taking Vorlund’s total damage down to 11 points.

Finally, Vorlund finds a physician that owes him a favor. The physician agrees to perform minor surgery on Vorlund to stitch up his remaining wounds. He succeeds and heals 6 more points. Vorlund has 5 points remaining on that flurry of damage. However, he has used almost all of his healing options. Unless he can get in touch with an herbalist, he will have to rest for 5 days to regain the last of his hit points.