

Healing/Repair		
First Aid	Damage Healed	Timeframe
Medicine: Paramedic	1 wound, 1d10 [5] damage +1d6 per superior success	10 minutes + 10 per wound
Long-Term Healing	Damage Healing Rate	Wound Healing
Morph without biomods	1d10 [5] per day	1 per week
Morph with biomods	1d10 [5] per 12 hours	1 per 3 days
Medichines/nanobandages/fixers	1d10 [5] per hour	1 per day
Meds	1d10 [5] per hour	—
Healing Vat/Nanofabber	2d10 [11] per hour	1 per 2 hours
Poor Conditions	x2	x2
Harsh conditions	x3	x3
Physical Repair	Timeframe	
Hardware: Robotics, etc.	1 hour per 5 damage + 8 hours per wound	