




















INEDIA PAIN SYSTEM

STATUS	DEBUFFS	RECOVERY	NUANCES
<p>Arm pain (10-30%) (30-50%) (50-100%)</p> <div></div>	<ul style="list-style-type: none">- Weapon sway when aiming depending on pain level;- Decreased melee damage depending on the pain level (20%-60%);- The higher the pain level, the higher the chance that the character will drop their weapon when taking damage to the arms;- After a certain amount of time aiming, the character's arms drop (the higher the pain level and the heavier the weapon, the shorter the time);- Combo attacks cannot be used, and starting from 30% pain, the ability to stun infected with a heavy attack or buttstock is lost;- If the pain level exceeds 50%, the character will not be able to perform a silent kill on the infected (backstab) or jump over obstacles higher than 1.5 m;- Shock damage from hand strikes depending on the pain level;- Shock damage depending on the pain level while performing various animated actions (crafting, reloading, chopping wood, etc.);- Starting from 30% pain level, the character will receive shock damage when moving if they are holding an item weighing more than 10 kg (the shock damage depends on the weight of the item);- Starting from 30% pain level, the character will receive shock damage when climbing a ladder;- Movement speed slightly decreases at high pain levels;	<p>- Pain can only be healed by time (-0.1% per second);</p> <p>- Painkillers temporarily relieve pain symptoms only while they are active, but the pain itself can only be healed by time and nothing else:</p> <div><div><p>Morphine: Pain reduction: -100%; Duration: 60 seconds;</p></div><div><p>Tramadol: Pain reduction: -50%; Duration: 180 seconds;</p></div><div><p>Painkillers: Pain reduction: -30%; Duration: 300 seconds;</p></div><div><p>Epinephrine: Pain reduction: -30%; Duration: 60 seconds;</p></div></div>	<ul style="list-style-type: none">- Weapon sway of any intensity disappears when the character aims while lying down;- The character's arms won't drop when aiming while lying down;- If arm pain prevents the character from aiming and causes their hands to drop, the ability to fire from the hip still remains. However, holding a weapon at the hip will deal shock damage, which can cause the character to lose consciousness;- When striking with bare hands (without gloves or weapons), the pain level in the arms increases;- You can stop health loss when the pain icon is flashing by taking any painkiller;

	<ul style="list-style-type: none">- If the character takes damage while aiming and their pain level exceeds 90%, their arms will automatically drop;- When the pain level exceeds 90%, the pain icon will start flashing, and the character will begin to slowly lose health (does not work when the character is unconscious, as it is pain shock);	<div></div> <div>Vodka (liquid): Pain reduction: -30%; Duration: 120 seconds per liter;</div>	
<div>Leg pain (10-30%) (30-50%) (50-100%)</div> <div></div>	<ul style="list-style-type: none">- Significant reduction in movement speed depending on the pain level;- Starting from 50% pain level, the character loses the ability to jump over obstacles;- Starting at 30% pain level, the character begins to take shock damage while moving, which depends on the level of pain and the character's carried weight;- When the pain level exceeds 90%, the pain icon will start flashing, and the character will begin to slowly lose health (does not work when the character is unconscious, as it is pain shock);	<div>- To prevent vomiting from head pain, you can use:</div> <div></div> <div>Metoclopramide: Prevents vomiting; Duration: 300 seconds;</div>	<ul style="list-style-type: none">- You can stop health loss when the pain icon is flashing by taking any painkiller;
<div>Head pain (10-30%) (30-50%) (50-100%)</div> <div></div>	<ul style="list-style-type: none">- Chance to hear auditory hallucinations (sounds of infected aggression, gunshots, sounds of falling bullets). The chance depends on the pain level (0.1-0.3% per second);- Starting from 30% pain level, there is a small chance that the character will vomit. The chance depends on the pain level (0.1-0.2% per second);- If the pain level exceeds 90% after receiving head damage, the character will lose consciousness regardless of their current shock level;- At high pain levels, movement speed is slightly reduced;- When the pain level exceeds 90%, the pain icon will start flashing, and the character will begin to slowly lose health (does not work when the character is unconscious, as it is pain shock);		<ul style="list-style-type: none">- The head cannot receive pain damage if the character blocks attacks; in this case, all damage is redirected to the arms;- The debuff causing vomiting will not trigger if the character is in a resting pose or a sleeping pose;- When the character takes damage to the head, if the pain damage exceeds 5%, the character becomes stunned. Surrounding sounds are muffled, tinnitus sound appears, vision becomes blurry for 10 seconds, and movement speed is fixed at the lowest level for 20 seconds. The better the helmet worn by the character, the shorter the duration of the blurred vision and slow movement. If the helmet has very high resistance to vanilla shock, the stun will not occur at all. The

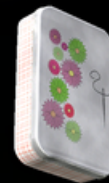
			<p>stun cannot be activated more than once per minute;</p> <p>- You can stop health loss when the pain icon is flashing by taking any painkiller;</p>
<p>Torso pain (10-30%) (30-50%) (50-100%)</p> 	<ul style="list-style-type: none">- When pain is active, there is a chance each second that the character's stamina will be completely depleted, depending on the pain level (5-15% per second);- If the pain level exceeds 90% after receiving damage to the torso, the character will automatically crouch;- At high pain levels, movement speed is slightly reduced;- When the pain level exceeds 90%, the pain icon will start flashing, and the character will begin to slowly lose health (does not work when the character is unconscious, as it is pain shock);		<p>- You can stop health loss when the pain icon is flashing by taking any painkiller;</p>
<p>Fractures</p> 	<ul style="list-style-type: none">- Fractures have only a few own debuffs, with their main effect being the fixation of the minimum pain level at 80% (50% with a splint), as well as a 3-fold increase in pain debuffs due to impulsive pain and a slight increase in the impact of pain on movement speed. Thus, the real problems for the character are not so much the fractures themselves, but the pain they cause, along with all the associated pain debuffs;- The default duration of a fracture without treatment: 30 minutes;- Specific debuffs of fractures, working independently of the pain level:<ul style="list-style-type: none">- When a hand is fractured, the character will be unable to perform a silent kill on an infected (backstab);- When a hand is fractured, the character will be unable to jump over obstacles higher than 1.5 meters;- When a leg is fractured, all vanilla debuffs are retained (inability to jump over obstacles and limited movement speed);	<ul style="list-style-type: none">- Splints accelerate bone regeneration and reduce the multiplier of pain debuff intensity depending on the type of splint. Additionally, any splint, regardless of its characteristics, lowers the minimum pain level fixed by the fracture from 80% to 50% and reduces the impact on movement speed: <div><p>Splint Kit: Can be applied to any limb; Regeneration bonus: x3; Shock reduction: x3;</p></div> <div><p>Splint: Can only be applied to the arm or leg; Regeneration bonus: x1.5; Shock reduction: x1.5;</p></div> <ul style="list-style-type: none">- Medications that accelerate bone regeneration:	<ul style="list-style-type: none">- The chance of a fracture is calculated when the character takes any damage, but it depends on the pain level in the limb and only occurs if it exceeds 30%. At low pain levels, the chance is quite insignificant, but it increases exponentially with the pain level, from 0.5% at 30% pain level to 32% at 100% pain level;- The debuff from a skull fracture, which causes periodic loss of consciousness with blurred vision, will not work if the character is in resting poses or in a sleeping pose, or if the skull fracture is stabilized;

	<p>- When there is a skull fracture, there is a 0.2% chance per second that the character will lose consciousness, regardless of shock and pain levels (before losing consciousness, vision will blur for 7 seconds and the character will hear tinnitus);</p>	<div>  <div> Calcium Hydroxyapatite caps: Regeneration bonus: 2x; Duration: 300 seconds; </div> </div> <p>When applying a splint, the fracture icon will change:</p> <div>  </div> <p>The trend arrows in the top left corner will indicate the limb's regeneration speed depending on the stabilizing item and active regeneration multipliers:</p> <div>  <div> 1 arrow: multiplier up to 2 inclusive; 2 arrows: multiplier up to 4 inclusive; 3 arrows: multiplier greater than 4; </div> </div> <p>To replace the stabilizing item, you must look down with empty hands, which will trigger the "Remove stabilization" action.</p>	
<p>Deep wounds</p> 	<ul style="list-style-type: none"> - Deep wounds do not have their own debuffs, their main effect is setting a minimum pain level to 80% for an open wound and 50% for a bandaged wound. Therefore, the problem for the character is not the deep wounds themselves, but the pain they cause along with all the pain-related debuffs; - While the deep wound is not bandaged, it causes bleeding, which depends on the amount of pain damage received and decreases over time; - The default duration of a deep wound without treatment: 30 minutes; 	<ul style="list-style-type: none"> - Equipment items that provide 100% protection against blood damage (such as body armor and helmets) prevent deep wounds on the limbs where they are worn. Some items provide less than 100% protection against blood damage, and in this case, they do not prevent deep wounds but only linearly reduce the chance of receiving them: the higher the protection, the lower the chance. When taking ranged damage (for example, from firearms), the chance of receiving a deep wound is reduced only by armor that provides more than 50% protection against blood damage, in other cases, the chance of receiving a deep wound is considered to be 100%; 	<ul style="list-style-type: none"> - The operation must be performed with a sterilized item, otherwise the character will have a 100% chance of getting a blood infection; - The chance of a successful operation increases if the character is operated on by another character; - The character can perform surgery on another character without anesthesia, but in this case, the operated character will lose three times more blood; - Attempting to perform surgery on an unconscious character will revive the operated character; - When attempting to suture a wound, its bleeding increases by 10%;

- A deep wound can be stitched, leaving only pain that will subside over time;
- To start the stitching procedure, any level of painkiller is required;
- The chance of closing the wound, as well as blood loss during the procedure, depends on the item used:



Surgical Kit:
Chance of closing: 90%;
Blood loss: 50 ml;



Sewing Kit:
Chance of closing: 30%;
Blood loss: 150 ml;

- If stitching the wound is not possible, bandages and rags will stop the bleeding of any deep wound completely, but only for a certain period, after which they will begin to allow half of the bleeding. Some bandages also have a regeneration bonus for deep wounds, accelerating their healing when bandaged, so in some situations, it might make sense not to stitch, but simply wait for the wound to heal:**



Hemostatic dressing:
Effective duration: 3600 seconds
(actually, until any deep wound
heals);
Regeneration bonus: x3;



Bandage dressing:
Effective duration: 600 seconds;
Regeneration bonus: x1.5;

- When performing the procedure with tools that have a low chance of success, it is recommended to take "Tranexam" tablets, which reduce both the blood loss during and after the procedure;
- If a limb with a deep wound takes damage, there is a 20% chance that the duration of the deep wound will be increased by 5 minutes, but not beyond the maximum duration. If the wound was bandaged, the effectiveness of the bandage will be lost, and it will start to allow blood to seep through;
- The combination of "Hemostatic dressing" + "Tranexam" will increase the regeneration bonus for deep wounds to x6, causing the wound to heal within 5 minutes, which is the duration of one "Tranexam" tablet;
- The combination of "Bandage dressing" + "Tranexam" will give a regeneration bonus of x3, causing the wound to heal within 10 minutes, which equals the duration of two "Tranexam" tablets and one "Bandage dressing";
- Deep wounds cannot be inflicted on bots and NPCs, as they do not know how to treat them;



Rags:
Effective duration: 300 seconds;
No regeneration bonus;

Once the bandage is applied, the deep wound icon will change, and the bleeding will stop:



The trend arrows in the top left corner will indicate the limb's regeneration speed depending on the stabilizing item and active regeneration multipliers:



1 arrow: multiplier up to 2 inclusive;
2 arrows: multiplier up to 4 inclusive;
3 arrows: multiplier greater than 4;




After the effective duration of the bandage expires, the deep wound icon will change, the player will hear the sound of reopened bleeding, and the bleeding will resume, but only at 50% intensity:





To stop the bleeding, you need to remove the old bandage and apply a new one. To remove the old bandage, look down with empty hands.

Similarly, to replace a worse bandage with a better one, the old bandage must be removed.

Medications affecting deep wounds:

		Tranexam: Wound regen bonus: x2; Blood loss reduction: x2; Duration: 300 seconds;	
<div><div>Bullet wounds</div><div></div></div>	<ul style="list-style-type: none">- Bullet wounds have only a few unique debuffs and set the minimum pain level in the affected limb to 50%. In addition to the bullet itself, pain is also influenced by the deep wound, which is always present with a bullet wound. Like fractures, a bullet in a limb increases pain debuffs 3 times due to pulsating pain and slightly increases the impact of pain on movement speed;- After receiving a bullet wound, the first stage of the bullet being in the body lasts 2 hours, after which the wound inflames, fixing the pain at 80%, and the character starts to receive heavy metal poisoning agents, which will eventually kill the character if the bullet is not extracted;- A bullet wound has an unlimited duration, meaning the bullet will need to be extracted sooner or later;- Debuffs caused by the presence of a bullet in the limb regardless of the pain level:<ul style="list-style-type: none">- With a bullet in the hand, the character cannot perform a stealth kill (backstab);- With a bullet in the hand, the character cannot jump over obstacles higher than 1.5 meters;- With a bullet in the leg, the character cannot jump over obstacles higher than 1 meter;	<ul style="list-style-type: none">- A bullet wound to any limb cannot occur without a deep wound to that limb. Therefore, by protecting the limb from sustaining a deep wound, we also protect the character from receiving a bullet wound to that limb. For more detailed information on how to protect against deep wounds, refer to the "Recovery" column for the "Deep wounds" status;- If you have already received a bullet wound, the only option left is to extract it, either with special medical tools or improvised means;- To start the bullet extraction procedure, a good or better painkiller ("Tramadol", "Morphine") is required.- The chance of extraction and the blood loss resulting from the procedure depend on the item used for extraction: <div><div></div><div>Surgical Kit: Chance of bullet extraction: 70% Blood loss: 100 ml;</div></div> <div><div></div><div>Any knife or small piercing-cutting weapon: Chance of bullet extraction: 20%; Blood loss: 300 ml;</div></div>	<ul style="list-style-type: none">- The operation must be performed with a sterilized item, otherwise the character will have a 100% chance of getting a blood infection;- The chance of a successful operation increases if the character is operated on by another character;- The character can perform surgery on another character without anesthesia, but in this case, the operated character will lose three times more blood;- Attempting to perform surgery on an unconscious character will revive the operated character;- When performing the procedure with tools that have a low chance of success, it is recommended to take "Tranexam" tablets, which reduce both blood loss during and after the procedure;- When attempting to remove a bullet from a limb, if there is no deep wound (for example, it has healed), the wound will reopen with all its negative consequences, such as pain and bleeding;- Each attempt to remove a bullet will increase the bleeding of the deep wound by 20%;- If the bullet hits the body, the higher its energy at the moment of impact, the greater the chance that it will pass through, while the size of the wound left also depends on the bullet's energy. For example, a 0.22 LR bullet will almost certainly stay in the body, leaving only a mildly bleeding deep wound, while a rifle

			<p>round is more likely to pass through, but will leave a deep wound with heavy bleeding;</p> <ul style="list-style-type: none">- A character cannot receive more than 3 bullets in a single limb due to the specifics of the technical implementation;- Bullet wounds cannot be inflicted on bots and NPCs, as they do not know how to treat them;
<div>Internal bleeding</div> <div></div>	<ul style="list-style-type: none">- With internal bleeding, the character will constantly lose 2 ml of blood per second;- Internal bleeding sets a minimum pain level in the torso at 30% and slightly increases the effect of torso pain on movement speed;- The duration of internal bleeding is unlimited and can only be treated surgically;	<ul style="list-style-type: none">- Internal bleeding cannot occur without a deep wound to the torso. Therefore, by protecting the torso from sustaining a deep wound, we protect the character from internal bleeding (in fact, a bulletproof vest with 100% blood damage protection is sufficient). For more detailed information on how to protect against deep wounds, refer to the "Recovery" column for the "Deep wounds" status;- If the status is already acquired, internal bleeding can only be stopped surgically using special tools;- To start the procedure, the best painkiller ("Morphine") is required;- The procedure for stopping internal bleeding has a low success rate and involves significant blood loss, so you will need either great luck or a lot of blood bags: <div><div><div>Surgical Kit:</div><div>Chance to stop bleeding: 30%;</div><div>Blood loss: 500 ml;</div></div></div> <p>To delay death from internal bleeding, the following medications can be used:</p>	<ul style="list-style-type: none">- The operation must be performed with a sterilized item, otherwise the character will have a 100% chance of getting a blood infection;- The chance of a successful operation increases if the character is operated on by another character;- The character can perform surgery on another character without anesthesia, but in this case, the operated character will lose three times more blood;- Attempting to perform surgery on an unconscious character will revive the operated character;- Since this procedure results in significant blood loss, it is recommended to take "Tranexam" tablets, which help reduce blood loss during the operation;- Internal bleeding can only be caused by damage from characters, meaning it cannot be caused by animals or infected;- Internal bleeding cannot be inflicted on bots and NPCs, as they do not know how to treat it;

