Anatomy of TURBO Injury

There are 4 levels of wounds in the game:

1. **Light wounds:** Superficial cuts and bruises. ‘Tis but a flesh wound!
2. **Incisive wounds:** Shallow cuts, contusions, maybe a missing tooth here or there.
3. **Massive wounds:** Deep cuts, fractured bones and dangling skin. Messy…
4. **Brutal wounds:** Broken bones, torn muscles, maimed limbs and blood everywhere!

Usually a character will be able to withstand 4 level 1 wounds, 3 level 2 wounds, 2 level 3 wounds and 1 level 4 wounds before going down. Rarely you'll see exceptionally fragile or tough characters be able to take less or more damage. With monsters, of course, all bets are off.

**Note:** We call the ability to take 1 level X wound “1 level X wound slot”.

### Taking Normal (Lethal) Damage:

When a character takes some damage, he receives a wound. To determine the level of the wound, divide the amount of damage received with the character's Constitution and round up (a result of zero means no wound is received). If he has no remaining slots of the appropriate level, keep increasing the level of the wound until you can place it in a free slot. However, if the level of the wound exceeds 4 this way (or if it exceeds 4 initially) the character is incapacitated and starts dying.

When you mark a wound, also write down its location on the character's body.

Sometimes, characters may receive wounds directly, without explicitly stating how much damage is received.

### Taking Concussive (Nonlethal) Damage:

Occasionally, a character may take "concussive" (or nonlethal) damage, and in that case, he will take a concussion instead of the wound. Concussions also have a level, determined by dividing the amount of concussive damage received by the character's Constitution score, rounded down (notice that this is different from lethal damage where the result is rounded up!). Concussions follow the same level advancement rule as wounds, except that receiving a level 5 (or higher) Concussion merely makes the character incapacitated without endangering his life (at least directly).

Concussions don't have a location - they only increase the danger of being knocked out in combat, but they quickly disappear afterwards.

Concussions may also sometimes be received directly, same as with wounds.

## Consequences of Wounds:

Inflicted wounds reduce the character's Focus.

No level 4 wound slots remaining -> Lose 4 Focus

No level 3 wound slots remaining or has at least one level 4 wound -> Lose 3 Focus

No level 2 wound slots remaining or has at least one level 3+ wound -> Lose 2 Focus

No level 1 wound slots remaining or has at least one level 2+ wound -> Lose 1 Focus

Otherwise -> No Focus loss

Players may choose to deliberately “penalize themselves” further by roleplaying their wounds and creating trouble and complications that way. If they do, they’ll receive a Vestige of Torment as a reward, which they can later use to further perpetuate the cycle of violence (see the chapter on Vestiges for more info).

### Incapacitated Characters:

<STUB>

### Dying Characters:

<STUB>

## Healing:

Healing happens in cycles as the characters' healing tracks repeatedly advance and get reset.

Each time a character has a Long Rest, he rolls a Fortitude test if he has any wounds or concussions (the DC for purposes of gaining a test is the level of the worst wound he has, or 1 if he has only concussions. The GM may adjust it according to situation). Effort can't be used for this test. Then advance his healing track by 2 plus 1 additional point per success scored in the Fortitude test.

A healing cycle ends when the healing track reaches 12 points. At that point reset it to zero, although any points over 12 may be carried over.

Immediately after completing a healing cycle, do the following:

* Add a mark to each sustained wound and concussion.
* Reduce the level of each wound where the number of marks now exceeds the level of the wound (and erase all of its marks). A wound is erased when it’s reduced below level 1.
* A concussion which reaches 2 marks is immediately erased regardless of its severity.

### Speeding up the Cycle:

If a character is receiving active medical care, his doctor/healer may roll Science::Medicine once per day and advance the patient’s healing track by 1 for each success. The DC is determined the same as for passive healing.