

HEALING

Each of the body's seven hit locations may be wounded to one of four levels: scratch, slight, serious, or critical (as explained under 'Wound Severity,'). In general, as wounded body parts heal, their wound level decreases through those levels in reverse order until they are no longer wounded - critical heals to serious, serious heals to slight, and slight heals to unwounded (healed). (Note that scratch wounds are a special case covered below.)

When a wound level decreases from critical to serious, the damage points are reduced to the midpoint of the serious level. When a wound level decreases from serious to slight, the damage points are reduced to the midpoint between slight and zero (which is, technically the high mark for the scratch wound level - but the scratch wound level is ignored once a wound reaches slight, so this status is still considered slightly wounded). When a wound level decreases from slight, it reduces to unwounded.

For example, a character's arm has a hit capacity of 28 points and has taken 32 points of damage. It is seriously wounded. When it heals to slightly wounded, the damage points are reduced to 14, which is halfway between the top end of the limb's slightly wounded status and 0.

Note that penalties caused by a wound level (such as Initiative reductions) remain in effect until that wound level is reduced to the next level (at which point penalties for the next level remain in effect).

First Aid: It is best to treat wounds as soon as possible after they are incurred. In order for first aid to be effective, then, it must be applied within 36 turns (three minutes) of the time the wound was received. Effective first aid will reduce a critical wound to serious one, or reduce the healing time of a serious wound by two days. First aid has no effect on slight or scratch wounds except to prevent infection.

First aid is a Difficult task versus Medical (Trauma Aid), assuming a doctor's medical kit is on hand. If such a kit is not available, the task becomes Formidable. Use of a personal medical kit allows a character with neither Medical skill nor a doctor's medical kit to avoid the unskilled penalty when attempting a first aid task (thus it is a Formidable roll against the character's EDU attribute). The personal kit is used up after one attempt, regardless of the success or failure of the task. The first aid task may only be attempted once per body part injury. Conscious characters can attempt first aid on themselves.

Stabilizing Critical Wounds: Critical wounds must be stabilized within 10 minutes or the injured character dies. (Remember, though, that death is automatic with a critical wound to the head.) Stabilizing a critical wound is a Difficult task versus Medical (Trauma Aid), but certain types of equipment add points to the effective skill level of the character performing the treatment. Blood plasma, strong sedatives, or a medical kit of some sort each add +1 to the skill level, and these things can be used in conjunction with one another for a collective bonus. In a hospital or clinic setting, whole blood may be used instead of blood plasma for a bonus of +2 instead of +1.

Basic Healing Rate: A character without medical attention may heal from a slight wound level to unwounded in three days. To go from serious to slight takes four days, and from critical to serious takes one week. Note that healing of various body parts goes on simultaneously.

For example, on Monday, Pavel is shot up pretty badly in an ambush and receives a slight wound to his head, a serious wound to his chest, and a critical wound to each leg. Wood, the medic, stabilizes his critical wounds, and Pavel is taken to a friendly farmhouse nearby to recover. Three days later on Thursday, his head wound has healed. By Friday, his chest wound has reduced to slight. On the next Monday, both critical wounds reduce to serious, and his slight chest wound reduces to unwounded (it has been three days since Friday). Four days later, on Friday, both legs reduce to slight, but Pavel gets out of bed and is involved in an altercation with a recalcitrant mule, taking another slight wound to the head (accidents will happen). By the next Monday, all three slight wounds have healed completely. Despite recent setbacks, Pavel is ready to go out and look for more trouble.

Recovery From Scratch Wounds: Scratch wounds require 24 hours to heal to an unwounded state. If a scratch wound is taken to a body part, and then further wounds to that body part during the day push that body part's wound level to slight, the rates and rules for healing from a slight wound are used. Slight wounds do not heal to a scratched state; they heal to unwounded without passing through the scratch wound level status.

Medical care

Medical care and supervision will increase an injured character's basic healing rate. If a character is under successful medical care while healing, two days

are trimmed from each stage of healing. In other words, critical wounds heal in five days, serious wounds in two days, and light wounds in one day. (In the example above, had Wood stayed around to nurse him back to health. Pavel would have healed completely in eight days, rather than two weeks.)

Successful medical care requires two things. First, the caregiver must spend half an hour per wound level, per body area damaged, per day, tending to the wounds. (For instance, when Pavel was first injured, he would require four and a half hours of care per day. When he reached only three slight wounds, only an hour and a half of care was required per day.) Second, once per day the caregiver must pass an Average check of his or her Medical asset. If no medical equipment is available (a doctors kit is minimum), then the task check becomes Difficult.

Failure means that one of the two days' worth of time to be saved was lost. In other words, if the task is failed one day during the treatment period, only one day is saved from the normal healing time. If the task is failed twice, no days are saved. Note that failing the task a third time (or more) does not add time to the basic healing rate unless a Catastrophic Failure is rolled on this third check (or beyond).

Surgery: Surgery can reduce a critical wound drastically. Like any other medical care, it is best performed at a hospital, where all necessary equipment is available and quality post-operative care is available. In Twilight: 2000, this is seldom possible.

Surgery requires the use of surgical instruments. It is a Formidable: Medical (Surgery) task to reduce a critical wound to serious, but if the task roll is successful, the reduction occurs immediately after surgery is completed. The use of blood plasma and local anaesthetic each add +1 to the surgeon's asset, and are cumulative. If whole blood is used instead of plasma, It adds +2 to the effective asset level. General anaesthetic adds +3 if It is used instead of local anaesthetic.

Only one surgery attempt can be performed per critical wound. Failure means that the wound remains critical. Catastrophic Failure can result in extra healing time, loss of limb, or loss of life, depending upon the hit location receiving surgery, the severity of the Catastrophic Failure, and the referee's judgment of the situation as a whole.

Adequate Food and Shelter: If the referee decides that a wounded character has inadequate food or shelter, each wound level will require an extra day to reduce to the next level. These penalties are additive,

meaning that a character with both inadequate food and inadequate shelter will take two extra days to reduce each wound level. For instance, imagine that Pavel in the example above was abandoned for some reason after having been stabilized.

Without adequate food he'll suffer an additional day to heal each wound level. If Pavel cannot drag himself to a cave or other shelter, he will require two extra days to heal each level due to lack of both food and shelter. Now, instead of healing his slight head wound on Thursday, it will take until Saturday, the serious chest wound will take until Sunday to become slight, and the two critical leg wounds will take until the next Wednesday to reduce to serious.

Infection: Every time a character suffers damage from melee combat, fire combat, or burns, there is a chance of infection. After every firefight (or accident), each Injured body part has a chance of becoming infected on a roll of 2 or less on 1D20. If a person with at least Medical (Trauma Aid): 1 treats the wounded body area with antibiotic within eight hours, the chance of infection is reduced to 1 or less on 1D20.

If anyone uses a personal medical kit in an attempt to prevent infection, no infection results (but the kit is, of course, used up). This use of a personal medical kit may be combined with its use in a first aid attempt, above.

Infection is a major danger. Any time a character's wound is infected, healing (in all body parts, not just the infected one) stop until the infection is dealt with. In addition, for each week an infection lasts, the character takes an additional 1D6 damage points to the infected injured body part.

A character with a critical wound caused by an infection loses consciousness and remains that way until all wounds (even those not caused by the infection) are recovered to slight or he or she dies.

If, for example, a character takes a slight wound and that wound becomes infected, no healing takes place. After one week, the character takes an additional 1D6 hits in that arm (which may increase its wound level): after two weeks, another 1D6 is taken, and so on.

Treatment of Infection: Treating an infection is a Difficult: Medical (Diagnosis) task. If any antibiotics are used in the treatment, the task becomes Average. One attempt may be made per week.

A successful treatment means that the treated body part is no longer infected, and healing may take place if no other body areas are infected.