

Injury and Healing Rules

What causes a WOUND?

- If you have no armour you are wounded as soon as you are hit
- If you are wearing light armour any combat call that strikes you will also go through your armour and immediately causes a wound
- If you are wearing heavy armour only THROUGH, SHATTER AND FATAL together with arrow hits and BOLT spells will go through your armour and cause a wound
- You lose a “hit” every time you are struck (max on one per second from any opponent) and once you reach zero you are wounded
- The WOUND happens in the location in which you were hit to cause the WOUND

What happens when you are WOUNDED?

- Once WOUNDED you will bleed for the time on your character card at the end of which you will die
- You will not bleed if you are immune to bleeding or if you ran out of hits wearing heavy armour (rather than had the armour pierced by a call)
- Once you are WOUNDED you will no longer be able to attack, cast offensive spells, use offensive devices (for example guns) nor can you run and you have ZERO hits until the WOUND has been fully healed by a surgeon
- If you are not RESILIENT you collapse immediately
- If you are RESILIENT you must roleplay the wound but may continue to fight (without using any calls) and move (but not run) until you are clear of the current fight – you then collapse from the pain of your wounds
- If you are hit again you collapse immediately
- Regardless of the RESILIENT ability you collapse immediately if hit by a BOLT spell, arrow or a FATAL
- A WOUNDED person (once they have collapsed) may not move without someone roleplaying carrying them by walking next to them until STABILIZED (see below)

Stopping Bleeding

- Anyone can hold a wound doubling the time it takes for you to bleed to death – this must be done continuously
- Anyone with the Barber / Apothecary skill can bind a wound stopping the bleeding – simply take a piece of cloth at least 2 inches wide that will go around the wounded location twice and attach it to the person wounded
- Anyone with the Surgeon skill can roleplay using surgery tools to sew up the wound (should take at least 30 seconds)
- The spell “Close Wound” will immediately close a wound as if a surgeon had sewn it up, taking no time

Cauterizing a wound is no longer effective

Stabilizing a Wound

- Once the bleeding has been stopped, the wound must be stabilized
- This can be done by anyone who has Barber / Apothecary skill attaching a poultice, this is a bright orange pad of cloth at least 10 cm by 20 cm which must be attached to the wounded location with a bandage (see above)
- An apothecary may carry as many of these as they have physreps (they can easily be made with white cloth and food dye)
- It may also be done with the “Stabilize” spell which acts as a poultice but is instant
- Once Stabilized a wounded person may move around but may not attack, cast offensive spells, use offensive devices (for example guns) nor can you run – if you do any of these your wound immediately reopens and you collapse

Healing a Wound

- A surgeon can heal the wound back at camp or in another suitable area (as designated by a referee)
- This requires role playing the surgery and requires the camp referee who will tell you what happens
- The spell “Advanced Healing” also immediately fixes a Wound
- Once this is done you can recover hits normally