

WOUNDS AND HEALING

Wound Points

Character will have a number of wound points based on their experience grade:

EXPERIENCE GRADE	NUMBER OF WOUNDS
Extra	1
Novice	2
Seasoned	3
Veteran	4
Heroic	5
Legendary	6

Losing all your wound points

Once a character has lost all his wound points to damage or other injury, he must 1d6 roll on the following table (this applies to extras, experienced characters, monsters and animals):

1-2: Character is dead

3-4: Character is Severely Wounded, and requires 2 months of bed rest, then he becomes Walking Wounded (see below)

5-6: character is Walking Wounded, suffering a -4 penalty to all rolls (or a penalty equal to his wounds, whichever is greater) and a -2 pace for 2 weeks, at which time he becomes lightly wounded.

Light Wounds:

If a character has lost less than his total number of wound points, he is considered to be lightly wounded, suffering a -1 penalty to all rolls per point of wound suffered.

Healing:

If a character is Severely Wounded, and is treated within the hour, make a Healing Check (-4) and he will become Walking Wounded instead.

If a character is Walking Wounded, and is treated within the hour, make a Healing Check (-2) and the wound becomes a Light Wound instead.

If a character is Lightly Wounded, and is treated within the hour, make a Healing Check, and success heals 1 wound point, and each raise heals another.

A Lightly Wounded character heals 1 wound point per week of rest.