Healing Summary

version 1.1

ACKS

Made by Hexaedre

0 or fewer hit points

1. Combatant is unconscious and possibly dead (falls prone).

2. Condition remains uncertain until an ally either casts a *cure* spell or otherwise treats their wounds.

Combatant not treated within 24 hours must roll on the MW table, with no bonus for treatment and with -10 penalty for being treated more than one day later.

3. When treated the fallen must roll 1d20 and 1d6 on the Mortal Wounds table.

Mortal Wounds d20 Modifiers

Hit Die	Mod	Hit Points	Mod	Timing	Mod
d4	-	At 0 hp	+5	≤ 1 round	+2
d6	+2	0>..-¼ max	-	≤ 1 turn	-3
d8	+4	-¼>..-½	-2	≤ 1 hour	-5
d10	+6	-½>..-1	-5	≤ 1 day	-8
d12	+8	-1>..-2	-10	> 1 day	-10
		< -2 x max	-20		

Other modifiers	Modifier
Combatant's Constitution	+/- CON mod
Wearing a heavy helm	+2
Healing magic used	+1 per level
Healing proficiency	+1 per rank
Healing herbs (Horsetail)	+2
Necromantic magic trigger	-½ spell level
Nonlethal damage sustained	+1 per NL hp

- Magic used to gain a bonus to the MW roll does **not** heal damage.
- If the MW roll was **at least 16** the combatant awakens with 1hp.
- If the MW roll was **15 or less** they remain at their current hp (0 or less) and begin dying. If not healed by the end of the listed time period for its condition, they die.
- Constructs, elementals, incarnations, and oozes that are reduced to 0 hp are immediately destroyed. They cannot have their wounds treated nor benefit from healing magic.

Permanent wounds effects (MW tables)

- Are permanent until healed.
- Can be healed by *Repair disfigurement & disability*, *Restore life and limb*, *Regeneration* or similar spells.

Combatant killed

- If killed, the combatant can be revived with *Restore life & limb* or other magical effects that restore the dead to life.

Tampering with Mortality (TWM)

Combatant treated with such magic as described above need extensive time to recover and may suffer strange side effects. They roll 1d20 and 1d6 on the TWM table with the following modifiers.

Tampering with Mortality d20 Modifiers

Body's State	Mod	Life Span	Mod
Instantly killed	-10	Youthful	+2
per spine severed	-5	Adult	-
per limb destroyed	-2	Middle Aged	-5
/hand, etc destroyed	-1	Old	-10
Max penalty -10		Ancient	-20

Other modifiers	Mod
Spell caster's power	+½ casting level
In spellcaster's temple	+2
Combatant's soul	+/- WIL mod.
Each full day dead	-1
Each side effect suffered	-1

- Combatant is considered instantly killed if it died from disease or poison, was slain while helpless, or rolled "instantly killed" on the MW table.
- The TWM side effects are permanent and can only be remove with a *miracle* or *wish*.

Spell (level)	Healing
Cure light injury (1)	1d6+1 *(p)*
Cure major injury (3)	2d6 + ½ CL *(p)*
Cure serious injury (4)	2d6 + CL *(p)*
Cure critical injury (5)	4d6 + CL *(p)*
Cure disease (3)	any disease
Neutralize poison (4)	≤ 1 turn: at 1hp

(p) = heal damage or cure paralysis

Bed Rest *(result of Mortal Wounds or Tampering with Mortality tables)*

- During this time, the creature is **incapacitated**. It cannot be healed above 1 hit point by natural or magical healing, and cannot attack, cast spells, or undertake dedicated activities of any sort. If an incapacitated creature is reduced to 0 hp again before it has had sufficient rest, it is instantly slain.
- If the table indicates that the period of bed rest can be shortened with magical healing, then any form of healing magic, including cure spells, potions, Laying On Hands, or other means, will suffice. Otherwise, the period of bed rest cannot be shortened.
- An incapacitated creature under the care of a character with Healing proficiency can take bed rest when traveling as a passenger in a vehicle.

Healing through Rest

- For each day dedicated to rest in reasonably sanitary conditions, a combatant will recover **1d3 hp**. Characters with the Healing proficiency can improve a creature's natural healing by an additional **1d3hp** (see Healing Proficiency).
- Interruptions during rest of more than **1 turn** in duration prevents a creature from recovering any health that day. However, the healing process can be hastened through the use of magic, such as potions or spells, which can provide instantaneous or expedited recovery. It is possible to combine magical healing with natural healing to enhance the healing process.

Healing Proficiency

- As a dedicated activity, the character can care for **three patients at a time**, plus an additional each time Healing is selected (e.g. four patients with one rank, five with two ranks, etc.) A wounded patient under the character's care automatically regains an **extra 1d3 hit points per day** of rest if provided with sanitary conditions and proper food.
- If a patient under his care is sick or poisoned, the character can attempt to diagnose the disease or poison. **Diagnosis requires one turn** (10 minutes) of medical examination and a **proficiency throw of 11+**. If the throw succeeds, the character identifies whether the disease or poison is magical or mundane, and if mundane, diagnoses it. If the throw fails, he does not identify or diagnose the disease or poison. He cannot try again until the patient develops further symptoms. The character can use healing herbs to treat poisoned, sick, and/or wounded patients. He can automatically extract special components from beastmen, giants, humanoids, monstrosities, or corporeal undead.
- If the character selects Healing twice, he is a **physicker**. He can now **diagnose illness on 7+**. He can also attempt to non-magically **neutralize poison**, **cure disease**, or **cure light injury** on a poisoned, sick, or wounded patient. He must have successfully diagnosed a disease or poison before attempting to cure it. Each attempt requires **one turn** (10 minutes) and a **proficiency throw of 18+**.
  If the throw succeeds, the healing effect occurs **as if the spell had been cast**. If the throw fails, he cannot try again with that effect on that patient until the following day.
- If the character selects Healing three times, he is a **chirurgeon**. He can now **diagnose illness on 3+**. He can **neutralize poison**, **cure disease**, or **cure serious injury** on a poisoned, sick, or wounded patient with a **proficiency throw of 14+**.
- Because most creatures share many anatomical traits, a character with this proficiency can use it on *animals*, *monstrosities*, and *vermin* at a **-4 penalty**.

Medicinal Herbs

†: does not *require the Healing proficiency*

Aloe (*liniment*): heal 1d3 *acid*, *cold*, *electric*, or *fire* damage.
Belladonna†: 1lb (1hr) and save vs Death to prevent lycanthropy.
Birthwort (*poultice*): +2 to *neutralize poison* throw.
Bitterwood (*emetic*): save vs (ingested) poison.
Blessed Thistle (*poultice*): double 'rest' healing rate.
Comfrey (*poultice*): heal 1d3 hp after a battle once per day.
Goldenrod (*tincture*): +2 to *cure disease* throw.
Horsetail (*poultice*): +2 bonus on MW table or *delay death*.
Lungwort (*tincture*): relieve lungs and hearts disease effects.
Willow-bark (*tincture*): relieve aches and pain afflictions.
Wolfsbane (*sprig*): vs werewolves (melee hit).
Woundwart (*tincture*): +2 bonus on *cure L/S injury* throw.

Nonlethal Damage

- Some attacks may inflict nonlethal damage. Nonlethal damage is subtracted from a creature's hit points like normal damage. A creature reduced to 0 hit points or fewer by nonlethal damage, or *any combination of normal or nonlethal damage*, is still unconscious and possibly dead. However, the likelihood of death and the rate of healing are different for nonlethal damage, so a **running total of the amount of nonlethal damage should still be recorded**.
- Creatures reduced to 0 hp or less by nonlethal damage are far less likely to have sustained mortal wounds. When the creature rolls on the Mortal Wounds table, modify the die roll by **+1 per point of nonlethal damage dealt before the creature was knocked unconscious**. (Pummeling your allies after they are incapacitated does not help them recover).
- Once a creature has resolved its condition on the Mortal Wounds table, all *nonlethal damage is removed*. Otherwise, nonlethal damage recovers at a rate of *1 hit point per hour*. Spells or magical powers that cure hit point damage remove *an equal amount of nonlethal damage*.