

Chirurgy Sheet + Injury Table

An Injury occurs when an attacker makes a successful hit *and* rolls a 6 on the Dragon Die.

CUNNING (HEALING)

When a PC or NPC takes an injury, roll 1d6

1-3 – Roll on the Table Below:			TN/Success Threshold	Operations performed														
1	Concussion	-2 Magic; -1 Cunning	14 / 5	/														
2	Head Trauma	-2 Will Power; -1 Cunning	14 / 8	/														
3	Deep Wound	-1d6+6 to max health	16/ 12	/														
4	Broken Bone (Limb)	-2 Dexterity; -1 Strength	15 / 13	/														
5	Gaping Wound	-1d6+12 max HP	19 / 14	/														
6	Deafened	-3 Perception(Hearing)	15 / 7	/														
4-6 – Roll on the Table Below:					+1					+2								
1	Coughing Blood	-2d6+3 max Fatigue; – 1d6+3 max HP	17 / 6	/														
2	Cracked Skull	-2 Cunning	17 / 9	/														
3	Crushed-Slashed Limb	-2 Strength; -1 Dexterity	20 / 15	/														
4	Damaged Eye	-2 Com; -1 Per(Seeing, Searching)	14 / 8	/														
5	Mauled Throat	-1 Constitution; -1 Communication	19 / 5	/														
6	Wrenched Limb	-2 Attack; -1 Strength	15/ 9	/														

Any wound (and its effects) remains until Chirurgy can be successfully performed on it. Cunning (Healing) without the Chirurgy Talent is -3 to work on Injuries.

All Chirurgy tests are *Advanced* tests and may not be undertaken in combat. Each Chirurgy roll represents 10 minutes. You must roll (with the modifiers below) the TN, and accumulate points on the Dragon Die until you reach the second number – the Success Threshold.

Modifiers:

+1 for Dexterity of 3 or better, “A surgeon with great hands...”

+1 for Journeyman Talent in Chirurgy

+2 for Master Talent in Chirurgy

The Chirurgeon may enlist the aid of one assistant, “Nurse, scalpel.”

+1 to TN rolls for having an assistant with *no* Chirurgy skill.

+2 to TN rolls for having a *novice* Chirurgeon assisting.

+3 to TN rolls for having a *journeyman* Chirurgeon assisting.

+4 to TN rolls for having a *master* Chirurgeon assisting.

As long as you make **successful** rolls, you may continue to work the injury.

A Novice Chirurgeon must stop at the first failed roll.

A Journeyman Chirurgeon must stop at the second failed roll.

A Master Chirurgeon must stop after the third failed roll.

A 3d6 roll of 3, 4 or 5 (even if it succeeds) means a *mistake* has been made and all further attempts to repair the wound will be 1 TN harder and roll 1d6 and add the result to the Success Threshold number for this character’s wound.

Any ultimately unsuccessful attempt means the patient will not recover from the wound until a Chirurgeon of at least one Talent level better attempts to fix the wound. Therefore if a novice surgeon fails at mending a wound, it will take a Chirurgeon of Journeyman or Master talent to again attempt fixing the injury. If the failed Chirurgeon was a Master, another Master may attempt to repair the wound. Each new attempt starts out +1 TN and +2 Success Threshold harder than the last attempt.

Once an injury is mended, it can be magically healed and its effects eliminated. Otherwise it heals normally.

Keep track of each time you attempt to fix a specific wound. “How many of these have you done, doc?”

Three *completed* surgeries and you will get +1 to that procedure thereafter. Ten completed and you will be +2 with that procedure. You may earn ½ check for watching/assisting – first box only.

By watching each kind of surgery then performing each, a PC with the Cunning (Healing) focus may become a Chirurgeon (Novice).