## First Aid – Static Maneuver Table

<table>
<thead>
<tr>
<th>Hit Range</th>
<th>1 Hit/Rnd</th>
<th>2-3 Hits/Rnd</th>
<th>4-5 Hits/Rnd</th>
<th>6-8 Hits/Rnd</th>
<th>9+ Hits/Rnd</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Less than UM100</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>-25</strong></td>
<td>6 rounds (100%)</td>
<td>6 rounds (100%)</td>
<td>6 rounds (100%)</td>
<td>6 rounds (100%)</td>
<td>9 rounds (100%)</td>
</tr>
<tr>
<td><strong>-25-04</strong></td>
<td>6 rounds (100%)</td>
<td>6 rounds (100%)</td>
<td>6 rounds (100%)</td>
<td>6 rounds (100%)</td>
<td>6 rounds (100%)</td>
</tr>
<tr>
<td><strong>05-75</strong></td>
<td>5 rounds (75%)</td>
<td>5 rounds (100%)</td>
<td>5 rounds (100%)</td>
<td>5 rounds (100%)</td>
<td>6 rounds (100%)</td>
</tr>
<tr>
<td><strong>76-90</strong></td>
<td>3 rounds (25%)</td>
<td>4 rounds (25%)</td>
<td>5 rounds (25%)</td>
<td>4 rounds (10%)</td>
<td>5 rounds (25%)</td>
</tr>
<tr>
<td><strong>91-110</strong></td>
<td>2 rounds (10%)</td>
<td>3 rounds (10%)</td>
<td>4 rounds (10%)</td>
<td>3 rounds (10%)</td>
<td>3 rounds (10%)</td>
</tr>
<tr>
<td><strong>UM100</strong></td>
<td>1 round (-)</td>
<td>1 round (-)</td>
<td>2 rounds (-)</td>
<td>2 rounds (-)</td>
<td>3 rounds (-)</td>
</tr>
<tr>
<td><strong>111-175</strong></td>
<td>2 rounds (-)</td>
<td>2 rounds (-)</td>
<td>3 rounds (-)</td>
<td>4 rounds (10%)</td>
<td>5 rounds (25%)</td>
</tr>
<tr>
<td><strong>176+</strong></td>
<td>1 round (-)</td>
<td>1 round (-)</td>
<td>2 rounds (-)</td>
<td>3 rounds (-)</td>
<td>3 rounds (-)</td>
</tr>
</tbody>
</table>

### Table Notes:
- **Blunder**: Not only does it take you 6 full rounds to complete the maneuver, you also manage to get some dirt into the wound. Infection will follow unless the wound is properly cleaned and bandaged. At least the bleeding stopped.
- **Failure**: You manage to stop the bleeding but the wound will reopen as per above. Patient take 2-10 hits (or other proper method), but may make another try immediately after this. Patient still trust you. Patient take 2-20 hits from your harsh treatment. The wound will be infected and you have done nothing to stop the bleeding.
- **Partial Success**: You fail to stop the bleeding. Patient take 1-10 hits. The wound will reopen at full rate if patient is moved.
- **Success**: You stop the blood flow and the wound will not reopen. Patient take 1-10 hits. The wound will not reopen.
- **Unusual Success**: You apply a tourniquet (or other proper method), but patient cannot only move at a very slow pace or the wound will reopen at half rate.
- **Absolute Success**: Not only performing a perfect tourniquet, but also doing it very fast. Wound will reopen as per above.
- **Unusual Success**: Not only does it take you 6 full rounds to complete the maneuver, you also manage to get some dirt into the wound. Infection will follow unless the wound is properly cleaned and bandaged. At least the bleeding stopped.
- **Absolute Success**: A master at work, you make a perfect bandage in just two rounds and the wound will not scar or reopen.
- **Absolute Success**: You're skill as a healer is clearly underestimated. You bandage wounds in record time and make a perfect job.
Modifications

+20 if bandages, medical compresses or medical dresses are available.

+10 if the patient is conscious and able to assist in the medical treatment (does not apply if one bandages oneself).

-20 (GM may vary this penalty depending on the location of the wound) if one bandages oneself.

-10 for lack of proper bandages (i.e. having to use patients own clothes and articles).

+0 -- -45 for the minimum maneuver penalty of the patients armor currently worn (i.e. a patient in Platemail AT/18 is harder to aid than a patient in AT/1).

Reading the tables

Unmodified Rolls

The 100 result are only available on UM rolls. If result 100 after modification, chose the 91-110 result. On a roll of 01-05, roll again and subtract the new roll from the skill bonus. If roll is 96-99, roll again and add both rolls to the skill bonus.

Time

In every resultbox, below the text, are two values. The first looks like this: ■ 6 rounds, and represents the time consumed for completing the maneuver. On Blunder, Absolute Failure and any result where the bleeding do not stop (i.e. the maneuver fails) the action cannot normally be aborted, unless someone or something interrupts the process. On Partial Success or higher results the aider can change his action at any time, but the end result (i.e. closing of the wound) will not occur unless all rounds stated in the box is spent aiding the patient.

Risk of infections

The percentage number within parenthesis represents the risk of contaminating the wound while aiding the patient. The GM might wish to increase or reduce this number depending on the working environment (i.e stitching a wound in a hermetically clean environment reduces the risk of infection).

Effects of infections

If a wound is infected it will not heal properly. An infected wound will always reopen at full rate if the patient put himself to strain. It will also cause the patient pain until properly healed. This can be represented by keeping the penalty from the wound (i.e. 76-80 on a “C” Puncture causes 3 hits per round and -25, thus until the infection is healed the penalty will remain).

There are three ways to cure infections: (1) let the body heal it out, (2) use herbs to cure infections or (3) use Disease Purification spells. If no herbs or spells are available the patient will have to roll a RR vs disease every day. For as long as the RR fails the infection will remain. Once the RR succeeds the infection is gone and the penalty can be healed. For RR purposes patient is always level 1. It is suggested that the infections level be equal to the amount of bleeding that the wound had (i.e. a 3 hits/nd infected wound will attack at 3rd lvl).

Bleeding

Normally the bleeding (i.e hits per round) will continue to count until all rounds have passed for the maneuver to be complete. A bandaged wound will reopen at half rate (unless otherwise stated in the resultbox) if patient moves at more than walking pace within the next 8 hours.