

First Aid – Static Maneuver Table 1.0

	1 hit/rnd	2-3 hits/rnd	4-5 hits/rnd	6-8 hits/rnd	9+ hits/rnd
Less than -25	Blunder: Not only does it take you 6 full rounds to complete the maneuver, but 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. ■ 6 rounds (100%)	Blunder: All you had to do was put a simple clean bandage on that small wound, but you had to make it fancy. Patient take 2-20 hits from your probing of the wound and infection will follow. The blood flow continue. ■ 6 rounds (100%)	Blunder: Your seem overly fervent in your misplaced attempt to put a tourniquet on the wound. Realizing your mistake halfway through the maneuver you hastily change action and begin to (improperly) stitch the wound, causing 3-30 hits of pain. Wound is still bleeding. Infection will follow. ■ 6 rounds (100%)	Blunder: First you freeze while realizing the task you are up against. Forgetting everything you've learned, you cause the patient 4-40 additional hits and make sure the wound will be infected. You are unable to stop the blood flow. ■ 9 rounds (100%)	Blunder: This isn't pretty. All watching must make Constitution rolls to avoid nausea as you further damage the patient. You cause 6-60 hits in pain, ensuring that (if he lives) he will have a permanent disability from the wound. You are unable to stop the blood flow. ■ 12 rounds (100%)
-25-04	Absolute Failure: You make a sloppy job even though you take your good time to do it. The wound will reopen as soon as the patient moves. You also manage to cause an infection. ■ 6 rounds (100%)	Absolute Failure: Your dirty fingers in the patients open wound does not help at all. The bleeding continue and your carelessness cause 1-10 hits on the patient. Infection is certain to follow this treatment...	Absolute Failure: You try your best (or do you?) to stop the blood flow, but your skill is not enough. Patient take 2-20 hits from your harsh treatment. The wound will be infected and you have done nothing to stop the bleeding. ■ 6 rounds (100%)	Absolute Failure: Your clumsiness causes the patient 3-30 additional hits and your dirty fingers make sure it will be infected. Your feeble attempt have not slowed the blood flow at all. ■ 9 rounds (100%)	Absolute Failure: Your horrible performance puts patient closer to death. Patient take 5-50 hits under your "care" and the wound will be infected. Blood flow continue. Please leave the healing to someone skilled. ■ 9 rounds (100%)
05-75	Failure: You manage to stop the blood flow, but the wound will reopen if the patient moves at more than walking pace. ■ 5 rounds (75%)	Failure: You manage to stop the blood flow, but at the cost of causing the patient 1-10 hits. The wound will reopen at full rate if patient is moved. ■ 5 rounds (100%)	Failure: You fail to stop the bleeding and accidentally cause the patient 1-10 hits, but may make another try immediately after this (if the patient still trust you). ■ 5 rounds (100%)	Failure: Doing no good at all you manage to cause the patient 2-20 additional hits while trying to bandage him. The bleeding continue. ■ 6 rounds (100%)	Failure: This wound is too much for you, but it takes 6 rounds to understand. During that time your "examination" have caused the patient 4-40 additional hits. ■ 6 rounds (100%)
76-90	Partial Success: You stop the blood flow and the wound will not reopen (unless patient is doing some extreme action). ■ 3 rounds (25%)	Partial Success: You stop the blood flow , but the wound will reopen if the patient moves at more than walking pace. ■ 4 rounds (25%)	Partial Success: You stop the blood flow , but the wound will reopen if the patient moves at more than walking pace. ■ 5 rounds (25%)	Partial Success: You stop the bleeding using a tourniquet (or other proper method), but patient must be checked upon frequently and cannot be moved. ■ 6 rounds (75%)	Partial Success: You fail to stop the bleeding. Patient take 1-10 hits from your attempt, but you may make another try immediately after this. ■ 6 rounds (100%)
91-110	Near Success: You stop the blood flow and the wound will not reopen. ■ 2 rounds (10%)	Near Success: You stop the blood flow and the wound will not reopen (unless patient is doing some extreme action). ■ 3 rounds (10%)	Near Success: You stop the blood flow, but the wound will reopen at half rate if the patient moves at more than walking pace. ■ 4 rounds (10%)	Near Success: You stop the bleeding using a tourniquet (or other proper method), but patient can only move at a very slow pace or the wound will reopen at half rate. ■ 5 rounds (25%)	Near Success: You stop the bleeding using a tourniquet (or other proper method), but patient cannot be moved or the bleeding will continue at full rate. ■ 6 rounds (50%)
UM100	Unusual Success: It seems like magic is at hand! You manage to close the patients wound with your bare hands and it will not reopen! ■ 1 round (-)	Unusual Success: In one quick maneuver you bandage the wound so good that it will not reopen. ■ 1 round (-)	Unusual Success: You have the hands of a healer! The wound is sealed and you heal you patient of 1-10 hits. The wound will not reopen. ■ 2 rounds (-)	Unusual Success: With seldom seen accuracy you hermetically close the wound with skills beyond belief. The wound will reopen at half rate if the patient moves at more than walking pace. ■ 3 rounds (-)	Unusual Success: You apply a tourniquet in record time, efficiently slowing the blood flow. If patient is moved the bleeding will continue at half rate. ■ 3 rounds (-)
111-175	Success: You stop the blood flow and the wound will not reopen. ■ 2 rounds (-)	Success: You stop the blood flow and the wound will not reopen. ■ 2 rounds (-)	Success: You stop the blood flow. The wound will only reopen if the patient puts himself to strain (i.e combat or hard physical activity). ■ 3 rounds (-)	Success: You stop the blood flow with a tourniquet and may have saved a life! The patient cannot move at more than walking pace or the wound will reopen (half rate). ■ 4 rounds (10%)	Success: You stop the blood flow with a tourniquet, but the patient cannot move or the wound will reopen at full rate. ■ 5 rounds (25%)
176+	Absolute Success: With incredible speed and accuracy you manage to stop the blood flow. The wound will not reopen. ■ 1 round (-)	Absolute Success: You're skill as a healer is clearly underestimated. You bandage wounds in record time and make a perfect job. ■ 1 round (-)	Absolute Success: A master at work, you make a perfect bandage in just two rounds and the wound will not scar or reopen. ■ 2 rounds (-)	Absolute Success: Not only performing a perfect tourniquet, but also doing it very fast. Wound will reopen as per above. ■ 3 rounds (-)	Absolute Success: Have anyone ever done this kind of work this fast with as much success? If patient is moved bleeding will continue at half rate. ■ 4 rounds (10%)

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/rnd 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.