

## Second Aid – Static Maneuver Table 1.0

	Stitching wounds	Reducing infection	Relieving penalties	Reviving hit points	Herbal application
<b>Less than -25</b>	Blunder: You mistreat the patient for 6 rounds before realizing your mistake. The wound reopens at full rate and you'd better start over again with a First Aid maneuver. Patient screams under your torturing hands. Infection will follow.	Blunder: How do you expect to clean a wound with those dirty hands? Your lack of cleanliness, self-awareness and care for the patient is remarkable. This wound is bound to carry a long-lasting and horrible infection, thanks to you. Luckily both you and your patient is happily (?) unaware of your failure.	Blunder: You try to relieve the swelling with a small insect. To late you realize it was not the method of choice. You cause patient unnecessary pain (-10) and bleeding (2 hits/rnd) with your neglect for the basic principles of healing.	Blunder: You manhandle your patient in a sad attempt to relieve him of his pain. The effect is opposite. Patient, if still conscious, screams in pain as you inflict 11-20 additional hit points on him.	Blunder: With a mix of hot water, bandages and clumsiness you manage to ruin the herb(s) you were applying. How will you tell this to the patient?
<b>-25-04</b>	Absolute Failure: You take your time to sew together the wound, at great pain for your patient, but finally you have succeeded. You think. Sadly the wound will reopen at full rate once the patient move at more than slow walk.	Absolute Failure: Your effort takes its good time and in the end you are unsure of your success. In fact, you have failed utterly, despite the time invested.	Absolute Failure: Next time check your equipment. Dissecting the patient with a rusty tool makes nothing better. In fact your painful healing technique cause the patient an additional -10 penalty.	Absolute Failure: Poking the wound is not a great way of relieving pain. You cause additional 1-10 hit points on your target, who is now slightly unsatisfied with your healing skills.	Absolute Failure: Your improper use of the herbs effectively cancel any effect they should have had. You don't realize this until the full normal healing time for the herb have passed. Luckily, the herb will be useable again, in a normal fashion.
<b>05-75</b>	Failure: You stitch together the patient, using double the normal time. Wounds of 1 hit/rnd will not reopen, but any larger wound will still bleed 1 hit per round if target move at more than walking pace.	Failure: Your cleaning of the wounds have no effect. You don't really know whats wrong with this one. Perhaps a piece of cloth got stuck deep in the wound? You may make another roll tomorrow, if the patient still is under your care.	Failure: Cuddling with the patient will not cure his affliction. At least you do not harm him further. You may make another attempt tomorrow, if the patient is still under your care.	Failure: Your gentle touch fail to cure the patients affliction. Rethink your methods and make another attempt tomorrow, if the patient is still under your care.	Failure: Your time and efforts is wasted. The herb has its normal effect.
<b>76-90</b>	Partial Success: You seal the wound with needle and thread. Small wounds (1-2 hits/rnd) will remain closed, but any larger wound will start to bleed 1 hit per round when patient moves at more than walking pace.	Partial Success: You clean the wound, remove any foreign objects and lay new bandages. In 6 hours the patient gets another RR against the infection.	Partial Success: You manage to make the patient feel slightly more comfortable, but the effect is not long lasting. Whenever patient moves the pain will be felt. Any penalties remain.	Partial Success: With simple means you alleviate your patients pain. Patient recovers 1 hit point if still conscious or 2-6 hit points if unconscious. You may try again tomorrow, if the patient is still under your care.	Partial Success: Quite quickly you realize that this herb is unfit for any further enhancements. Normal application works fine.
<b>91-110</b>	Near Success: Small and medium sized wounds (1-4 hits/rnd) will remain closed. Larger wounds will reopen to 1 hit per round when patient moves at more than walking pace.	Near Success: You clean the wound with proper fluids, remove foreign objects and lay new bandages. Your care give the patient a new RR every sixth hour until the infection is gone.	Near Success: If the wound you are treating have a penalty of -15 or less, you are able to lower it by 5. Otherwise, you may only create some temporary comfort for your patient.	Near Success: Your healing effort has some effect. On a conscious patient your effort heal 3 hit points. An unconscious patient is relieved of 2-10 hit points.	Near Success: Your skill in the applying of herbs enables you to shorten the healing time by 20%.
<b>UM100</b>	Unusual Success: Wound is effectively closed and will not reopen. The scar will hardly be noticeable once the injury has healed properly.	Unusual Success: With thorough cleaning of the wound (and a little bit of luck) you relieve the effects of the infection. The effects of the wound is now healable. Well done!	Unusual Success: Your divine ability to heal enables you to lower the penalty from any wound by 15.	Unusual Success: You relieve a conscious patient of 12 hit points. An unconscious patient under your care is awakened and relieved of all hit points exceeding his hit point total.	Unusual Success: You apply the herb(s) in experimental new ways and this time the gods smile at you. Healing time is shortened by 50% or effect is enhanced by 30%. The choice is yours!
<b>111-175</b>	Success: Small and medium sized wounds (1-6 hits/rnd) will remain closed. Larger wounds will reopen to 1 hit per round when patient moves at more than walking pace.	Success: You clean the wound with proper fluids, remove foreign objects and lay new bandages. Your care give the patient a new RR every fourth hour until the infection is gone.	Success: If the wound you are treating have a penalty of -15 or less, you are able to lower it by 10. Injuries with a penalty of -20 or -25 may be lowered by 5. Worse injuries are beyond your skill to heal.	Success: You are able to relieve a conscious patient of 5 hit points or an unconscious patient of 2-20 hit points.	Success: Your skill in the applying of herbs enables you to shorten the healing time by 30% or enhance the effect of the herb by 10%.
<b>176+</b>	Absolute Success: Wound is effectively closed and will not reopen. The scar will be almost invisible once the injury has healed properly.	Absolute Success: Your efforts are not in vain. The swelling is clearly lowered and the patient will be free of infection within the next 4 hours.	Absolute Success: Your knowledge of human anatomy, combined with your gentle touch, enables you to lower the penalty from any wound by 10.	Absolute Success: You are able to relieve a conscious patient of 8 hit points or an unconscious patient of 3-30 hit points.	Absolute Success: Your skill in the applying of herbs enables you to shorten the healing time by 40% or enhance the effect of the herb by 20%.

## 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 & Equipment

It is assumed that the Second Aid maneuver takes place when the surgeon have sufficient time, usually after the battle. Still, an approximate time consumption for the different actions is supplied below:

**Stitching Wounds:** 1 minute, plus 1 minute per hit/rnd.

**Equipment needed:** Small needle, thin and decently clean thread.

**Reducing Infection:** 11-20 minutes, depending on the severity of the wound.

**Equipment needed:** Clean water, medical alcohol, sterilized scissors, scalpel, linnen, compress, medical dressings and suction tip.

**Relieving Penalties:** 21-30 minutes, depending on severity of wound.

**Equipment needed:** Water, tweezers, scalpel, splints, belts, suction tip, ice, warm stones and herbal brews.

**Reviving Hit Points:** 20 minutes.

**Equipment needed:** Cold water, drinking alcohol, blankets, comfortable bed and herbal decocts.

**Herbal Application:** 2-6 minutes.

**Equipment needed:** Boiling utensils, resin and syringe.

### Reviving Hit Points

It should be noted that there is a difference in the amount of hit points healed on a specific result depending on whether target is conscious or not. An unconscious target is more easily revived. Still an unconscious target should never be revived by this skill beyond his awakening.

*Example: Caldin the fighter went unconscious during the battle, having taken 131 of his 121 hit points. Theodor the Scholar tries to awaken Caldin using his Second Aid skill, rolling for a total of 112 which states that Caldin will regain 2-20 hit points. Theodor rolls double ten (!), i.e 20 hit points, but since Caldin is unconscious he will only be awakened, i.e still having taken 120 hit points.*