

Surgery and Medical Treatment v3.2

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Surgery

As is stated in the main core rules, a key concept in respect of healing is the nature of the Bladelands themselves. In the wider lands, where the characters mostly come from, they will be used to healing taking 'normal' time periods (those that we are used to in the real world). The highly magic rich environment of the islands has an impact of the body and health of living things including the characters and in the Bladelands healing is much faster than would otherwise be expected.

Surgery is the scholarly art of healing wounds by non-magical means. Surgeons require suitable phys reps to perform their tasks. If a player does not make an effort to use suitable props (eg bandages, tools, salves and so forth), the skill use will probably fail at the option of the referees¹.

Surgery skill is learned in three levels: apprentice, journeyman and master. The first two levels have first aid at the same level as a prerequisite. First aid has therefore been included here for clarity.

Surgeons can obtain certain advantages from working closely with apothecaries of appropriate levels. The manner in which apothecaries can help is also set out here in order to keep all these related matters together.

First Aid I

Basic First Aid

The pre-requisite for Surgery I, this skill allows a character to care for a single wound to prevent it becoming any worse.

The Character must place both hands on the wounded area and the count is suspended for so long as this is done.

A character with first aid skill may also assist a surgeon to speed up the treatment as noted below.

Surgeon I

Journeyman Surgeon

The principle use of the skill is to allow a character to treat a wound in order to actually cure it. This is done by sewing and bandaging the wounded area. This process takes a minimum of five minutes per wounded location treated.

The character may also splint breaks and remove arrows, etc. If you treat an area which has smashed bones without splinting, or which has an arrow or bolt in it, it no longer gets worse but does not function until the proper treatment has been given. Once properly treated and the correct time has passed (five minutes of treatment at this level) the injury recovers completely.

If the patient is also being attended by a character with the first aid skill the time is reduced to four minutes for First Aid I and three minutes for First Aid II. The first aider is assumed to continue to hold the wound they are tending while they assist.

This type of short term treatment causes the loss of a point of spirit strength as is noted in the core rules (only one is lost for an entire group of treatments). A surgeon can also provide longer term treatment of patients which will result in the recovery of lost spirit strength more rapidly².

At this level of skill a surgeon may treat up to two patients simultaneously in an hour, and each will recover one spirit strength. A full hour of treatment is required to gain this effect. It is not necessary for the hour to be spent in bed but it must be spent in a restful environment with the surgeon present during treatment.

Apothecary I

Journeyman Apothecary

A Journeyman Apothecary is able to use their various concoctions to heal a patient but is not able to contribute significantly to patient care by a surgeon.

First Aid II

Advanced First Aid

The pre-requisite for Surgery II, this skill represents a highly skilled nurse and allows a character to care for a person suffering from a poison or disease.

¹ If you require advice on this please speak to one of the referees before the game commences.

² Normally spirit strength recovers fully with a good nights rest.

The character is immune to the disease that they are treating (ie they cannot be infected by a patient that they are treating for disease) and can make a person with a disease comfortable and prevent infection to others provided the patient is not moved. The first aider cannot cure the disease.

The character is also able to prevent a patient dying from poison (although again this does not affect a cure). If the poison is through a wound the wound can be kept stable at the same time.

Finally, once an advanced first aider has held a wound for two minutes they can apply a bandage to keep the wound stable without further attention. The bandage must be clean and the patient may not make any sudden moves. This does not heal the wound.

Surgeon II

Doctor of Surgery

The surgeon develops their skills further and is now able to treat each wound on a patient taking a minimum of three minutes per wounded location treated.

If the surgeon is assisted by a first aider the time is reduced to two minutes. The first aider is assumed to continue to hold the wound they are tending while they assist.

The surgeon may also treat someone that has been blinded. As long as there is no permanent damage to the eyes the effects of blinding can be removed by five minutes of treatment.

A Doctor can also provide better longer term treatment of patients. At this level of skill a surgeon may treat up to five patients simultaneously in an hour, and each will recover one spirit strength. A full hour of treatment is required to gain this effect. It is not necessary for the hour to be spent in bed but it must be spent in a restful environment with the surgeon present during treatment.

Apothecary II

Physic

A Physic continues to improve their mastery of the core skills – producing concoctions – and many of these can be used to heal injuries.

A Physic can treat poisoning. It takes the physic only a minute to treat a victim of poisoning, but they will take ten minutes to recover consciousness. This time is independent of the treatment time for the wound if any.

The Physic can treat diseases. The Physic is immune to the disease that they are treating (ie they cannot be infected by a patient that they are treating for disease) and can make a person with a disease comfortable and prevent infection to others provided the patient is not moved. It take five minutes to treat a disease, or three minutes if assisted by an advanced first aider.

A Physic is able to contribute to the long term care of patients, they are able to support a surgeon with the application of drugs and medicines which doubles the number of patients that can receive long term care. One bundle of components can be used to add a point of spirit strength recovery to a patient being treated by a surgeon. An apothecary who is also a surgeon is able to do both provided that they have a nurse with first aid skill able to assist them for each five patients.

Surgeon III

Master Surgeon

For a surgeon to gain the benefits of Surgery III or above they must be using masterwork or better tools. The surgeon develops their skills further and is now able to treat each wound on a patient taking a minimum of two minutes per wounded location treated.

If the surgeon is assisted by a first aider the time is reduced to a minimum of one minute. The first aider is assumed to continue to hold the wound they are tending while they assist.

A master surgeon can also provide better longer term treatment of patients. At this level of skill a surgeon may treat up to ten patients simultaneously in an hour, and each will recover one spirit strength. Alternatively, if only two patients are treated, each will recover two spirit strength each hour. A full hour of treatment is required to gain this effect. It is not necessary for the hour to be spent in bed but it must be spent in a restful environment with the surgeon present during treatment.

Finally, a patient will not die while a master surgeon is actively treating them. This does not prevent their wounds getting worse and becoming permanent but the patient will not die.

Apothecary III

Master Apothecary

A Master Apothecary continues to improve their core skills – producing concoctions – and many of these can be used to heal injuries.

The apothecary can use one bundle of components to produce a salve that will last an event that will restore consciousness, waking people much more quickly from sleep spells and other unconsciousness in 5 seconds rather than 30. Only the apothecary that prepares the salve may use it, it cannot be given to another to use.

A Master Apothecary can cure ingested poisons immediately and without the need to use any bundles of components although the victim spends the next ten minutes throwing up too ill to move and loses one spirit strength (although this is the same point as for other wounds treated at the same time).

Beyond Surgeon III

Once a character has become a Master Surgeon they have a very good understanding of the human body and the way healing works in the Bladelands. This allows the character to progress onto near magical deeds that would be impossible in the character's home lands.

Save Life (modus)

This is the ability for a Master Surgeon to save the life of someone that has recently died. Work must begin on the patient before they have gone past the negative of their current life clock. i.e. A character with a current spirit strength of four, would have four minutes for the surgeon to start attending to them; the minimum time period is five minutes

A surgeon must have an assistant of at least Surgeon I and be using at least masterwork tools to perform this action.

The surgery takes ten minutes, and leaves the patient fatigued reducing their spirit strength to zero. The patient must be unconscious through out the surgery and once woken will be under the effects of the Agony effect for one minute. The patient takes a further fifteen minutes of complete rest to fully recover, during which he cannot take any combative actions, cast spells, or use abilities.

The spirit strength lost by the patient will return after a long period of rest, and cannot be restored by any magical, alchemical or apothecary means. Though long term care by a Surgeon III as an exclusive patient will heal this in one hour.

Restore Limbs (modus)

The use of this ability allows the surgeon to restore non-functioning limbs to full functionality. The surgeon must start the surgery on the wound before the end of the encounter in which the wound was caused (or within five minutes).

A surgeon must be using at least masterwork tools to perform this action.

The surgery takes five minutes to perform, and leaves the patient weak. The patient temporally has all strength removed from them and must rest for five further minutes. The patient can delay the rest, but will not their strength back until that period of rest occurs.

Collector (modus)

The surgeon knows the way around humans well, but now has found that various other organs and fluids from creatures in the Bladelands have near magical properties.

This knowledge teaches the surgeon how to collect these organs and fluids from the creatures, providing he has the right tools.

Two examples are below, but they are by no means the entire list.

Ghoul's Mortality

In the heart of a ghoulish contains the last remnants of its human self, a few drops of its own blood. This blood can be removed by a process of holding the Ghoul down and extracting the blood using a specially prepared syringe. This can only be performed on a single ghoul once, and has some disturbing side effects to the ghoul. It is not recommended unless the destruction of the ghoul will happen shortly after.

Troll's Liver

The liver of a troll seems to be one of the power houses that cause the fast regeneration of this magical beast. The liver can only be removed once the Troll is dead. To perform this requires the use of an exceptionally sharp and enchanted scalpel.

Disrupt Qi (modus)

This tiered ability is the skill of disrupting the natural flow of energy that flows through the human body to cause harmful effects. Each tier of this skill must be bought and taught separately. These skills will only work on someone wearing patchy armour. If all areas are covered with armour, then this skill will have no effect.

Tier 1 – Stun

By approaching your victim you can cause them to be stunned with a simple touch. Both hands must be empty, and you must place one hand lightly on your victim, and say Stun. The victim is inflicted as per the Stun effect with the duration of thirty seconds (and with the usual immunities): This effect causes the victim's muscles to spasm collapsing him to the ground. The victim loses consciousness immediately but is otherwise unharmed.

Tier 2 – Agony

By approaching your victim you can cause agony with a simple touch. Both hands must be empty, and you must place one hand lightly on the back of your victim, and say Agony. The victim is inflicted as per the Agony spell (and with the usual immunities) with the duration of thirty seconds: This spell causes the target to feel intense pain. If possible (and weather, safety etc. permitting) the victim will fall to the ground but in any event is incapable of taking any meaningful action for the duration of the effect.

Tier 3 – Paralysis

By approaching your victim you can cause them to be paralysed with a simple touch. Both hands must be empty, and you must place one hand lightly on your victim, and say Paralyse. The victim is inflicted as per the Paralyse spell with the duration of seven minutes (and with the usual immunities): This spell causes the victim's muscles to lock up. They cannot move in any way, until the effect wears off.

Tier 4 – Choke

Approaching from a victim the master can cause them to be choked with a simple touch. Both hands must be empty, and the attacker must place one hand lightly on the victim, and say Choke. The victim is inflicted as per the Choke spell (and with the usual immunities) until a wound is taken: This spell causes a character to be unable to breathe. Speech is impossible as is moving unaided as the victim will collapse to the ground clutching his throat. If the choke effect is not stopped after one minute the character passes out with a chest wound and immediately goes to life clock. It will not kill people capable of regeneration (although it will force them to collapse and need to regenerate).