

# CHAPTER 9: COMBAT

## OPTIONAL RULES

### WOUNDS

If hit points are a measure of your ability to stay alive, wounds are a measure how much damage your body has taken. This type of damage you just can't sleep off.



### WOUNDS

A hit that causes a wound increases your wound point total.

**Wound Points:** This is the total accumulation of your wounds. New wound points are added to the total and any healing is subtracted.

**Wound Category:** There are six wound categories, each category is equal to five wounds (except Mortally Wounded which has no fixed amount) and each is progressively more serious and debilitating. The six categories are Wounded, Badly Wounded, Seriously Wounded, Critically Wounded, Gravely Wounded, and Mortally Wounded.

**Recovery DC:** This number is used when you try to increase your rate of healing using a Heal check (see 'Treat Wounds').

**Wounding Damage:** A specific type of damage (i.e. critical hit, massive damage, etc.) that reduces your hit points and increases your wound point total.

Wound Category *	Effect	Recovery DC
Wounded (1-5)	• You loose 1 Healing Surge at the start of your day.	5 + Wound Total
Badly Wounded (6-10)	• You loose 2 Healing Surges at the start of your day. • You take a -1 penalty to all attack rolls. • You are Weakened (save ends).	5 + Wound Total
Seriously Wounded (11-15)	• You loose 3 Healing Surges at the start of your day. • You take a -1 penalty to all attack rolls, saves, ability checks and skill checks. • You are Dazed & Weakened (save ends both).	5 + Wound Total
Critically Wounded (16-20)	• You loose 4 Healing Surges at the start of your day. • You take a -1 penalty to all attack rolls, saves, ability checks and skill checks. • You take a -4 penalty to your Initiative. • You are Stunned (save ends) followed by being Dazed & Weakened (save ends).	10 + Wound Total
Gravely Wounded (21-25)	• You loose 5 Healing Surges at the start of your day. • You take a -1 penalty to all attack rolls, saves, ability checks and skill checks. • You take a -4 penalty to your Initiative. • You are Stunned (save ends) followed by being Dazed & Weakened (save ends). • You are Slowed (no save).	10 + Wound Total
Mortally Wounded (26+)	• You loose 6 Healing Surges at the start of your day. • You take a -1 penalty to all attack rolls, ability checks and skill checks. • You take a -4 penalty to your Initiative. • You are Unconscious (save ends). • You are Dazed, Slowed & Weakened (no save).	10 + Wound Total

\* You immediately loose 1 Healing Surge when you enter a new Wound Category.

Wounding Damage	Wounds ***
Critical Hit	1
0 Hit Points *	1d4
Massive Damage **	1d6
Coup de Grace	2d4

\* Any hit that drops a creatures below 0 hit points.

\*\* Any hit causing damage greater than a creatures's bloodied value.

\*\*\* Roll each wound separately; only the highest value is used on any single attack.

### HEALING IN COMBAT

Abilities, powers and magic items that heal hit points have no effect on wounds.

### RECOVERING FROM WOUNDS

Wounds heal much slower than hit points; after an extended rest you recover 1 wound point per character tier. A optional Heal check could increase or decrease this amount (see 'Treat Wounds').

### TREAT WOUNDS (see HEAL skill PHB Ch. 5)

Make a Heal check to treat a character who is wounded.

**Treat Wounds:** Part of the wounded character's extended rest. You must attend to the character periodically throughout the extended rest, and you

make your Heal check when the rest ends.

- ♦ **DC:** See the Table. The Recovery DC varies based on the character's present Wound Category.
- ♦ **Success:** Your patient recovers an additional 1d4 wound points.
- ♦ **Failure:** Your patient gains nothing from your aid.
- ♦ **Failure of 5 or more:** Your patient gains nothing from their extended rest. Furthermore, they are hurt during the treatment; causing their condition to worsen (add 1 wound point).

Condition	Effect
Extended Rest (Bed Rest)	+2 to Heal check
Full Day of Rest (24 hrs)	+5 to Heal check
Full Day of Bed Rest (24 Hrs)	+5 to Heal check & natural healing x2

## HEALING WOUNDS RITUAL

### HEAL WOUNDS

*Drawing on your inner strength, your healing touch causes lingering wounds to fade or even disappear.*

**Level:** 6

**Category:** Restoration

**Time:** 30 minutes

**Duration:** Instantaneous

**Component Cost:** 100 gp plus 1 healing surge

**Market Price:** 360 gp

**Key Skill:** Heal

The Heal Wounds ritual repairs the subjects body. Your Heal check determines the amount of damage healed.

Heal Check Result	Effect on Target
9 or lower	No change
10-19	Recover 5 wound points
20-29	Recover 10 wound points
30-39	Recover 20 wound points
40 or higher	Recover all wound points