Healer
Trade Manual

Version 1.3

Owner:

=== Trade Description ===

The healer skill allows you to heal wounds, recover hit points, cure diseases and keep people from dying. The exact style and implements used may vary per healer. You are required to actively roleplay the action you are trying to achieve. You cannot begin the timer and then wander off or focus on something else.

BILL OF HEALTH: A "Bill of Health" must be written out per patient receiving treatment. This helps track all healing treatments, timers, and represents the healer's ability to identify the needs of their patients. A "Bill of Health" is required in order to give healing services to patients. If a healer runs out of "Bill of Health" documents then it represents them running out of healing supplies. Players should print and bring their own Bill of Health documents, which can be found on the tradeskill page of the Last Hope website.

ORDER OF TIMERS: All Aid time must be tended to before any Rest time can begin, and any Rest time must be tended to before any Fatigue time can begin. Giving Aid and Resting from a treatment must take place on a "bedroll". A Healer may use multiple bedrolls, allowing them to give Aid while also have several patients resting at any given time. Fatigued patients do not need to remain on a bedroll.

REST: Resting patients are required to be realistically immobile during their entire resting time and they are considered "medicinally tranquilized" to aid in their recovery. This means no moving, no walking, no fighting, no casting magic, and no using any skills; they are essentially incapacitated. They are conscious and may talk but may not move more than readjusting their sitting/laying position or to discreetly and slowly move out of the way. Resting patients are unable to move on their own volition but may be "picked up" by two players and moved but this halts the Resting timer until they are properly resting again. This means that Resting patients are very vulnerable.

FATIGUE: Many healing treatments apply the Severely Fatigued status effect to a player. The following rules are verbatim in the 1.7 version of the rules.

"If you are Severely Fatigued, you cannot run and may only walk, stumble, or crawl with labored difficulty and extreme effort. You must roleplay exhaustion. If you participate in melee combat, it may only be with a single-handed weapon (no shields) and you must Stagger after each and every attack and every Parry. You cannot perform any spell casting or channeling of mana, perform any Tradeskills, or perform any skills as you are too weak and exhausted to be able to focus to do it properly. If players "forget" about this status and fight, cast magic, use any skills, or move faster than a slow walk, the exertion is too much for their body to handle and they immediately progress to an Open Lightly Wounded torso."

=== Equipment Required ===

- Clean and Bloody Bandages
- Clean & Bloody Towels
- Bucket of Water (clean)
- Limb Splints
- Bedroll(s) (Cot, resting mat, canvas cloth roll, blankets, etc)
- Tools/Props to Stop Bleeding, Cleanse Wounds, Close Wounds
- Sand Timer, Discreet or decorum Watch, & a d10 dice
- Bill of Health (Bringing many spares is advised)

=== Time & Actions ===

Induce Vomiting & Toxin Removal

Times:

- AID: 5 minutes (per attempt)
- REST: None
- FATIGUE: 15 minutes (Total)

Action: All Poison Card/Effect timers are paused as soon as a Healer begins administering aid to a patient. A Healer only has basic knowledge with toxins/poisons; although terribly inefficient, a crude method that can save a life is far better than doing nothing.

This method requires a reagent to be "used" in the process. The healer will roleplay grinding up a potent concoction of whatever reagent is chosen along with a suitable roleplayed herbal remedy that the patient will "drink". They must physically drink something but it must be potable (ie, clean water). ***Never actually have someone ingest vomit-inducing herbs; this is purely for roleplay!***

During the Aid timer, instruct the patient to roleplay searing pain in the stomach, nausea, and periodical fake vomiting while the concoction attempts to purge the poison. The concoction removes all Hits from the patient and inflicts an Open Light Wound to the stomach as their body wretches violently. There is a 50% chance that the concoction works and expels the poison. If the patient has Poison Resistance, then add +10%. If the healer administering aid has Lore: Poisons, then add +10%. (Max of 70% success chance.)

If unsuccessful, the reagent is used up but further attempts can be made. A second

attempt will inflict an Open Mortal Wound to the stomach. A third attempt will degrade the stomach wound from an Open Mortal Wound to Dying, similar to being "Finished" in combat. No further attempts can be made as it would kill the patient.

If successful, the reagent is used up, the healer should roleplay giving them charcoal to eat to finish the toxin removal process, and then the patient may leave to fulfill their Fatigue timer. ***Never actually have someone ingest Charcoal; this is purely for roleplay!***

Reagent Options:
Gold Fynch, Malturn Root, Fae Leaf, Grizzleberry

Cure Disease

Times:

- AID: 5 minutes (Total)
- REST: 5 minutes (per Cleanse Rating of disease, max of 30 minutes)
- FATIGUE: None

Action: All Disease Card/Effect timers are paused as soon as a Healer begins administering aid to a patient. Roleplay trying to actively cleanse one single disease out of the patient. Armor heavier than Garment on the diseased location must be removed before aid can be given. If no location, Torso armor must be removed to work with the largest area of the body. The affected area must be cleansed of disease for at least one minute and covered in towels and the patient given a drink to simulate a potent blend of healing remedies and tranquilizers to assist in the disease removal. The higher the Cleanse Rating of the disease, the longer the required rest of the patient.

Cure Disease ("Healer Only")

Times:

- AID: 15 minutes (Total)
- REST: 30 minutes (Total)
- FATIGUE: None

Action: Same as Cure Disease above, the but the Disease is more severe and takes longer to properly cure. Some diseases do not have a cleanse rating; they simply state "Healer Only" and represent considerably dangerous, resistant, or volatile diseases that only careful attention from a Healer may cure.

Restore Hit Points

Times:

- <u>AID</u>: 1 minute (per Hit Point)
- <u>REST</u>: None
- <u>FATIGUE</u>: 10 minutes (Total)

Action: Roleplay administrating some sort of potent pain-killer and anti-inflammatory medicine, which causes the "Fatigue". Check for swelling, bruises, cuts, scrapes, and cleaning and tending to them. Examples could be massaging damaged muscles, cooling bruises or swelling, cleaning scrapes and cuts, gentle stretching and range-of-motion therapeutic movements, etc.

Resuscitate

Times:

- <u>AID</u>: 5 minutes (Total)
- <u>REST</u>: None
- <u>FATIGUE</u>: 30 minutes (Total)

Action: Roleplay actively trying to save the patient's life. Armor heavier than Garment on the grievously wounded location must be removed before aid can be given. This should involve a number of healing implements, and bloody towels should be packed onto the wound with a definite sense of urgency. Once the armor is removed and the healing process begins, the bleed out timer is then halted. If the healing process is abruptly halted for more than a few moments, the bleed out timer starts up again where it had been stopped.

NOTE: This does not heal any wounds or recover hit points; it simply removes the "Dying" stage from the patient. This brings back the "Open Mortal Wound" that caused the progression to Dying, meaning that the wounds may be tended to and bandaged.

Heal Light Wounds

Times:

- <u>AID</u>: 5 minutes (per Light Wound)
- <u>REST</u>: 5 minutes (Total)
- <u>FATIGUE</u>: 5 minutes (Total)

Action: Wounds must be treated (bandaged) before they can be healed. If not treated, add 5 minutes of Aid time per light wound to treat it during the healing process. Armor heavier than Garment on the wounded location must be removed before Aid can be given. Roleplay actively trying to heal the wound via your preferred style/method. Note that each Light Wound healed this way will add +10% to the chance of infection (See <u>Infection Monitoring</u> below). Below are actions that must be performed during the Aid timer:

- The wound must be cleansed of dirt and infection for one minute.
- The wound must then be closed for one minute.

Heal Mortal Wounds

Times:

- <u>AID</u>: 10 minutes (per Mortal Wound)
- <u>REST</u>: 10 minutes (Total)
- <u>FATIGUE</u>: 10 minutes (Total)

Action: Wounds must be treated with a bloody bandaged before they can be healed. If not treated, add 10 minutes of aid time per mortal wound to treat it during the healing process. Armor heavier than Garment on the wounded location must be removed before aid can be given. Once Aid begins, the Bleed Out timer of the Mortal Wound is halted. Roleplay actively trying to heal the wound via your preferred style/method. Note that each Mortal Wound healed this way will add +10% to the chance of infection (See <u>Infection Monitoring</u> below). Below are props and roleplaying actions that must be performed during the Aid timer:

- The Wound Location must be stabilized first. (Only remove after Rest completed)
    - If a limb, a splint must be placed to help set bones.
    - If a torso, the wound must be packed with towels to stop bleeding.
- The bleeding on the wound must be stopped for one minute.
- The wound must be cleansed of dirt and infection for one minute.
- The wound must then be closed for one minute.

Healing Herbs & Reagents

Action: Healers are well versed in the healing properties of various alchemical reagents and herbs that can assist in reducing the time needed to provide aid, help facilitate quality bedrest, or shorten fatigue effects. To use a reagent, you must attach the reagent card to the "Bill of Health" document and turn it in at the end of the event.

Any healing reagent (listed below) may be used once per patient to reduce one of their "Timers" by half. The healer may choose to reduce either the Aid, Rest, or Fatigue timer at the beginning of the treatment service and should incorporate the chosen reagent into their roleplay. Only one of the three timers can be altered and it can only be halved one single time (unless specified otherwise on a special Item or Effect card).

Additionally, the use of a reagent during the healing process will significantly lower the chances of infection (See Infection Monitoring below).

Reagent Options:
Gold Fynch, Red Fynch, Malturn Root, Pineed Sap, Fae Leaf

Infection Monitoring

Action: Wounds being healed during treatment will have a chance of becoming infected. Each light or mortal wound healed adds a +10% infection chance to this roll, regardless of the severity of the wound. These chances stack; 3 wounds = 30%, 5 wounds = 50%, etc. The d10 die is rolled at the end of the Rest timer, and if infection is inflicted then the related card is given to the player. **Only one roll is made for one Infection card; the number of wounds healed simply impacts the percentage of that roll**. If no wounds were healed then no roll is made checking for infection.

There are several skills and items that can influence this dice roll. These factors can stack, allowing for multiple potential re-rolls per infection roll:

- Reroll if any healing reagent was used during the healing services (In addition to reducing one of the healing timers).
- Reroll if the primary healer tending to the patient has Lore: Disease.
- Reroll if the patient has Disease Resistance.