Healing

If a character is unconscious due to wounds from combat, that character will die after 5 minutes of game time (think of it as the character bleeding out) unless the character receives first aid or magical healing.

Stabilization

Any character may stabilize the wounds of an unconscious character or may administer first aid. Stabilizing takes 15 seconds. It doesn't restore consciousness, but it stops the "death clock". (Think of it as the equivalent of applying a tourniquet.)

First Aid

First aid takes one minute and restores consciousness, but heals only the torso up to 1 hit point. Stabilization or first aid must be administered by a character who is conscious and has use of both arms. If a character takes damage while stabilizing another character, the stabilization fails. If a character takes damage while administering first aid within the first 15 seconds, the victim is still mortally wounded. However, if a character takes damage while administering first aid but after 15 seconds, the victim is stabilized but remains unconscious.

Magical Healing

Magical healing may be used to heal individual limbs/torso or multiple limbs, depending on the spell. If the region is unspecified, hit points are assumed to be distributed evenly, rotating through regions in the following order:

1. torso
2. first leg
3. second leg
4. dominant/weapon arm
5. non-dominant arm

For example, 7 points of healing would be split into:

1. torso (1 point)
2. first leg (1 point)
3. second leg (1 point)
4. dominant arm (1 point)
5. non-dominant arm (1 point)
6. torso (1 point)
7. first leg (1 point)

Natural Healing

Otherwise, unless otherwise described by GMs, individual limbs heal naturally after 15 minutes of game time. (There may be in-game reasons for a character or group of characters to heal more slowly, such as being poisoned.)

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