

(PLAYER ARTICLE)



"HEALING IN HACKTASTIC"
**THE INS AND OUTS OF HEALING
MAGIC AND TREAT INJURY SKILL
TESTS FOR HACKTASTIC INJURIES**

By: Big E

Well we are here once again HACK FANS and this time I'll address a few issues that some players have brought up concerning treating or healing those nasty Hacktastic Injuries that occur on the HACK CHART as well as a few things about treating injuries in general.

Luck of Heroes Chart

(The text As stated on page 124 of the H/20 Fantasy Guidebook is incorrect, it should read as follows)

Ill Effects / Game Effects: All Ill Effects / Game Effects that occur on the HACK CHART (Save 20+ Unconscious , this may be treated with the Treat Injury Skill) are permanent until treated with magical healing.

With that stated now things should become a bit more clear when reading the rules for the TREAT INJURY SKILL on page 93. To clear up any more confusion we will look at each Class Of Injury on the HACK CHART, giving you a breakdown of what it takes to heal each injury and Ill Effect. Then we will take a good hard look at the Treat Injury Skill and how it works.



JUNE 2008 HACK LORE: “ HEALING IN HACKTASTIC”

Hack Chart Class of Injury	Minimum Exalted Discipline Spell required to repair the Injury
Shattered	Cure Ability Damage Minor
Broken	Cure Ability Damage Minor
Crippled	Restore Limb
Punctured	Cure Ability Damage Minor
Severed	Restore Limb (this instantly stops any BLEEDING also when cast)
*BLEEDING WOUND (included here because if not dealt with the PC dies in 5 rounds)	Cure Ability Damage Minor (or Treat Injury +25)
Massive Head Trauma	Restore Limb
Spine Damage	Restore Limb

Now I'm not saying a Shattered or Broken body part won't heal if tended, but in game terms it would take weeks or months of being tended to get it to be wholly right again. H/20 is a game of heroes. I don't recommend role-playing out several weeks or months of bedridden or infirm PCs because of Shattered or Broken bones. If you want to get back on the trail of adventure it takes magic healing.

The Luck of Heroes Chart and Treat Injury

Every Injury / Ill Effect on the Luck of Heroes Chart can be dealt with using the Treat Injury Skill (though magic healing is a heck of a lot quicker) except HACKTASTIC INJURIES.

Treat Injury explains well enough how and what the Difficulty test is to use the skill, as well as its limitations (Treat Injury Can only recover 1 ability point a day, but it can be used on multiple core abilities should there be more than one decreased)

“NATURAL” Healing: As in how much you recover besides that recovered through the Treat Injury Skill. An Injured PC recovers 1 Ability point per day.

JUNE 2008 HACK LORE: “ HEALING IN HACKTASTIC”

This 1 Ability Point can be from any of the character's affected scores, but no matter how many Abilities are decreased due to Injury he recovers 1 and only 1 point per day. this is why it is good to have Treat Injury as you can recover 1 from each affected score with successful Treat Injury Test and an additional 1 from “Natural” healing to a single score of the player’s choice.

Recover From Disease: Once a PC Recovers ALL Decreased Ability Points the Diseased is cured. “Natural” Healing Recovers 1 Decreased Ability Point every FULL 8 Hours of Rest or 1 a day without Rest.

Recovery From Poison: Once a PC Recovers ALL Decreased Ability Points the Poison has Run its course. “Natural” Healing Recovers 1 Decreased Ability Point every HOUR.

I hope that clears up the confusion out there. If not feel free to post your questions on the Hack Lore Forum or E-mail me at my e-mail listed in the useful links section.

Now go out and get your “HACK ON!”

-Big E