Despite the best efforts of the Mandate bureaucrats of Old Terra, no one lives forever. Even the canniest adventurer will find herself scored by a mutant's claws or pierced by an enemy's spear sooner or later. If she's lucky, she might yet live to flaunt the scars.

A character reduced to zero hit points is either dead or mortally wounded. No ordinary medical aid can save them, and they are unable to do more than utter a few poignant last words before messily expiring. For most men and women of the New Earth, this is the end. For hardy wasteland wanderers, a healer might be able to get to them in time to save their lives.

Use of an Old Terran stim on a wounded ally will automatically heal 4 hit points of damage plus the subject's Constitution modifier. Mortally wounded victims will be restored to 1 hit point and able to act normally after ten minutes of rest and recuperation. Stims and other healing devices or mutations cannot help a character who has been mortally wounded more than six rounds ago. Such luckless souls are doomed to die.

A character healed or revived by a stim gains one System Strain point. A character's maximum System Strain equals their Constitution score, and once they reach that cap additional stims cannot help them. For most characters, System Strain decreases by one point per day provided they remain fed and get adequate sleep.

Those mortally wounded victims reliant on less sophisticated healing techniques are less fortunate. A healer must succeed in an Int/Tech/Medical skill check at a difficulty of 8 plus the number of rounds since the character was felled. Only one character can attempt this check per round on a downed ally, but the attempt can be repeated until the victim either stabilizes or dies six rounds after falling to zero hit points. Use of a medkit can assist in this process, but any healer can attempt it even with improvised tools, though a penalty may be applied to the skill check.

Patients stabilized without the benefit of Old Terran tech or healing mutations are fragile and barely conscious. A newly-stabilized character is helpless for 1d6 x 10 minutes. At the end of this period, they may make a Physical Effect saving throw to regain one hit point and return to normal activity. A failed save leaves them incapacitated for 2d6 days before another attempt at a save can be made, and if this is failed as well, it's 2d6 months of bed rest before they can make a third attempt to recover. If this third saving throw is failed, the character will die of his wounds in the next few days unless treated with Old Terran medical gear. Application of a stim at any time will end the convalescence.

Healers can aid characters recuperating from grievous wounds. A successful Int/Tech/Medical skill check against difficulty 9 allows the patient to reroll a failed Physical Effect saving throw. Optionally, the character may accept a permanent scar or mutilation to automatically succeed at a saving throw before it is rolled. The player may pick some appropriate maiming or mutation flaw equivalent as a physical injury if the GM considers it suitable. Such grave injuries cannot be healed by conventional medicine or stims, and may require sophisticated Old Terran surgical facilities to reverse.

Natural Healing

A character who suffers from neither the Hungry nor Thirsty conditions will naturally heal lost hit points as they replenish their stamina and let old wounds mend. A well-nourished character who has at least eight hours of rest regains their level in hit points every morning when they wake. If they spend the day doing nothing but resting, they regain additional hit points equal to their level, plus 2 more for every level of Tech/Medical possessed by their physician.

Diseases and Toxins

The New Earth is full of unpleasant substances and hostile microorganisms. Ancient Old Terran gengineering left their descendants immune to many of the old scourges, but fresh plagues have been born in the years since the Scream- and some have been "improved".

Diseases or poisons have a *Toxicity* rating, usually beginning at 7, an *Interval* at which they harm a character, and a *Virulence* indicating the number of saving throws necessary to recover from its effects.

When first exposed to a disease or poison, a character must make their choice of either a Physical Effect saving throw or a Luck saving throw. If successful, the character has either resisted the toxin or managed to avoid getting a dangerous dose. If unsuccessful, the character has been infected or poisoned.

After each interval of time has passed the character suffers the effects of the disease and must make a Physical Effect saving throw. Once the victim has succeeded at enough saving throws to equal the toxin's Virulence, he has thrown off the disease or recovered from the poison. A medic can assist a diseased or poisoned character. A Tech/Medical skill check against the malady's Toxicity can be made at each interval, and if successful, the character's saving throw will succeed.

Example Diseases and Toxin

Bonerot: Toxicity 9, Interval of one week, Virulence 3. At each Interval the victim's bones soften from nanite corrosion as they sweat white dust and blood. They lose 1d6 points of Strength or Constitution each week, from whichever score is higher, until they fight off the infection or die at less than 3 in an attribute. Lost attributes return at one point per day.

Pneumonia: Toxicity 8, Interval of five days, Virulence 2. At each Interval the victim becomes weaker, more feverish, and less capable of breathing. With each failed saving throw, they gain first the Coughing, then the Fevered, then the Wheezing negative conditions. On the fourth failed saving throw, they die.

Heritor Bug Spittle: Toxicity 7, Interval of one round, Virulence 2. A carefully-concentrated extract of the acidic spittle of the heritor bug, kept in flasks made of bug shells and used to tip chitin-pointed arrows or spears. On a hit, the victim suffers 1d6 damage per round until they can throw off the venom. The poison degrades from the weapon after the first hit or ten minutes, whichever comes first.