

Surgery Appendix

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Surgery

Surgery is the scholarly art of healing wounds by non-magical means. Surgeons require suitable phys reps to perform their tasks.

Surgeon I

This is the only level that can be taken at character creation.

The basics of the skill allow you to treat a wound to actually cure it by sewing and bandaging. This process takes a minimum of five minutes per wound.

You are able to perform long term treatment of patients in an endeavour to recover lost spirit strength. You may treat up to two patients per hour, and each will recover one spirit strength.

Surgeon II

To be trained in Surgeon II you must find another character or NPC with Surgeon II to teach you.

You are able to perform more major surgery, and treat wounds faster. It now takes only a minimum of three minutes per wound.

You can also treat poisoning and deal with disease. It takes the surgeon only a minute to treat a victim of poisoning, but they will take ten minutes to recover consciousness.

You can also treat someone that has been blinded. As long as there is no permanent damage to the eyes you can cure the effects of blinding in five minutes.

You are able to perform long term treatment of patients in an endeavour to recover lost spirit strength. You may treat up to five patients per hour, and each will recover one spirit strength.

Surgeon III

To be trained in Surgeon III you must find another character or NPC with Surgeon III to teach you.

For a surgeon to gain the benefits of surgery III or above they must be using masterwork or better tools.

With the correct tools wound treatment time is now only two minutes. If the surgeon has an assistant with at least First Aid I this can be reduced to one minute.

You can also treat someone that has been blinded. As long as there is no permanent damage to the eyes you can cure the effects of blinding in three minutes.

When performing long term care you can treat up to ten patients per hour, recovering one spirit strength or three patients per hour recovering two spirit strength.

Beyond Surgeon III

Once you have become a level three surgeon you have a very good understanding of the human body and the way healing works in the Bladelands. This allows you to progress onto near magical deeds that would be impossible in your characters home lands.

Save Life (modus)

This is the ability for the surgeon to save the life of someone that has recently died. They must start work on the patient before they have gone past the negative of their current life clock to a minimum of 5 minutes. i.e. A character with a current spirit strength of four, would have five minutes for the surgeon to start attending to them.

A surgeon must have an assistant of at least Surgeon I and be using at least masterwork tools to perform this action.

The surgery takes ten minutes, and leaves the patient fatigued reducing their spirit strength too zero. The patient must be unconscious through out the surgery and once woken will be under the effects of the Agony effect for one minute. The patient takes a further fifteen minutes of pure rest to recover, during which he cannot take any combative actions, cast spells, or use abilities.

The spirit strength lost by the patient will return after a long period of rest (8 hours), and cannot be restored by any magical, alchemical or apothecary means. Long term care by a Surgeon III as an exclusive patient for 1 hour will allow the patient to start recovering spirit strength.

Restore Limbs (modus)

The use of this ability allows the surgeon to restore non-functioning limbs to full functionality. The surgeon must start the surgery on the wound within five minutes of the injury being caused.

A surgeon must be using at least masterwork tools to perform this action.

The surgery takes five minutes to perform, and leaves the patient weak. The patient temporally has all strength removed from them and must rest for five further minutes. The patient can delay the rest, but will not their strength back until that period of rest occurs.

Collector (modus)

The surgeon knows the way around humans well, but now has found that various other organs and fluids from creatures in the Bladelands have near magical properties.

This knowledge teaches the surgeon how to collect these organs and fluids from the creatures, providing he has the right tools.

Two examples are below, but they are by no means the entire list.

Ghoul's Mortality.

In the heart of a ghoul contains the last remnants of its human self, a few drops of its own blood. This blood can be removed by a process of holding the Ghoul down and extracting the blood using a specially prepared syringe. This can only be performed on a single ghoul once, and has some disturbing side effects to the ghoul. It is not recommended unless the destruction of the ghoul will happen shortly after.

Troll's Liver.

The liver of a troll seems to be one of the power houses that cause the fast regeneration of this magical beast. The liver can only be removed once the Troll is dead. To perform this you must use an exceptionally sharp and enchanted scalpel.

Disrupt Life-force

This tiered ability is the skill of disrupting the natural flow of energy that flows through the human body to cause harmful effects. Each tier of this skill must be bought and taught separately. These skills will only work on someone wearing patchy armour. If all areas are covered with armour, then this skill will have no effect.

Tier 1 – Torture

This is the ability to successfully torture an individual by causing pain to erupt from parts of the body. Please contact a Ref if you wish to use this skill.

Tier 2 - Stun

By approaching your victim you can cause them to be stunned with a simple touch. Both hands must be empty, and you must place one hand lightly on your victim, and say Stun. The victim is inflicted as per the Stun effect with the duration of thirty seconds:

This effect causes the victim's muscles to spasm collapsing him to the ground. The victim loses consciousness immediately but is otherwise unharmed.

Tier 3 – Agony

By approaching your victim you can cause agony with a simple touch. Both hands must be empty, and you must place one hand lightly on the back of your victim, and say Agony. The victim is inflicted as per the Agony spell with the duration of thirty seconds:

This spell causes the target to feel intense pain. If possible (and weather, safety etc. permitting) the victim will fall to the ground but in any event is incapable of taking any meaningful action for the duration of the effect.

Tier 4 – Choke

By approaching your victim you can cause them to be choked with a simple touch. Both hands must be empty, and you must place one hand lightly on your victim, and say Choke. The victim is inflicted as per the Choke spell until a wound is taken or contact with the victim has been broken:

This spell causes a character to be unable to breathe. Speech is impossible as is moving unaided as the victim will collapse to the ground clutching his throat. If the choke effect is not stopped after one minute the character passes out with a chest wound and immediately goes to life clock. It will not kill people capable of regeneration (although it will force them to collapse and need to regenerate).

Tier 5 – Paralysis

By approaching your victim you can cause them to be paralysed with a simple touch. Both hands must be empty, and you must place one hand lightly on your victim,

and say Paralyse. The victim is inflicted as per the Paralyse spell with the duration of thirty seconds:

This spell causes the victims muscles to lock up. They cannot move in any way, until the effect wears off.