

Injury and Death

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A fairly natural consequence of duelling or going to war. Medical technology is not at its best in the eighteenth century, penicillin not yet having been invented and matters of hygiene being very much over looked. Consequently gangrene is a very real possibility and amputation is the often the best solution. Compare the damage of any particular injury to the character's Endurance characteristic. Each injury should be looked at separately.

Physical Blows

For concussive hits including firearms

- up to 1/4 of your Endurance (rounded up) — **Minor Wound** - Muscle and skin damage only that will heal with minimum medical attention in a matter of several weeks if kept in good condition.
- up to 1/2 of your Endurance (rounded up) — **Major Wound** - Broken bone(s) that must be set and can take months to heal. A crippling blow.
- up to 3/4 of your Endurance (rounded up) — **Critical Wound** - Multiple fractures that have a high probability of never healing well and developing gangrene. Amputation is recommended. The area of the body will not function at all.
- up to your Endurance (rounded up) — **Mortal Wound** - Gangrene is certain and the area of the body will never function. Death occurs within minutes or hours of the wound unless immediate skilled attention is given.
- over your Endurance (rounded up) — Death by trauma, shock or blood loss.

Cuts

For cuts and stabs

- up to 1/4 of your Endurance (rounded up) — **Minor Wound** - Muscle and skin damage only that will heal with minimum medical attention in a matter of several weeks if kept in good condition.
- up to 1/2 of your Endurance (rounded up) — **Major Wound** - Deep muscle punctures and minor cutting of organs that must be stitched and bound and can take months to heal. A crippling blow.
- up to 3/4 of your Endurance (rounded up) — **Critical Wound** - Severing of muscles and puncturing of organs a high probability of never healing well and developing gangrene or dieing of internal bleeding or blood poisoning. Amputation is recommended. The area of the body will not function at all.
- up to your Endurance (rounded up) — **Mortal Wound** - Gangrene is certain and the area of the body will never function. Death occurs within minutes or hours of the wound unless immediate skilled attention is given.
- over your Endurance (rounded up) — Death by trauma, shock or blood loss.

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