# Taking Damage

**Take damage**
Mark empty HP-boxes as far as possible.

**If damage spills over**
Point for point increase the degree of the currently lowest degree of injury by the pattern below:
- Replace the old injury with the new if the old one is of a lower degree than the new one.
  - E.g. Old L + New S => S
- Increase the old injury one step if the new injury is of the same or lower degree.
  - E.g. Old L + New L => S
  - E.g. Old S + New L => C

**Disabled or unconscious?**
Roll CON to see if the injured can continue fighting. The last marked box determines the difficulty of the roll.
- On a success the injured can continue acting.
- If the roll fails, roll again against the same difficulty.
  - If the second roll is successful the character is disabled for as many turns as the number of points of injury they received.
  - If the second roll fails the character is disabled for 10 minutes per point of injury they received.

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**Degrees of injury**

<table>
<thead>
<tr>
<th>Light</th>
<th>Serious</th>
<th>Critical</th>
<th>Permanent</th>
</tr>
</thead>
<tbody>
<tr>
<td>All heal after a couple of hours of rest.</td>
<td>One night of rest heals one point.</td>
<td>Doesn’t heal.</td>
<td>Doesn’t heal.</td>
</tr>
<tr>
<td>All heal automatically.</td>
<td>Half heal automatically, round up.</td>
<td>One point heals automatically.</td>
<td>Doesn’t heal.</td>
</tr>
</tbody>
</table>

**In play**
If the characters want to heal damage during the Exploration or Confrontation phase they can do that if they find a safe place to rest.

**Recovery phase**
As long as the characters aren’t pursued and deprived of their recovery phase they can recover damage as per below.
They can also seek medical attention as one of their activities in the phase, see the rules for further details.

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**If there’s still damage to allocate continue in the next column.**

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**Healing**

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
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</tr>
</thead>
<tbody>
<tr>
<td>Usually heal after a couple of hours of rest.</td>
<td>Roll CON with advantage.</td>
<td>Most physical actions are made at a disadvantage until there’s at least one empty HP box available.</td>
<td>Roll CON at a disadvantage.</td>
</tr>
<tr>
<td>Light</td>
<td>Serious X</td>
<td>Critical X</td>
<td>Permanent #</td>
</tr>
<tr>
<td>All heal after a couple of hours of rest.</td>
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**When the character comes to again they act with disadvantage on all rolls for physical activities until at least one HP has been recovered.**

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**Rules summary for Kuf. Version 1. May be duplicated for personal use.**

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