**Taking Trauma**

- **Take trauma**
  - Mark empty MP boxes as far as possible.
  - If trauma spills over:
    - Point for point increase the box with the lowest degree of damage accordingly.
    - Replace the old with the new trauma if the new is of a higher degree than the old.
    - E.g. Old L + New S => S
    - Increase the old one degree if the new trauma is of a lower or equal degree as the old.
    - E.g. Old L + New L => S
    - E.g. Old S + New L => C

- **Stress reaction**
  - Roll for CHA with difficulty according to the box that was checked last.
  - If the roll fails the victim suffers a stress reaction according to the below.
  - 1-2: Freezes and goes passive.
  - 3-4: Flight response triggers and the victim tries to escape the source of the trauma at any cost. Being stopped or unable to escape causes an additional 1d4L per turn.
  - 5-6: Fight response triggers and the victim attacks the source of the trauma. The effect lasts as many turns as the number of trauma degrees.

- **Degrees of trauma**
  - Uncomfortable:
    - All heal after a short break and maybe a cigarette.
  - Terrifying:
    - Roll CHA with advantage.
  - Severe:
    - Roll CHA.
  - Critical:
    - Roll CHA with disadvantage.
  - Permanent:
    - 1-2 INT
    - 3-4 WIS
    - 5-6 CHA

- **Healing Trauma**
  - During play:
    - The characters can heal trauma in the Exploration and Confrontation phases 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 trauma as per below.
    - They can also seek medical attention as one of their activities in the recovery phase, see the rules for further details.
    - Degrees of trauma:
      - All heal automatically
      - All heal after a short break and maybe a cigarette.
      - Half heal automatically, round up.
      - Successful roll for CHA heals one point.
      - It the character doesn’t have suitable help the roll is made at a disadvantage.
      - Permanent:
        - Doesn’t heal.

- **Summary of the trauma rules for Kuf. Version 1. May be duplicated for personal use.**
  - For more information, visit wilhelmsgames.wordpress.com

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*If there are still points of trauma to allocate, continue to the next column.*