

RECOVERING AND TREATING DAMAGE

Characters who have suffered damage can remedy it in several different ways, depending on the type of damage inflicted and its severity.

When alleviating damage, there are generally *three* types of tests. First, there are **recovery tests** which represent a character's natural healing or self-diagnostics *to replenish lost Stress*. Second, there are **treatment tests** which are made by skilled professionals attempting to *remove Harms*. Finally, there are **recuperation tests** which *represent a character's natural ability to overcome Harms*. The skills used for these tests depend on the type of damage being tended to, as indicated on the Damage Table.

Harms make it more difficult to recover *or be treated*. For each Harm a character has suffered, the difficulty of all associated **recovery tests** and **treatment tests** is increased by one (to a maximum of 5). *Harms are tracked separately (ie. a Wound does not make a Resolve recovery test harder)*.

Recovery tests

*Recover and Rest are the two types of **recovery test**.*

Recover: The character hunkers down, grits their teeth, and fights through the pain. The character chooses a single type of damage (physical, mental, or quantronic), and attempts an Average (D1) recovery test. On a successful test, the character regains two Vigour (physical), Resolve (mental), or Firewall (quantronic), plus two more for each Momentum spent. Other characters can assist the recovery test by performing first aid, providing moral support, or applying an emergency software patch and making the appropriate treat test.

Because the character is focusing on their own wellbeing first and foremost, when they take the Recover action, they may reroll any cover dice they roll until the start of their next turn.

Rest: Between action scenes, a character who rests for one hour can attempt an Average (D1) recovery test for each type of Stress. On a success, the character recovers all of their lost Stress. *Multiple recovery tests need to be done in succession: multiple types of Stress cannot be recovered in the same period of rest.*

Doubling the time spent resting (from one to two, from two to four, from four to eight, etc.) reduces the difficulty by one (to a minimum of D1). *Equally, Momentum can be spent to reduce the time required to rest to restore lost stress: each Momentum spent halves the time taken by the Rest test, to a minimum of 15 minutes.*

During a rest, characters are assumed to be relaxing, bandaging their wounds, and checking their quantronic systems. If they're distracted or preoccupied in a way that would prevent them from doing that, they aren't really resting.

Treatment tests

*There are two types of **treatment tests**, **Treat** and **Serious Treatment**. **Serious treatment** removes **Harms** whereas **Treat** only removes **Harm Effects**.*

It's difficult to treat yourself. Characters can attempt treat checks on themselves, but the difficulty is increased by one.

Treat: A character can tend to someone who has suffered a Harm as a Standard Action by making an Average (D1) treat test. On a success, the patient is no longer affected by one Harm Effect they were suffering from, plus an additional Harm Effect for every 2 Momentum spent. (The Harm itself remains. Only the Harm Effect is alleviated.)

Increasing the time taken reduces the difficulty by one for each step (Standard Action, 30 minutes, 1hr, 2hrs, 4hrs).

Serious Treatment: Once per day, a character may attempt a treat test in order to perform surgery, engage a victim in serious psychotherapy, patch a serious breach, or repair major damage to an object by making an Average (D1) treat test. On a success, the patient can remove one Harm plus an additional Harm for every Momentum spent.

*Note, because a character undergoing **Serious Treatment** will always have at least one Harm the difficulty of the test will always start at as **Challenging** (D2).*

The time required for serious treatment varies based on the difficulty of the test (which, as described above, increases based on the number of Harms the character is suffering from)—one hour to complete a D1 test, three hours to complete a D2 test, six hours to complete a D3 test, twelve hours to complete a D4 test, and eighteen hours to complete a D5 test. The character can reduce the time taken by an hour per Momentum spent, to a minimum of one hour.

Recuperation tests

***Recuperation tests** are an alternative way of removing harms. Rather than being actively treated it uses the sufferers own recovery skill for the test. It represents a character in a long period of convalescence where their own abilities allow them to overcome their harms.*

*Recuperating from Harms must be done one at a time. The character must make an Average (D1) **recuperation test**, using the same skill as for **recovery tests**, and, if the test is*

successful, they can remove a single Harm. This takes a day if the character is suffering from a single Harm or a week if they are suffering from two or more Harms.

Simultaneous Recuperation: If characters are suffering from multiple types of Harm, the recuperation periods for each type of Harms can overlap. (In other words, you can recuperate from each type of Harm simultaneously, making separate recovery tests for each type of Harm at the end of each recuperation period.)

Recuperate Momentum: Momentum can be spent to heal additional Harms during recuperation, requiring a number of Momentum equal to the difficulty of the test (after the increase imposed by the Harms themselves) for each additional Harm recovered.

Long-Term Care: A character can provide long-term care to a resting or recuperating patient. The caretaker uses their treat skill to assist the patient's recovery tests.