

Healing ZenFox42

This applies to using the Healing Skill or Power to remove Incapacitation, Bleeding Out, and Wounds, when used on Wild Cards or Extras :

- All Healing attempts must take place within 1 hour after the Wound(s).
- If the target is Incapacitated, you must first roll to remove that, then make another roll to remove the Wound(s). However, healing Incapacitation also stops Bleeding Out (as per [here](#)[2014]).
- Subtract the target's Wounds, your applicable Wounds (based on your Edges), and your Fatigue from the roll. If you try to heal yourself, subtract all your Wounds (as the patient), your applicable Wounds (based on your Edges, as the healer), and your Fatigue.
- One Wound is removed on a Success, two Wounds on one or more Raises. A Raise while trying to heal Incapacitation does nothing extra (as per [here](#)[2011], except for during Natural Healing, described below).
- Healing does not remove the Shaken status that had to accompany the Wound or Incapacitation (as per [here](#)[2014]).
- A Healing roll to only stabilize Bleeding Out does not include the target's Wounds (as per [here](#)[2011]) nor penalties from lack of supplies (as per [here](#)[2010]), and **the skill roll can be done as a (non-free) Action** (as per [here](#)[2015]). If successful, the target is still Incapacitated, and has 3 Wounds.

Healing Skill : takes 10 minutes; only one attempt per “healer” to remove *only new* Wounds; -2 without basic supplies. The same “healer” can roll to stabilize Bleeding Out or remove Incapacitation multiple times (as per [here](#)[2015] and [here](#)[2011], respectively).

Healing Power : you can try healing the same target as long as you have PP (as per [here](#)[2013]).

Greater Healing Power : can remove Incapacitation and Wounds more than 1 hour old, otherwise it acts like the Healing Power.

If all immediately available attempts to recover from Incapacitation fail, then the character remains Incapacitated until they attempt Natural Healing, which does not necessarily mean they are unconscious (as per [here](#)[2011]).

Natural Healing automatically removes Incapacitation first if it is present, and then removes Wounds. One “step” (Incapacitation or Wound) is removed on a Success, two “steps” on one or more Raises.