# ble of Basic Skills
# Description

42 Life Points

The amount of damage you can take. You start with 42 Life which means that you may take 42 points w

Basic Weapon Skill

The ability to inflict "Single" damage with any melee weapon in one or two hands.

First Aid

The ability to restore lost life through tending and the expenditure of Power. By spending 1 minute role-p

5 Points of Power

Used during the performance of the First Aid skill. Should a person ever be reduced to 0 Power by any r

Discern Wounds

The ability to be able to ascertain how much someone is wounded.

The person performing the skill should say "I’m checking your wounds", "I’m checking to see how injured

"I’m fine" (unwounded)

"I’m injured" (1 to 29 Life below Total (i.e. on 13 to 41 Life))

"I’m severely wounded" (30 Below Total Life or worse i.e. on 12 Life and below)

The character spends 10 seconds in good light, 30 seconds or longer in poor to no light, obviously checl

The Player Ref will tell you at the Battleboard what to say if you don’t know. If you’re checked in the hea

The Rules