

A FIELD GUIDE TO CREATURES OF THE HYBORIAN AGE

A DETAILED STUDY OF MAN-APES FOR CONAN THE ROLEPLAYING GAME, PART II

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IV. FOR THE GAMES MASTER

'The beast peering from the scarlet hood was utterly bestial, and yet Murilo realised that Nabonidus spoke truth when he said that Thak was not wholly beast. There was something in the red murky eyes, something in the creatures clumsy posture, something in the whole appearance of the thing that set it apart from the truly animal.'

Rogues in the House, Robert E. Howard

INCORPORATING MAN-APES INTO YOUR CAMPAIGN

Man-apes can make great additions to your adventure or campaign. They can be encountered singly, in pairs (although this usually only applies to Yahtis) or in family groups. There is little challenge in using them in adventures. The biggest challenge for Game Masters is finding an appropriate way to use them based on the skill and number of Player Characters in the adventuring party. Keep these

points in mind when creating adventures in which man-apes play a role:

Remember, adult male man-apes are no pushovers. For example, in all of his encounters with them, Conan has significant difficulty, not only winning, but surviving, and the same should be true of your Player Characters.

- ✘ Come up with a reason why your Player Characters would encounter man-apes. As a Games Master, try to avoid, what I call, the habit of 'throwing your Player Characters into the meat grinder'. If your Player Characters were attacked by man-apes, why? Were the man-apes hunting them? Were the man-apes protecting their young? Were they acting because of the command of some evil sorcerer who has power over them?
- ✘ Before you include man-apes in your adventure, think about the region where your Player Characters are currently travelling. Do man-apes normally exist here? If not, why would they be present for your Player Characters to run afoul of them?
- ✘ Make use of the Special Attacks, Qualities/Weaknesses and Feats possessed by man-apes (which will be discussed shortly). Man-apes do not just come running straight at an opponent during combat. They ambush prey by jumping out of trees or by throwing boulders down from

mountainous cliffs. Use these skills to make your Player Character's encounter with these critters more interesting.

- ✘ Finally, very few living beings will, of their own accord, fight to the death if escape is an option. If your adventurers get the upper hand in a combat with man-apes, the man-apes may try to flee. This can lead to an exciting chase through the jungles of Kush, or the mountains near Zamora.

Most importantly, be creative and have fun! That is what playing roleplaying games is all about!

MAN-APES IN GAME TERMS

'Instantly Thak, on the other side of the chamber, wheeled, glared and charged with a thunderous roar.'

-Rogues in the House, Robert E. Howard

In this chapter, man-apes have been re-vamped using the layout on page 324 of the Conan Roleplaying Game Core Rulebook (Atlantean Edition) as a template. The major differences from that original write-up will be outlined in this section. Here you

will also find mention of all the additional Special Attacks, Qualities/Weaknesses and Feats available only to man-apes. These will add depth, options for creativity, and realism to any man-apes that you choose to include in your adventure.

DIFFERENCES FROM THE MAN-APES AS DESCRIBED IN THE ATLANTEAN EDITION

There are now several types of man-apes and each one has unique game statistics (Attributes, Skills, HD and so on.) that are different from the man-apes in the Atlantean Edition.

✘ An addition has been made to the DR of these beasts. They still have a natural DR against all weapons (3 in sub-adults and 5 in adults). They now also receive a separate DR against attacks with bludgeoning weapons (6 in sub adults and 10 in adults) due to the robust nature of their skeletons.

✘ Attack statistics have been changed. Now, man-apes accomplish a single attack through the use of the claws rather than a slam (as a new Special Attack option deals with slam attacks), and a full attack consists of two claw attacks and a bite attack.

✘ Feats have changed. In this new version of man-apes, Games Masters have the option to personalise their man-apes (depending on the creature's role in the adventure) by selecting from both old and new feats available to man-apes

described below.

✘ Special Attack/Qualities/Weaknesses have changed. These have also been altered so that Games Masters have the ability to select from several old and new Special Attacks/Qualities described below. The Special Attack Improved Grab is no longer available. Fear not! Several new Special Attacks and feats have been created to take the place of Improved Grab, while giving the Games Master more options for combat.

FEATS

This section lists, in detail, the types of unique abilities (in the form of special Feats) possessed by man-apes. These Feats have been designed to give man-apes more depth and options for the Games Master when planning encounters with the beasts. Several are not available to Player Characters or normal Non-Player Characters. Feats that have already been described in other Conan RPG sourcebooks will only be mentioned here. For complete descriptions of them, see the source material where they were originally printed.

Rules for Selecting Your Man-Apes Feats: As the OGL rules for monster creation states, monsters are allowed 1 (+1 per 3 HD) feats. Therefore, a creature with 2 HD is only allowed 1 feat, a creature with 3 HD is allowed two feats, a creature with 6 HD is allowed three feats and so on. When selecting your man-ape's feats, keep this in mind. The average man-ape, as described below, has 6 HD. It is therefore allowed three feats. Note: Although it is up to the Games Master, it is beneficial for all man-apes to take the feat Grapple (Man-ape Combat), as this gives them more options for attacking. Furthermore, as knowing how to properly grapple is necessary for delivering lethal damage while doing so, this feat is a prerequisite for several of the Special Attacks listed in the next section.



OLD FEATS STILL AVAILABLE AS OPTIONS FOR MAN-APES

Alertness

Multitattack (teeth and claws)

Power Attack

NEW MAN-APES SPECIFIC FEATS

EYES OF NIGHT

Because they shy away from light (both natural and magical), man-apes have learned to adapt to utter darkness and can maneuver quite efficiently in pitch-black conditions, such as the dead of night. This is in addition to the Low-light Vision Special Quality listed on pg. 299 of the Conan Roleplaying Game Core Rulebook (Atlantean Edition).

Prerequisites: This Feat is available to all man-apes that are not infants. This Feat is not available to Player Characters or normal human Non-Player Characters. Although Yahtis are not afraid of light, they still have access to this Feat.

Benefits: Man-apes receive a +2 to all skill checks performed in absolute darkness. They also receive no penalty for skill checks performed in very low-light conditions (such as torch light).

GRAPPLE MAN-APE COMBAT

This feat represents the man-apes superior grappling ability.

Prerequisites: This Feat is available to all man-apes that are not infants. This Feat is not available to Player Characters or normal human Non-Player Characters.

Benefits: With this feat, a man-ape's base grapple attack bonus always equals 1D20 + base attack bonus + Strength modifier + special size modifier (+0 for subadults, +4 for adults) + 5 (special feat bonus). Grapple defence equals 1D20 + base attack bonus + strength modifier + special size modifier + 5 (special feat bonus). All steps for successful grapple attacks (listed on pg 174, Atlantean Ed.) remain the same, except that man-apes with this feat ignore step

one and began at step two when initiating a grapple. Man-apes can initiate a grapple with a successful grapple attack (opposed against an opponent's grapple defence). A successful grapple attack also automatically deals 1D4 damage plus strength modifier and gives man-apes the opportunity to use one of the following Special Attacks listed below: Crush; Rend Limb From Limb; Shatter Bones, Shake the Blood as a Full Attack during the subsequent round after the successful grapple attack. Man-apes also do not receive a -4 penalty on their grapple checks when attempting to deal lethal damage. They also do not suffer a -4 penalty on natural weapon (claw) attacks when grappling. In addition, man-apes can Dodge while grappling. See page 173-175 of Atlantean Edition for normal grappling rules. In addition, this feat is necessary if the Games Master wishes to choose from the following Special Attacks for his/her man-ape: Crush; Rend Limb From Limb; Shatter Bones, Shake the Blood.

'The mighty arms spread wide as the beast plunged, stupefying quick for all his vast bulk and stunted legs.'

*Iron Shadows in the Moon,
Robert E. Howard*

UNCANNY LEAP

Keeping a man-ape from getting into grappling range is the best way for Player Characters to survive encounters with them. This is incredibly difficult, however, due to their amazing ability to leap long distances at speed. An adventurer may be faced with a man-ape that is 20 feet away one second, and the next may be fighting for his/her life as the beast leaps into an arm's length and is attempting to rip limbs from their sockets.

Prerequisites: This Feat is available to all man-apes that are not infants. This Feat is not available to Player Characters or normal human Non-Player Characters.

Benefits: When attacking an opponent head-on, a man-ape can leap a distance of up to 25 ft from a standing position as a free action. Man-apes can also leap straight up or down (up to, or down from a tree branch) up to 30 feet even if starting with both feet planted squarely on the ground as a free action. Furthermore, these creatures can automatically jump this distance (whether the jump is parallel, up, or down), and do not need to roll as is described in the Jump Rules on Page 92 of the Conan Core Rule Book (Atlantean Ed). Note: to attempt a 'standing broad jump' type of leap forward at an opponent that is on the same level as the man-ape, an open space between the man-ape and its quarry is necessary.

SPECIAL ATTACKS, ABILITIES AND QUALITIES

'Swiftly the terrible strength of the anthropoid overcame the leverage of braced arm and knee. Inexorably Conan's arm bent under the strain; nearer and nearer he was drawn to the slaver's jaws that gaped for his life.'

*Iron Shadows in the Moon,
Robert E. Howard*

All monsters have certain Special Attacks/Qualities, and perhaps even Special Weaknesses. Man-apes are no exception. Therefore, in this section you will find both old and new Special Attacks available to Man-apes. No detail is given on the old Special Attacks, as they can be found in the Conan RPG Core Rulebook (Atlantean Ed).

Rules for selecting your man-ape's Special Attacks: The rules in this regard are simple. Sub-adult man-apes (be they black or grey) can have one Special Attack. The average man-ape (be they black or grey)



CRUSH [EX]

The description of this Special Attack remains unchanged from that located on Pg. 324 of the Conan Roleplaying Game Core Rulebook (Atlantean Ed).

Prerequisites: Grapple (Man-ape Combat) feat.

Benefits: Same as listed in Conan RPG Atlantean Ed.

DISEMBOWELING STRIKE [EX]

The claws are one of the man-apes most important weapons. When hunting, man-apes use them to quickly incapacitate prey. They are also very effective melee weapons. When attacking an armed individual, most man-apes will use a combination of their claws and dexterity to get close enough to the individual for grappling (where they are very formidable, indeed). When using

their claws, man-apes will often aim for the throat or stomach of their opponent, and have the ability to cause serious damage in one swipe.

Benefits: If a man-ape succeeds in delivering a critical strike with its claws, rather than following the normal damage multiplier, roll 1 D20. On a roll of 20, the man-ape disembowels the opponent. If not wearing metal armour, his/her hit points are automatically reduced to zero and they are Disabled (pg. 163, Conan RPG Atlantean Ed.) Furthermore, he/she loses an additional one point/round until healed or dead. NOTE: if the opponent makes a successful Fortitude saving throw (DC 17) their hit points are halved rather than reduced to zero. The additional damage per round still applies, however.

is allowed to have two Special Attacks. Dominant male man-apes or females protecting an infant (be they black or grey) are allowed to have three Special Attacks. Note: The Special Attack Improved Grab listed on Pg 324 of the Conan Roleplaying Game Core Rulebook (Atlantean Ed.) is no longer available to these beasts. Fear not, however, for this has been replaced by the feat Grapple (Man-ape Combat), described in the feats section. This new feat allows you greater flexibility and specificity in the type of attack you want your man-ape to most commonly use. Furthermore, that feat is a prerequisite for several Special Attacks listed below.

Spending of a Fate point can reverse the effects of a disembowelling strike whether wearing armour or not.

FROM WHICH WAY DOES HE COME? [EX]

Man-apes are masters of stealth and ambush. They use this tactic while hunting and are deadly efficient. Benefits: Man-apes gain a +4 on all Hide and Move Silently skill checks when ambushing prey. If successful, the target being ambushed is Surprised (pg 152, Conan RPG, Atlantean Ed.). Man-apes also gain a +2 to their initiative rolls when engaging in combat in familiar territory.

Note: a successful Spot check (opposed vs. the man-apes Hide or Move Silently skill checks) means that the attacked individual is not Surprised.

LOW-LIGHT VISION

The description of this Special Ability is unchanged from that on pg. 299 of the Conan Roleplaying Game Core Rulebook (Atlantean Ed).

REND LIMB FROM LIMB [EX]

Man-apes possess amazing strength. When engaged in close-quarters grappling, man-apes can utilise this strength to literally rip opponent's arms and legs from their joints, and even twist off their heads. The results of such attacks can leave a would-be attacker maimed or dead.

Prerequisites: Grapple (Man-ape Combat) feat

Benefits: If a man-ape attempts to grapple with an opponent, and successfully rolls a grapple attack that exceeds the opponents grapple defense by 5, as a full attack the round after the successful grapple attack, he can choose to grab one of the victim's limbs and gain the leverage necessary to maim him/her. Next, 1 D20 is rolled and the following chart is used to determine the result of the attack. Note: the individual being attacked can attempt a Reflex saving throw (DC 20). If successful, the result of the roll to determine the outcome of the man-ape's

grapple attack (on the table below) is reduced by 2. In addition, spending a Fate point can reverse the effects of a 19 or 20 roll on this table.

Roll	Result
1-10	Nothing
11-16	Opponent receives an additional two points of damage
17-18	Opponent receives an additional five points of damage
19	Opponent's weapon arm is popped out of joint. He/she cannot wield their weapon (even if it requires two hands) unless healed with the Heal Bone, Joint and Ligament Damage use of the Heal skill (see below). The pain is unbearable and he/she is at -5 to all skill, saving throws, and attribute checks until healed. Furthermore, he/she receives 5 points of damage and an additional point per round until the damage is healed.
20	The opponent's head is twisted 180 degrees in the wrong direction by the man-ape. Dies instantly with a horrifying look on his/her face.

SCENT [EX]

The description of this Special Ability is unchanged from that on pg. 299 of the Conan Roleplaying Game Core Rulebook (Atlantean Ed).

Shatter Bones, Shake the Blood (Ex)

If a successful Grapple (Man-ape Combat) attack occurs, man-apes have the option, as a full attack the round after the successful grapple attack, of slamming their opponent against an object or the ground (if applicable). This object can be a rock, a tree, a piece of furniture, and so on depending on

where the combat is taking place. The man-ape can also use this Special Attack to throw an opponent (10-15 ft, regardless of weight) in any direction, rather than slamming him/her into an object or the ground.

Prerequisites: Grapple (Man-ape Combat) feat

Benefits: All such slamming or throwing attacks automatically deal four points of damage. The amount of additional damage dealt by the attack, depends on the type of object that the victim is being slammed into or thrown onto. Note: a successful Reflex saving throw by the attacked individual (DC of 17), means that the individual has wriggled free and the attack is negated.

Object Slammed Into	Additional Damage
Water (pond, lake, pool)	None
Soft Ground (loamy, sandy, swampy)	1 point
Hard Ground (rock, compact dirt)	3 points
Furniture (table, chair)	2 points (note: the slam attack obliterates the object, creating pieces too small to cause shrapnel damage)
Large Metal Object (metal door)	3 points
Large Tree Trunk	2 points
Large Stone Object (cliff face)	2 points

SPECIAL WEAKNESS

"His kind are creatures of darkness and the silent places, haters of the sun and moon."

*-Conan, Iron Shadows in the Moon,
Robert E. Howard*

Shun the Light: Because they are more at home in complete darkness, man-apes do not adjust well to light (both natural and artificial). They fear even fire, and may flee from it. Thus, most man-apes presented with fire must make a successful Will saving throw following the rules listed for The Terror of the Unknown on pg. 313 of the Conan Roleplaying Game Core Rulebook (Atlantean Ed.), with the following exception: the DC for this roll is determined on the table listed below. When determining the effects and results of this roll, alpha male man-apes are considered 3rd level, while all other man-apes are considered 1st or 2nd level. These effects, however, are not felt in deep jungles, whether it is day or night, but will take hold if the man-ape happens to wander (or be coaxed) into an area where direct sunlight penetrates the canopy of trees (treat as Dappled Daylight on the table below).

Note: Yahtis are more frequently witnessed in lighter conditions and are not affected by this Special Weakness.

Type of Light	DC for Man-ape Will Saving Throw
Broad Daylight	25
Dappled Daylight	20
Magical Fire (Flame Powder, Acheronian Demon-Fire, Kothic Demon-Fire)	15
Bonfire	15
Torchlight	10

TYPES OF MAN-APES THAT MAY BE ENCOUNTERED

*"Some would call him an ape, but he is almost as different from a real ape as he is different from a real man."
Rogues in the House, Robert E. Howard*

SUB-ADULT MAN-APES [BLACK OR GREY VARIETY]

Sub-adult man-apes are individuals that are no longer dependent on their mothers, but have not yet reached sexual maturity. They look similar to adults, only smaller. These individuals are rarely encountered outside of their family group, although anything is possible.

Medium Monstrous Humanoid

Hit Dice: 4d8 +10 (25 hp)

Initiative: +5 (+2 Dex, +3 Reflex, also see From Which Way Does He Come? Special Attack Modifiers when appropriate)

Speed: 30 ft (6 squares) climb 30 ft.

Dodge Defence: 16 (-0 size, +2 Dex, +4 natural)

DR: 3 (6 against bludgeoning weapons due to their robust skeletons)

Base Attack/Grapple: +3/ (base grapple attack varies depending on feat selection)

Attack: Claw +6 melee (1d8+6)

Full Attack: 2 Claws (primary weapon) +6 melee (1d8+6) and bite (secondary weapon) +5 melee (1d10+3), or Special Attack option

Space/Reach: 10 ft/ 10 ft (but see Uncanny Leap Feat)

Special Attacks: Variable depending on Games Master's choice. Two can be chosen.

Special Weaknesses: Shun The Light

Saves: Fort +7, Ref +7, Will +3

Abilities: Str 20 (+5), Dex 15 (+2), Con 14 (+2), Int 5 (-3), Wis 12 (+1), Cha 7 (-2)

Skills: Climb +12, Listen +5, Move Silently +4, Spot +5, Perform (mimic) +7, Search +2

Feats: Variable depending on Games Master's choice. Two can be chosen.

Advancement: 5 HD (Large)

AVERAGE MAN-APE [SUBORDINATE INDIVIDUAL, BLACK OR GREY VARIETY, INCLUDING YAHGIS]

These individuals are non-dominant adults, and are an example of what is most likely to be encountered by adventurers. Furthermore, any captive individuals, be they the property of scholars or sorcerers (the purpose of which is probably dastardly), fall into this category.

Large Monstrous Humanoid

Hit Dice: 6D8+12 (39 hp)

Initiative: +8 (+3 Dex, +5 Reflex, also see From Which Way Does He Come? Special Attack Modifiers when appropriate)

Speed: 30 ft (6 squares) climb 30 ft.

Dodge Defence: 16 (-1 size, +3 Dex, +4 natural)

DR: 5 (10 against bludgeoning weapons due to their robust skeletons)

Base Attack/Grapple: +5/ (base grapple attack varies depending on feat selection)

Attack: Claw +9 melee (1d8+6)

Full Attack: 2 Claws (primary

weapon) +9 melee (1d8+6) and bite (secondary weapon) +8 melee (1d10+3), or Special Attack option

Space/Reach: 10 ft/ 10 ft (but see Uncanny Leap Feat)

Special Attacks: Variable depending on Games Master's choice. Two can be chosen.

Special Qualities/Weaknesses: Shun The Light

Saves: Fort +7, Ref +5, Will +3

Abilities: Str 20 (+5), Dex 17 (+3), Con 17 (+3), Int 7 (-2), Wis 14 (+2), Cha 7 (-2)

Skills: Climb +12, Listen +5, Move Silently +8, Spot +5, Perform (mimic) +7, Search +2



Feats: Variable depending on Games Master's choice. Two can be chosen.

Advancement: 7 - 8 HD (Large)

ALPHA MALE MAN-APPE OR ANY FEMALE WITH INFANC [BLACK VARIETY]

These individuals represent large alpha males or females during the breeding season. Alpha males are larger and more dominant than average males. They have proven themselves superior to their contemporaries and their statistics reflect this. Females with infants are protecting their young and, thus, more aggressive and formidable than they are under normal conditions. These types of black man-apes are slightly more dexterous (and slightly less powerful), than their grey cousins.

Large Monstrous Humanoid

Hit Dice: 9D8+12 (60 hp)

Initiative: +10 (+5 Dex, +5 Reflex, also see From Which Way Does He Come? Special Attack Modifiers when appropriate)

Speed: 30 ft (6 squares) climb 30 ft.

Dodge Defence: 18 (-1 size, +5 Dex, +4 natural)

DR: 5 (10 against bludgeoning weapons due to their robust skeletons)

Base Attack/Grapple: +6/ (base grapple attack varies depending on feat selection)

Attack: Claw +10 melee (1d8+6)

Full Attack: 2 Claws (primary weapon) +10 melee (1d8+6) and bite (secondary weapon) +9 melee (1d10+3), or Special Attack option

Space/Reach: 10 ft/ 10 ft (but see Uncanny Leap Feat)

Special Attacks: Variable depending on Games Master's choice. Three can be

chosen.

Special Qualities/Weaknesses: Shun The Light

Saves: Fort +7, Ref +7, Will +3

Abilities: Str 21 (+5), Dex 20 (+5), Con 17 (+3), Int 7 (-2), Wis 14 (+2), Cha 7 (-2)

Skills: Climb +12, Listen +5, Move Silently +8,

Spot +5, Perform (mimic) +7, Search +2

Feats: Variable depending on Games Master's choice. Three can be chosen.

Advancement: 9 - 10 HD (Large)

ALPHA MALE MAN-APPE OR ANY FEMALE WITH INFANC [GREY VARIETY, INCLUDING YAHGIS]

These individuals represent large alpha males or females during the breeding season. Alpha males are larger and more dominant than average males. They have proven themselves superior to their contemporaries and their statistics reflect this. Females with infants are protecting their young and, thus, more aggressive and formidable than they are under normal conditions. These types of grey man-apes are slightly stronger (and slightly less dexterous) than their black cousins.

Large Monstrous Humanoid

Hit Dice: 9D8+12 (68 hp)

Initiative: +10 (+5 Dex, +5 Reflex, also see From Which Way Does He Come? Special Attack Modifiers when appropriate)

Speed: 30 ft (6 squares) climb 30 ft.

Dodge Defence: 17 (-1 size, +4 Dex, +4 natural)

DR: 5 (10 against bludgeoning weapons due to their robust skeletons)

Base Attack/Grapple: +6/ (base



grapple attack varies depending on feat selection)
Attack: Claw +11 melee (1d8+6)
Full Attack: 2 Claws (primary weapon) +11 melee (1d8+6) and bite (secondary weapon) +9 melee (1d10+3), or Special Attack option
Space/Reach: 10 ft/ 10 ft (but see Uncanny Leap Feat)
Special Attacks: Variable depending on Games Master's choice. Three can be chosen.
Special Qualities/Weaknesses: Shun The Light*
Saves: Fort +7, Ref +7, Will +3
Abilities: Str 22 (+6), Dex 19 (+4), Con 17 (+3), Int 7 (-2), Wis 14 (+2), Cha 7 (-2)

Skills: Climb +17, Listen +5, Move Silently +8, Spot +5, Perform (mimic) +7, Search +2
Feats: Variable depending on Games Master's choice. Three can be chosen.
Advancement: 9 - 10 HD (Large)

* This Special Weakness does not affect Yahtis

NEW USE OF THE HEAL SKILL FOR PLAYER CHARACTERS

Heal Bone, Joint and Ligament Damage: Below is a table that lists the average DCs associated with Heal Skill checks for repairing bone, joint and ligament damage that may occur during a man-ape encounter. A Heal skill check can be attempted multiple times as long as the 'healer' is calm and not being rushed, although the effects are not cumulative (in other words, either it is successful once or is not). If being rushed, it can only be attempted once. Note: if this damage is left un-repaired, the victim will either die of hit point loss, or (if hit point loss is negated and a second roll is not made to heal the dislocated/broken limb), will be at a severe disadvantage. Any severe damage to the legs (broken bones, dislocated knee, and so on.) that is not healed as stated below will leave the recipient of said damage largely immobile. Their Speed is reduced to 1 ft. and any form of prolonged movement (even walking) causes them to loose 1 hp per round. Severe damage to the arms that goes untreated is no less of an inconvenience. If the damaged limb is their dominant (weapon) arm, for the first week they will be at -30 to any weapon related skill rolls, or strength related rolls that require two hands until the damage is healed. Whether the arm is the dominant one or not (or the Player Character is ambidextrous), he will be at -20 to

all skill and attribute related rolls until the damage is healed. Any strenuous exertion of the damaged limb will result in the loss of 2 hp per round.

Damage Being Healed	DC for Successful Heal Skill Check
The per round damage being received due to such wounds is negated	10
Set a dislocated arm or leg so it may heal properly	15 (Limb cannot be used for 1 week; after one week it can be used at -10 to all skill or attribute rolls involving it; after two weeks it can be used at -5, and after three weeks the damage is completely healed).
Set and splint a broken arm or leg so it may heal properly	20 (Limb cannot be used for 1 week; after one week it can be used at -10 to all skill or attribute rolls involving it; after two weeks it can be used at -5, and after three weeks the damage is completely healed).

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