

Damage type	Damage description (All damage is considered to be without armor or the result of a weapon or attack punching through armor worn.)	Healtime (If you go to the Medical Center)	Healtime (If you do NOT go to the medical center)	Supernatural, Quick heal, and Mech and Robotic heal times (medical treatment is always irrelevant)	Racial Penalty
Bruising	This is standard to any type of bruises you get on your body during a general scuffle, while falling or tripping, or by rough handling. Be warned, black eyes are not included in this listing.	1-2 IRL Days	Medical care generally not needed	Same day	None
Shallow cuts and scrapes	This is for shallow cuts (such as slices, not stab wounds) and scrapes you would get from things like tripping or being shoved to the ground.	1-2 IRL Days	Medical care generally not needed	Same day	Warning! If the blade is silver or wolfsbane coated Lycans take more damage! 2-3 days
Light Burns/Electrical	burns you would get from things like cooking, steam style burns, or from clothing catching flame before being rapidly put out. This also include small shocks beyond that of a tazer (As you generally recover from those in about an hour)	1-2 IRL Days	Medical Care generally not needed	Same day	Warning! Vampires take additional damage from fire. 2-3 days Heal time
"Sprang ankles", dislocated joints, pulled muscles, and general blunt damage (Dented mechs look here)	This area covers all remaining "light" damage. Anything that you would commonly run into playing any type of sport, outside of serious accidents.	1-2 IRL Days	Medical Care generally not needed	Same day	Warning! Android, mech, and robotic modded characters take extra damage to circuits. 2-3 days Heal time
"jumpings", "Beat Downs", or other such multiple on one events where blunt damage can be greatly increased, attacks with non bladed melee weapons (heavily dented mechs look here! And Super naturals, if you got beat up by another like you, read on!)	These are generally wounds that may or may not have some internal bruising. often these scraps will involve blunt weapons like bats or pipes.	3-4 IRL days	3-4 IRL Days	1-2 IRL Days	None
Gun shot wounds from Super Light Weapons	This is for all wounds from guns in the range of super light.	2-4 IRL days	3-5 IRL days	1-2 IRL days	Warning! Supernaturals (Vampires and lycans) do extra damage when doing weaponsless damage to another supernatural. 3-4 IRL days
Deep cuts, Stab wounds in non-vital areas, attacks from light bladed weapons such as combat knives or swords	This is for all puncture wounds. This is meant to include the standard "knife and twist" combination and knife and sword style "slices". This is not what you want if you character has been tortured, repeatedly stabbed in the same area, or a drill, saw, or other unique item has been used. See torture scenes for those.	2-3 IRL Days	3-4 IRL Days	1-2 days	Warning! Lycans take more damage if the bullets are silver. 4-6 IRL days
Gun shot wounds from Light Weapons	Any and all gun shot damage from the light weapons listed in the link.	2-3 IRL Days	3-4 IRL Days	1-2 IRL days	Warning! If the blade is silver or wolfsbane coated, lycan healtime increases! 2-3 days. Warning! Lycans take more damage from silver bullets! 4-6 IRL days
Small area skinning, medium burns, deep scrapes, Electrical damage from live cords or items such as current carrying blades or pikes	Messages or designs cut into players, or made by skinning small areas. Burns caused by intent harm (such as fire as a weapon, or branding), scrapes from being physically drug along rough surfaces for more than one post	5-7 IRL Days	7-9 IRL days	2-3 IRL days	Warning! Vampires being burned will have longer heal times! 5-7 IRL days Warning! Lycans will heal slower is blade are silver or wolfsbane is involved! 5-7 IRL days
Gun Shots from Medium Weapons	There are all guns in the medium weapons range.	5-7 IRL days	7-9 IRL days	3-5 Days	Warning! Lycans take more damage from silver bullets! 4-6 IRL days (Players, please try not to use silver without consent)
Vital organ stab or shot wounds, torture style damage, heavy bladed weapons	These are for weighted blades or those welded by a heavy mech, damage done with creative tools such as saws, drills, or acids, or short knives or bullets that have impacted organs. This does not include scenes if your character has been completely skinned or has been given any type of burns.	5-7 IRL days	7-10 IRL Days	3-5 IRL days	Warning! Lycans will heal slower is blade are silver or wolfsbane is involved! 6-9 IRL days Warning! Lycans take more damage from silver bullets! 6-9 IRL days (Players, please try not to use silver without consent)
Gun Shots from Large Weapons	Gun damage from any of the large weapons.	5-7 IRL days	7-9 IRL days	4-5 IRL Days	Warning! Lycans take more damage from silver bullets! 6-9 IRL days (Players, please try not to use silver without consent)
Cracked (fractured, or greenstick) bones	Broken that have been painfully "bent" but not broken. More common in younger people or more durable characters.	5-7 IRL days	7-9 IRL days	3-5 IRL days	None
Shotgun wounds (slug and buckshot)	Full damage taken from slug or buckshot guns.	8-10 IRL days	10-11 IRL days	7-9 IRL days	Warning! Lycans take more damage from silver bullets! 9-11 IRL days (Players, please try not to use silver without consent)
Broken bones (single or multiple)		8-10 IRL days	10-11 IRL days	6-8 IRL days	None
Close range explosive damage, serious burns, full body skinning	Damage gained from Grenades, being burned alive, skinned on the entire body, or other gross and normally life ending damage.	8-10 IRL days	10-11 IRL days	6-9 IRL days	Warning! Vampires being burned will have longer heal times! 9-11 IRL days