

## DAMAGE AND DEATH

STATE	CURRENT HP	CHARACTER STATUS	CAPABILITIES	CHECK	AID
<b>Disabled</b>	0 HP	Conscious	Single move action OR Standard action No full action Half movement	Standard action cost 1HP damage after completion	Healing
<b>Dying</b>	-1 HP to -9 HP	Unconscious and bleeding	No actions possible	Roll d% each round. 10% chance of become stable or loose 1 HP in bleeding damage	Healing  DC15 Heal Check to stabilize person
<b>Dead</b>	-10 Hp or lower	Dead	-	HP -10 or lower Constitution drops to zero Failed save vs. massive damage	Raise spell

STATE	HP DAMAGE	CHARACTER STATUS	CAPABILITIES	CHECK	AID
<b>Massive Damage</b>	50 HP or more in damage form single attack	Normal	Normal	DC15 Fortitude save or die	None needed or Raise spell