

GlassJaw's Grim Tales Variant Ruleset - v1.2

Version History

7/25/05

v1.0 – Initial release.

8/28/05

v1.1 – Added version history; added variable armor DR; revised Agile Riposte feat; added Precise Attack feat; corrected Base Defense Bonus; fixed minor spelling errors.

9/29/05

v1.2 – Changed Base Defense bonus to Class Defense bonus (clarification of terminology); revised the unaware and flat-footed conditions; revised Reflexive Parry to include being surprised; revised the Uncanny Dodge talent.

Action Points

Improve a d20 Roll

You can spend an action point to improve a single d20 roll used to make an attack roll, a defense roll, a skill check, an ability check, or a saving throw.

Make a Heroic Strike

This action no longer exists.

Improved Your Defense

This action no longer exists.

Confirm a Critical Hit

You must spend an action point to turn an attack into a critical hit.

When you make an attack roll and get a natural 20, you have scored a threat: a potential critical hit (or “crit”). If the attack roll would normally hit, you may spend an action point to score a critical hit. Any attack roll that wouldn’t ordinarily result in a hit is not a threat.

A critical hit means that you apply the weapon’s damage to the target’s vitality *and* wound points.

Healing After Combat

Immediately after combat, you can spend an action point to regain a number of vitality points equal to the amount rolled on the die. You must rest for 1 minute in order to regain vitality points.

Adrenaline Rush

You may spend an action point to ignore the Strength and Dexterity penalties caused by wound point damage. This bonus lasts until the start of your next turn.

Replenishing Action Points

Because of the larger number of d20 rolls required and the lethality of this ruleset, a character’s action points should be replenished, at the very least, each time a character gains a new level. It is recommended, however, that action points be replenished at the end of a story arc or chapter in the campaign or even at the beginning of each game session.

Classes

Class Defense Bonuses

Change the class defense bonuses as follows:

	Strong		Fast		Tough		Smart		Dedicated		Charismatic	
	Dodge	Parry	Dodge	Parry	Dodge	Parry	Dodge	Parry	Dodge	Parry	Dodge	Parry
1	+0	+3	+3	+1	+1	+1	+0	+0	+1	+1	+0	+0
2	+1	+4	+4	+2	+2	+2	+1	+1	+2	+2	+1	+1
3	+1	+4	+4	+2	+2	+2	+1	+1	+2	+2	+1	+1
4	+1	+5	+5	+2	+2	+2	+1	+1	+2	+2	+1	+1
5	+2	+5	+5	+3	+3	+3	+2	+2	+3	+3	+2	+2
6	+2	+6	+6	+3	+3	+3	+2	+2	+3	+3	+2	+2
7	+2	+6	+6	+4	+4	+4	+2	+2	+4	+4	+2	+2
8	+3	+7	+7	+4	+4	+4	+3	+3	+4	+4	+3	+3
9	+3	+7	+7	+4	+4	+4	+3	+3	+4	+4	+3	+3
10	+3	+8	+8	+5	+5	+5	+3	+3	+5	+5	+3	+3
11	+4	+8	+8	+5	+5	+5	+4	+4	+5	+5	+4	+4
12	+4	+9	+9	+6	+6	+6	+4	+4	+6	+6	+4	+4
13	+4	+9	+9	+6	+6	+6	+4	+4	+6	+6	+4	+4
14	+5	+10	+10	+6	+6	+6	+5	+5	+6	+6	+5	+5
15	+5	+10	+10	+7	+7	+7	+5	+5	+7	+7	+5	+5
16	+5	+11	+11	+7	+7	+7	+5	+5	+7	+7	+5	+5
17	+6	+11	+11	+8	+8	+8	+6	+6	+8	+8	+6	+6
18	+6	+12	+12	+8	+8	+8	+6	+6	+8	+8	+6	+6
19	+6	+12	+12	+8	+8	+8	+6	+6	+8	+8	+6	+6
20	+7	+13	+13	+9	+9	+9	+7	+7	+9	+9	+7	+7

Skills

Heal (Wis)

Check: The DC and effect depend on the task you attempt.

Task	Heal DC
Identify wound damage	10
Long-term care	15
Restore vitality points	15
Restore wound points	20
Stabilize a dying character	15
Surgery	20 or more
Treat daze	10
Treat disease	Poison's save DC
Treat poison	Disease's save DC
Treat stun	15

Identify Wound Damage (DC 10): With a free action, you can identify whether a character has taken wound damage with a DC 10 Heal check. This use of the skill can be attempted once per round.

Long-Term Care (DC 15): The successful application of this task allows a patient to recover wound points and ability points lost to temporary damage at twice the normal rate (2 wound points or 2 ability points restored per day instead of the normal 1 per day). A new check is made each day. On a failed check, recovery occurs at the normal rate for that day of rest and care.

A character can tend up to as many patients as she has ranks in the skill. The character needs to devote at least a half an hour each day to each patient the character is caring for. Giving long-term care counts as light activity for the healer. You cannot give long-term care to yourself.

Restore Vitality Points (DC 15): With a healer's kit, a character can attempt to restore lost vitality points as a full-round action. A successful check restores a number of vitality points equal the number of ranks you possess in the skill. The number restored can never exceed the character's full, normal total. This application of the skill can be used successfully on a character only once per day and you may attempt it on yourself. You may not attempt to restore vitality points on a character that currently has less than 1 wound point.

Restore Wound Points (DC 20): With a healer's kit, a character can attempt to restore lost wound points as a full-round action. A successful check restores 1d2 wound points. The number restored can never exceed the character's full, normal total. This application of the skill can be used successfully on a character only once per day and you may attempt it on yourself. You may not attempt to restore wound points on a *dying* character; they must be stabilized first.

Stabilize a Dying Character (DC 15): With a healer's kit, you can stabilize a *dying* character as a standard action. If a character has negative wound points and is losing wound points (at the rate of 1 per round, 1 per hour, or 1 per day), you make him or her stable. A stable character regains no wound points but stops losing them.

Treat Daze (DC 10): With a healer's kit, a character can attempt to remove the dazed condition from another character with a standard action. You cannot treat yourself with this usage of the skill.

Treat Disease (Disease's save DC): A character can tend to a character infected with a treatable disease. Every time the diseased character makes a saving throw against disease effects (after the initial contamination), the healer first makes a Heal check to help the diseased character fend off secondary damage. This activity takes 10 minutes. If the healer's check succeeds, she provides a bonus on the diseased character's saving throw equal to her ranks in this skill.

Treat Poison (Poison's save DC): A character can tend to a poisoned character. Before a poisoned character makes a saving throw against a poison's secondary effects, the healer first makes a Heal check as a standard action. If the healer's check succeeds, she provides a bonus on the poisoned character's saving throw equal to her ranks in this skill.

Treat Stun (DC 15): With a healer's kit, a character can attempt to remove the stunned condition from another character with a standard action. You cannot treat yourself with this usage of the skill.

Surgery (DC 20+): With a surgery kit, a character can perform surgery. This application of the skill can be attempted with the Surgery feat.

Surgery requires 1d4 hours. If the patient is at negative wound points, add an additional hour for every point below 0 the patient has fallen and increase the DC by +1 for every negative wound point.

Surgery restores 1d2 wound points for every character level of the patient (up to the patient's full normal total of wound points) with a successful skill check.

Surgery can only be used successfully on a character once in a 24-hour period.

A character who undergoes surgery is fatigued for 24 hours, minus 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion (except through a critical success, see below).

Try Again: Yes for identifying wound damage, restoring vitality and wound points, treating a dazed or stunned character, stabilizing *dying* characters, and surgery. No for long-term care or treating a diseased or poisoned character.

Special: The Surgery feat gives a character the extra training she needs to use the Heal skill to help a wounded character by means of an operation.

A character can take 10 when making a Heal check. A character can take 20 only when restoring vitality or wound points or attempting to treat a dazed or stunned character.

Most uses of the Heal skill require a healer's kit. Surgery requires a surgery kit. If the character does not have the appropriate kit, she takes a -4 penalty on the check. The GM may impose additional penalties on surgery checks if the surgery is being performed under difficult or unsanitary conditions.

A character can use the Heal skill on herself only to restore vitality or wound points or to treat disease or poison. The character takes a -5 penalty on the check any time she treats herself.

Action: Identifying whether a character has taken wound damage is a free action. Stabilizing a *dying* character or treating a dazed, poisoned, or stunned character is a standard action. Restoring vitality or wound points is a full-round action. Treating a diseased character takes 10 minutes of work. Performing surgery can require an hour or more. Providing long-term care requires 8 hours of light activity.

Special: A healer's kit gives you a +2 circumstance bonus on Heal checks.

Critical Failure: If you are trying to stabilize a *dying* character, restore vitality or wound points, revive a character, or providing long-term care, the character does not stabilize, gain any wound points, or revive, and in addition, loses 1 vitality or wound point. If you are assisting a save vs. poison or disease, the patient's saving throw automatically fails. If you are attempting surgery, the patient immediately drops to -1 wound points (unless his previous total was already lower) and begins *dying*.

Critical Success: If you are trying to stabilize a *dying* character, the character is stabilized and gain wound points as if you had also attempted to restore wound points. If you are trying to restore vitality or wound points or provide long-term care, the patient regains twice as many points than normal. If you are assisting a patient with a save vs. poison or disease, the saving throw automatically succeeds. If you are attempting surgery, the surgery is successful and the patient either recovers twice as many wound points or the patient's recovery time is halved (your choice).

Feats

Agile Riposte

[Fast, Smart, Charismatic]

Prerequisite: Dexterity 13, Dodge.

Benefit: Once per round, if a character successfully defends (dodge or parry) himself against a melee attack or melee touch attack made by an opponent, he may make an attack of opportunity with a melee weapon against that opponent. Resolve and apply the effects from both attacks simultaneously. The character must use a light or finessable weapon to make this attack.

Even a character with the Combat Reflexes feat can't use the Agile Riposte feat more than once per round. This feat does not grant more attacks of opportunity than the character is normally allowed in a round.

Diehard

Change all references of "hit points" to "wound points".

Dodge

[Fast, Smart, Charismatic]

You are adept at dodging attacks.

Prerequisite: Dexterity 13, base dodge bonus +1.

Benefit: You gain a +1 dodge bonus to your Dodge Defense.

Improved Damage Threshold

This feat is no longer applicable.

Parry

[Strong, Tough, Dedicated]

You are adept at parrying attacks.

Prerequisite: Strength 13, base parry bonus +1.

Benefit: You gain a +1 parry bonus to your Parry Defense.

Precise Attack

[Fast, Charismatic]

Prerequisites: Dexterity 13.

Benefit: When using a finessable weapon, on the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and subtract the same number from any damage reduction provided by an opponent's armor. This number may not exceed the character's base attack bonus. The penalty on attacks and penalty on the character's opponent's damage reduction applies until the character's next action.

Note: If the character's opponent does has less damage reduction from armor than the number the character subtracted from their attacks rolls, the attack does not result in extra damage.

Reflexive Parry

[Fast, Dedicated]

Though you may not have time to dodge a surprise attack, you will at least have a chance to bring up your weapon or shield in a desperate, instinctive parry.

Prerequisite: Dexterity 15, Combat Reflexes, Parry, base parry bonus +8.

Benefit: Once per round, you can still parry if you are surprised or caught flat-footed. You are still not able to parry if you are grappled or helpless, however.

Toughness

[Tough]

You are tougher than normal.

Benefit: You gain +3 wound points.

Special: A character may take this feat multiple times. Its effects stack.

Talents

Defensive Talent Tree

Uncanny Dodge

[Fast]

Prerequisite: Evasion.

The Fast hero retains her Dodge Defense bonus when caught flat-footed. The hero still loses her Dodge Defense bonus if immobilized.

Defensive Roll

Change the third line to read: "...reduced to 0 wound points or less..."

Healing Talent Tree

Healing Touch

[Dedicated]

Prerequisite: Healing Knack.

The Dedicated hero's ability to restore vitality points with a healer's kit increases by +2 points or by +1 when attempting to restore wound points or perform surgery.

You may select this talent multiple times and its effects stack. Each time you select this talent, the amount of damage you restore increases by +2 vitality points or +1 wound points depending on the task attempted.

Minor Medical Miracle

Change all references of "hit points" to "wound points".

Major Medical Miracle

Change all references of “hit points” to “wound points”.

Protective Talent Tree

Protective Bonus

Change “AC” to “Base Defense bonus”.

Rage Talent Tree

Rage

Change “AC” to “Base Defense bonus”.

Change the second sentence to read: “The increase in Constitution increases the hero’s vitality points by 2 points per level and wound points by 4, but these vitality and wound points go away at the end of the rage when his Constitution score drops back to normal.”

Strategy Talent Tree

Sneak Attack

Change the second line to read: “The hero’s attack deals an extra +1d6 damage whenever she catches an opponent unaware in a surprise round.”

Trapfinding Talent Tree

Trap Sense

Change “AC” to “Dodge Defense bonus”.

Unbreakable Talent Tree

Remain Conscious

Change “hit points” to “wound points”.

Robust

Change “hit points” to “vitality points”.

Second Wind

Change “hit points” to “vitality points”.

Stamina

[Tough]

Prerequisite: Robust.

The Tough hero recovers twice as fast as normal. So, for example, the hero recovers 2 vitality points per character level per hour, 2 points of wound damage per day of rest, 2 points of temporary ability damage per day of rest, and awakens in half the normal time after being knocked unconscious.

Stay In the Game

[Tough] [Advanced]

Prerequisites: Remain Conscious, Robust, Stamina.

The hero may reduce the Strength and Dexterity penalties caused by wound point damage by 2. For example, if you lose enough wound points to become moderately wounded, the penalty to your Strength and Dexterity scores is only 2 instead of the normal 4.

You may take this talent multiple times and its effects stack. Each time you select this talent, you may reduce the Strength and Dexterity penalties caused by wound point damage an additional 2 points.

Improved Second Wind

Change “hit points” to “vitality points”.

Zen Talent Tree

Zen Defense

Change “AC” to “Base Defense bonus”.

Combat

Surprise

When a combat starts, if you are not aware of your opponents and they are aware of you, you are surprised.

Unaware Combatants

Combatants who are unaware at the start of battle don't get to act in the surprise round. Unaware combatants cannot dodge or parry. Combatants use their Base Defense bonus while unaware.

An unaware combatant can't make attacks of opportunity.

Any damage inflicted upon an unaware combatant is applied to the target's vitality *and* wound points.

Flat-Footed

At the start of a battle, before you have had a chance to act (specifically, before your first action in the initiative order), you are flat-footed. You cannot dodge or parry while flat-footed. You use your Base Defense bonus while flat-footed.

Many characters have the *uncanny dodge* talent, which allows them to avoid losing their Dodge Defense bonus due to being flat-footed.

A flat-footed character can't make attacks of opportunity.

Attack Roll

When you make an attack roll, you roll a d20 and add your attack bonus.

If your result equals or beats the target's Dodge Defense or Parry Defense roll, you hit and deal damage.

Automatic Misses and Hits: There are no automatic misses or hits.

Defense Roll

Your Defense represents how hard it is for opponents to hit you. Armor absorbs damage rather than making you harder to hit. When you are attacked in combat, you roll a d20 and add your applicable Defense bonus.

If your Defense roll exceeds your opponent's attack roll, then you have successfully dodged or parried the attack the attack deals no damage.

A character's Defense is comprised of three scores: Base Defense bonus, Dodge Defense bonus, and Parry Defense bonus.

Base Defense bonus = Size modifier

Dodge Defense bonus = Base Defense bonus + Dexterity modifier + Class Dodge bonus + additional Dodge bonuses

Parry Defense bonus = Base Defense bonus + Strength modifier + Class Parry bonus + additional Parry bonuses

Whenever you have a chance to defend yourself, you must declare whether you are dodging (attempting to avoid the attack completely) or parrying (using your weapon to block the incoming attack). Changing between the two modes is a free action. You may change defense modes each time you are attacked if desired but it must be done before your opponent makes his attack roll.

If you have a Dexterity penalty, it is applied to your Base Defense bonus, not just your Dodge Defense bonus. For example, a character whose Dexterity has been reduced to 5 by poison would apply a -3 penalty to all of his Defense rolls, regardless if he is dodging or parrying.

A modifier that simply affects your Defense (without specifying Dodge or Parry) is applied no matter what kind of Defense bonus you are using and also applies when you cannot dodge or parry. For example, when charging, you suffer a -2 penalty to all Defense rolls.

Other Modifiers: Many other factors may modify your Dodge and Parry Defense bonuses. These are discussed in the Dodging and Parrying sections below. If a modifier does not apply to one type of Defense specifically, it is assumed to affect your Base Defense bonus (such as a deflection bonus).

Dodging

When dodging, a character is using his footwork and agility, as well as staying out of his opponent's reach, to side-step and avoid any attacks directed at him.

In order to dodge effectively, at least one square adjacent to you must be unoccupied or occupied by an ally. If neither of these criteria is met, you suffer a -2 penalty to your Dodge Defense bonus.

Note that heavier armor limits your Dexterity bonus. If you are wearing armor, you might not be able to apply your whole Dexterity bonus to your Dodge Defense bonus.

Parrying

Parrying involves any defensive action in which you are using your own weapon (or shield) to deflect and intercept an incoming attack and then positioning yourself to deliver a counterattack.

In order to parry, you must wield a weapon, shield, or some kind of object in order to fend off an opponent's attack. It is possible, however, to deflect blows without an item in your hand. If you are unarmed, you receive a -4 penalty to your Parry Defense. Having the Improved Unarmed Strike feat counts as being armed for the purposes of using Parry Defense.

If you attempt to parry with a weapon you are not proficient with, or with an improvised weapon, you suffer a -1 penalty to your Parry Defense. At the GM's discretion, additional bonuses or penalties may be applied to your Parry Defense while using certain improvised blocking weapons.

If you are using a reach weapon, you may parry an adjacent attacker even if you would not be able to attack him normally.

It is not possible to parry a ranged weapon attack.

Weapon Breakage: When parrying, if your Parry Defense roll *exactly equals* your opponent's Attack Roll, then there is a chance for weapon breakage. When this occurs, you have successfully deflected your opponent's attack but your weapon takes the full force of the attack. Proceed as if your opponent has made a successful sunder attempt on your weapon. This does not provoke an attack of opportunity since it is a side effect of your opponent's weapon smashing against yours as you intercepted his attack.

Weapon Length: For every step in size difference between the attacking weapon and the defending weapon, apply a +1 bonus or a -1 penalty to the defender's Parry Defense bonus depending on whether the attacking weapon is larger or smaller than the defending weapon. The order of size is as follows: Light, One-Handed, Two-Handed. An unarmed attack is always considered a light weapon.

Touch Attacks

Touch attacks can only be dodged and not parried, as a touch that connects with a weapon or shield will deliver the attack. Thus, a character's Dodge Defense bonus is always used against a touch attack.

Damage

When your attack succeeds, you deal damage. Damage is first deducted from the target's vitality points, if the target has any. If not, the damage is deducted from target's wound points. If the damage from an attack reduces a target's vitality points to 0 and there's still damage left over, it is applied to the target's wound points.

Some attacks (critical hits, attacks against unaware opponents, etc) deal both vitality and wound point damage. In these cases, if the damage would reduce the target's vitality points to 0 with damage leftover, the damage is not applied to the target's wound points since wound damage is already being dealt due to the nature of the attack. The attack reduces the target's vitality points to 0 and the remaining damage to the target's vitality points is lost.

Critical Hits

When you make an attack roll and get a natural 20, you have scored a threat: a potential critical hit (or "crit").

If the attack roll would normally hit, you may spend an action point to score a critical hit. Any attack roll that wouldn't ordinarily result in a hit is not a threat.

A critical hit means that you apply the weapon's damage to the target's vitality *and* wound points. If the damage from the critical hit reduces the target's vitality points to 0 and there's still damage left over, it is not applied to the target's wound points. If the target does not have any vitality points remaining (or doesn't have any vitality points at all), the weapon's damage is applied to the target's wound points only.

For example, if you have 5 vitality points and 12 wound points remaining and an opponent scores a critical hit on you for 8 points of damage, your vitality points are reduced to 0 and your wound points are reduced to 4.

Increased Threat Range: Sometimes your threat range is greater than 20. That is, you can score a threat on a lower number. Any attack roll that doesn't result in a hit is not a threat.

Critical Misses

An attack roll that results in a natural 1 is a threat for a critical miss.

If the attack roll would normally hit (despite rolling a 1), then the hit is successful and nothing further happens. The GM may not activate a critical miss.

If your attack roll results in a natural 1 and results in a miss, the GM may award you an action point and activate a critical miss.

Armor

Instead of making a character more difficult to hit, armor absorbs and deflects attacks that would normally deal physical (wound point) damage to the character. Whenever a character would take wound point damage, the damage is reduced by the armor's Damage Reduction. Damage Reduction can reduce the damage to 0. Damage reduction does not apply to vitality points. Shields increase a character's Parry Defense bonus and do not provide Damage Reduction.

Some armor types have variable Damage Reduction. This represents the possible weak spots in a suit of armor. If an armor's Damage Reduction is listed as a range, roll each time the character would take wound point damage and reduce the damage by the amount rolled.

Armor	DR
Padded	1
Leather	2
Studded leather	1d4
Chain shirt	1d4+1
Hide	1d4
Scale mail	1d4+1
Chainmail	1d4+2
Breastplate	1d4+2
Splint mail	1d4+3
Banded mail	1d4+3
Half-plate	1d4+4
Full plate	1d4+5

Armor Damage and Repair: Each time a character wearing armor is struck by a critical hit, the armor's damage reduction is reduced by 1 (after the damage is reduced normally).

Armor that has had its damage reduction reduced may be repaired by someone with the appropriate Craft skill.

Injury and Death

Your vitality and wound points measure how hard you are to hurt and kill. No matter how many vitality points you lose, you aren't hindered until you begin to take wound point damage.

Vitality Points

Vitality points represent your character's ability to turn an attack that would deal a potential deadly physical injury into a mere flesh wound. Vitality points can also symbolize your character rolling with the punches, side-stepping incoming attacks at the last second, being in the right place at the right time, or just sheer luck. While you might take some scrapes and bruises, vitality point damage does not cause physical damage that would otherwise impede your ability to continue to attack or defend yourself.

When your vitality points have run out, you can no longer avoid taking physical damage. Either battle fatigue has set in or your luck has run out. If you sustain additional attacks, they will deal wound point damage.

Your vitality points are based on your class, level, and Constitution modifier.

Wound Points

Wound points represent the amount of actual physical trauma your character can withstand before dying. Whereas vitality points are somewhat abstract, wound points represent actual physical damage. As you suffer wound damage, your ability to attack, defend, and perform other physical tasks is impeded.

Your wound points are equal to your Constitution score.

If your Constitution score changes for any reason (rage talent, poison damage, etc), so does your maximum number of wound points.

Effects of Damage

Any damage you suffer first reduces your vitality points. You only take wound damage if your vitality points are exhausted or if you take a critical hit or receive damage while you are unaware in a surprise round. When you suffer wound damage, you become wounded and suffer additional physical effects.

0 Vitality Points

At 0 vitality points, you can no longer avoid taking physical damage. Any additional damage you receive reduces your wound points.

Suffering Wound Damage

As soon as your wound points are reduced, you receive temporary penalties to your Strength and Dexterity scores until your wounds are healed. This represents the physical toll your wounds are taking on your body. When your wounds increase or decrease to the next wound level, your Strength and Dexterity penalties change accordingly.

Strength and Dexterity damage from wound damage stacks with any other condition or attack that applies temporary ability damage, such as fatigue, poison, etc.

Note, however, that even though the Strength and Dexterity penalties from suffering wound damage stack with other forms of ability damage, it is not actual ability damage – it is merely a penalty to those scores.

Lightly Wounded (Lost Wound Points)

If you lose up to 50% of your total wound points, you become lightly wounded and suffer a –2 penalty to your Strength and Dexterity scores.

Moderately Wounded (Lost 50% of total Wound Points)

If you lose 50% of your total wound points (rounded down), you become moderately wounded and suffer a –4 penalty to your Strength and Dexterity scores.

Severely Wounded (Lost 75% of total Wound Points)

If you lose 75% or more of your total wound points (rounded down), you become severely wounded and suffer a –6 penalty to your Strength and Dexterity scores.

Critically Wounded (Lost all Wound Points)

If your wound points drop to 0 or below (negative wound points), you are critically wounded and suffer a –8 penalty to your Strength and Dexterity scores.

The table below shows the corresponding wound level based on the character's total amount of wound points and current number of wound points. For example, a character that has 15 total wound points and suffers 9 points of wound damage would be moderately wounded.

		Wound Level		
		Light	Moderate	Severe
Maximum Number of Wound Points	3	NA	2	1
	4	3	2	1
	5	4 – 3	2	1
	6	5 – 4	3 – 2	1
	7	6 – 4	3 – 2	1
	8	7 – 5	4 – 2	1
	9	8 – 5	4 – 3	2 – 1
	10	9 – 6	5 – 3	2 – 1
	11	10 – 6	5 – 3	2 – 1
	12	11 – 7	6 – 3	2 – 1
	13	12 – 7	6 – 4	3 – 1
	14	13 – 8	7 – 4	3 – 1
	15	14 – 8	7 – 4	3 – 1
	16	15 – 9	8 – 4	3 – 1
	17	16 – 9	8 – 5	4 – 1
	18	17 – 10	9 – 5	4 – 1
	19	18 – 10	9 – 5	4 – 1
	20	19 – 11	10 – 5	4 – 1
	21	20 – 11	10 – 6	5 – 1
	22	21 – 12	11 – 6	5 – 1

Disabled (0 Wound Points)

At 0 wound points, you are *disabled*.

A *disabled* character can only perform a single move or standard action each round, but not both. A *disabled* character cannot take a full-round action. You can take move actions without injuring yourself further but if you perform a standard action, you take 1 point of wound damage after completing the action and are *dying*.

Dying (-1 to -9 Wound Points)

When your wound points drop below 0, you are *dying*. A *dying* character has a current wound point total between –1 and –9.

A *dying* character immediately falls unconscious and can take no actions.

A *dying* character loses 1 wound point every round. This continues until the character dies or becomes stable naturally or with help (see *Stabilizing and Recovery* below).

Dead (-10 Wound Points)

When your character's current wound points drop to –10 or lower, he is dead. A character also dies if his Constitution scores drops to 0 or lower.

Damage Reduction

Anything that provides damage reduction (armor, talents, etc) reduces the number of wound points lost to wound damage by the amount of damage reduction a character has. Damage reduction does not apply to vitality points.

Stabilizing and Recovery

On the next turn after a character is *dying* and on all subsequent turns, he must make a Fortitude save (DC 20) to see whether he becomes stable. If the saving throw succeeds, he becomes stable. If the saving throw fails, he loses 1 more wound point.

You can keep a *dying* character from losing any more wound points and make him stable with a DC 15 Heal check. If any sort of healing cures the *dying* character of even 1 point of wound damage, he stops losing wound points and becomes stable.

Recovering With Help: One hour after a tended, *dying* character becomes stable, he must make another Fortitude save (DC 20).

If the saving throw succeeds, he becomes *disabled*. If the save is failed, he remains unconscious but may make a new saving throw every hour to revive and become *disabled*. Even while unconscious, he recovers wound points naturally through rest. He may act normally when his wound points rise to 1 or higher.

Recovering Without Help: A character who becomes stable on his own (by making the Fortitude save while *dying*) but still has no one to tend to him continues to lose wound points, just at a slower rate. Once each hour, he must make a Fortitude saving throw (DC 20). If the save is successful, he regains consciousness, though his wound point total remains where it is, even if negative.

If the hourly Fortitude save to become conscious is failed, he loses 1 wound point. He cannot recover wound points through natural healing until he becomes conscious.

Even once he becomes conscious and is *disabled*, an unaided character still does not recover wound points naturally. Instead, each day he must make a Fortitude save (DC 20) to start recovering wound points naturally (starting with that day), otherwise, he loses 1 wound point.

Once an unaided character starts recovering wound points naturally, he is no longer in danger of naturally losing wound points (even if his current wound point total is negative).

Remember, if you regain consciousness and you still have negative wound points, you are critically wounded and have a -8 penalty to your Strength and Dexterity scores. If this penalty would reduce either score to 0, you cannot move and are helpless.

Healing

After taking damage, you can recover vitality and wound points through natural healing. In any case, you can't regain vitality or wound points past their full, normal totals.

Natural Healing: You recover 1 vitality point per character level per hour of rest and 1 wound point per day of rest (8 hours of sleep or more).

If you have 0 wound points or less (negative wound points), you cannot regain vitality points until your wound point total rises to at least 1 or higher.

Healing Ability Damage: Ability damage returns at the rate of 1 point per night of rest (8 hours) for each affected ability score.

The Strength and Dexterity penalties resulting from wound point damage are not ability damage and are not healed in the same fashion. These penalties are only removed as the character's wound point damage is healed.

Nonlethal Damage

Attacks that deal nonlethal damage reduce vitality and wound points normally, just like normal damage. If you receive nonlethal damage that reduces your wound points, you should keep track of this damage separately. Lethal and nonlethal damage stack to determine your wound level.

Staggered and Unconscious: When any combination of lethal and nonlethal damage reduces your wound points to 0, you are *staggered*. You can only take a standard action or a move action in each round. You cease being *staggered* when your wound points rise above 0.

When your wound points fall below 0, you fall unconscious. When unconscious, you are *helpless*.

Healing Non-lethal Damage: Non-lethal wound point damage is regained at the rate of 1 wound point per character level per hour. In addition, any effect that heals lethal wound damage (whether by magic, spending an action die, application of the Heal skill, or some other means) heals an equal amount of non-lethal damage.

For example, Brutis (3 VP and 12 WP remaining) is surprised by two ninjas. One ninja is armed with a sword and the other is unarmed. The unarmed ninja kicks Brutis and deals 5 points of nonlethal damage, reducing Brutis to 0 VP and 7 WP (remember, damage taken in a surprise round deals both vitality and wound point damage). The other ninja then hits Brutis with his sword for 8 points of lethal damage. Brutis is reduced to -1 WP and is *unconscious*. Since Brutis took 5 points of nonlethal damage, he is only unconscious and not *dying*. Assuming the ninjas leave him for dead (which is unlikely), Brutis will regain the 5 points of nonlethal wound damage much sooner than the lethal wound damage he received. Once he regains at least 1 point of nonlethal wound damage (increasing his WP to 0), he will regain consciousness and be *staggered*.

Helpless Defenders

A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy.

Any attack against a helpless character is an automatic critical, with no expenditure of an action point necessary, applying damage as normal.

Regular Attack: A helpless character is considered to have a Dexterity of 0 (AC penalty -5) and takes an additional -4 penalty to AC against melee attacks but no penalty to AC against ranged attacks.

Coup de Grace: As a full-round action, you can use a melee weapon to deliver a *coup de grace* to a helpless opponent. You can also use a ranged weapon, provided you are adjacent to the target.

You automatically hit and score a critical hit as detailed above. However, if the defender survives the damage, he must make a Fortitude save (DC 10 + wound damage dealt) or die.

Special Abilities

Energy Resistance

Energy resistance is always first before regardless if the damage would result in vitality or wound point damage. If the energy attack would deal both vitality and wound point damage (such as a critical hit, but not because a hero's vitality points running out), the energy resistance is applied to both types of damage.