

Damage and Healing

The world of the Awakening is a dangerous one, and as characters explore abandoned cities haunted by feral creatures, they are bound to get hurt.

Health Points

All characters have a number of health points, determined by their starting Body and Spirit attributes. Health points represent the general toughness of a character, and how much minor damage he can take before succumbing to a serious wound. A character who gets hit by a rifle, for example, could lose seven health points. This loss doesn't mean that the character has actually been hit by a rifle round; instead, it represents the character dodging the bullet, and getting a bit more tired and open to further mistakes in the process.

As characters take damage, their health points deplete; once a character reaches zero health points, he is unconscious, and dying.

At the end of a combat, all conscious characters automatically regain all health points.

Dying

A character that is reduced to zero or more health points is dying. The character is unconscious, and cannot take any actions. At the end of every combat round, the character loses 1 health point. Once the character suffers his wound value expressed as a negative, the character dies.

A character knocked to zero health points or more automatically suffers a single wound to a randomly determined location (see below), unless the character was already wounded in the attack that knocked him into the negatives.

Example: Francis gets hit by a stray rifle round, and is knocked to -3 health points. At the end of each combat round, he loses one more health point. His wound value is 7. Once his health point value is reduced to -7, Francis will die. Hopefully, one of his allies will reach him before that!

Wounds

Wounds are a bit more serious than average health point depletion. These represent actual physical damage your character has suffered – he could be shot in the arm, or that club that cracked his head could result in a concussion.

All characters have a *Wound Value*, determined during character creation. This represents the amount of damage necessary for the character to take to suffer a wound, from a single hit. In other words, a character with a wound value of 5 would suffer a wound if he took five or more points of damage. The character would lose the listed number of health points, and would suffer a wound in the process.

Characters can suffer multiple wounds from one attack. The character mentioned above, for example, would suffer two wounds if hit for 11 points of damage.

Wounds and Health Points

For every wound a character takes, his maximum health point total drops by two. Note that this only applies to the maximum number of health points the character can have; it does not effect his current number of health points. What this means is that as a character accumulates wounds, the amount of damage the character can take in a single combat decreases.

Example: Francis gets jumped by an angry Grizzly bear, and gets mauled up pretty bad. The bear inflicts two wounds upon Francis' right arm. After Francis kills the bear with a lucky shotgun blast, he heals health points. Normally, he would heal to his maximum of 18; however, since he has taken two wounds, he now heals up to 14. Until he heals those two wounds, his health point maximum will be 14.

Wound Location

When a character suffers one or more wounds, roll on the table below. This determines where the character has been struck.

<u>D100 Roll</u>	<u>Location</u>
01-20	Arm (Right or Left)
21-35	Head
36-60	Leg (Right or Left)
61-00	Torso

If an arm or a leg has been hit, determine which limb has been hit randomly (flip a coin!) If an area has been hit that wouldn't make sense (a character getting hit in the leg while standing behind cover, for example), then roll again.

Characters suffer ongoing penalties depending on where they've been hit, and how many wounds they have in that location, as summarized below:

Arm, one wound: The character suffers a -10% penalty on any check that would require the use of the wounded arm. Any melee attacks using the wounded arm deal 2 less damage.

Arm, two wounds: As above, though the penalty increases to -20%, and attacks with the arm deal 4 less damage. In addition, the character suffers a -10% penalty on ALL checks made, due to the pain the character suffers.

Arm, three wounds: The character cannot use the arm in question – it is too mangled to be used in anything but the simplest manner. The character is in extreme pain, and suffers a -20% penalty on all skill checks.

Arm, four wounds: the arm is permanently damaged. In addition, the character is in blinding pain, and suffers a -30% penalty on all skill checks.

Head, one wound: The character is dazed, and suffers a -10% penalty on all skill checks.

Head, two wounds: the character is reeling from the blow, and his vision blurs. He suffers a -20% penalty on all checks made.

Head, three wounds: The character is having a hard time focusing, and finds he is fighting unconsciousness. He suffers a -30% penalty on all skill checks made, and can only take one action per round. He cannot use psychic powers.

Head, four wounds: the head is permanently damaged. The character is knocked unconscious. The character is knocked to zero health points (If he wasn't already), and is dying, losing 1 health point a round.

Leg, one wound: The character suffers a -10% penalty on any check that would require the use of the wounded leg. His speed is reduced by 5 feet.

Leg, two wounds: The character suffers a -20% penalty to all checks using the wounded leg, and his speed is reduced by 15 feet. The character cannot run or sprint. In addition, the character suffers a -10% penalty on ALL checks made, due to the pain the character suffers.

Leg, three wounds: The character cannot use the leg. He is knocked prone, and can only move about by crawling at a speed of five feet per move action. In addition, he suffers a -20% penalty on ALL checks made, due to the pain the character suffers.

Leg, four wounds: the leg is permanently damaged. In addition, the character is in blinding pain, and suffers a -30% penalty on all checks.

Torso, one wound: The character is hurt, but still able to keep going. While the character is bleeding and not doing so well, the damage isn't enough to leave a detrimental effect.

Torso, two wounds: The character is in pain, and it distracts him from everything else. He suffers a -10% penalty on all checks.

Torso, three wounds: the character is in crippling pain. He suffers a -20% penalty on all checks. He can only take one action a round, and cannot run.

Torso, four wounds: The torso is permanently damaged. The character is knocked unconscious. The character is knocked to zero health points (If he wasn't already), and is dying, losing 1 health point a round.

Torso, five wounds or more: The character is dead.

Accumulating Wounds

Characters accumulate wounds to various locations on their bodies, and these numbers stack as the location takes more damage. For example, if a character has one wound on his left arm, and takes an additional two wounds on the left arm, he now has three wounds on the arm.

Once a location has accumulated four wounds, extra damage is carried over to the character's torso.

Many wounds inflict a penalty – if a character is suffering penalties from various wounds, only use the worst penalty. Penalties do not stack (so, a character with two wounds in the left arm would only suffer a -20% penalty to attacks using that arm; the -10% general penalty would only apply to checks made that did not use the wounded arm).

Permanent Damage

If an area is determined to be permanently damaged, then the character suffers some pretty severe problems.

To begin with, the location is obviously crippled in some way – the character could have a vicious scar, an obvious limp, or a burn mark.

Secondly, the character suffers the penalty associated with one wound on the location in question; a character with a permanently damaged arm, for example, would always suffer a -10% penalty on all checks made using that arm. Note

that the character only suffers the penalty; the character doesn't carry a permanent wound in that location. As such, a fully-healed character with a permanently damaged arm wouldn't suffer any additional penalties if he suffered a single wound in his damaged arm.

Finally, every time a character suffers a permanent wound, his health point total drops by 1.

If a character with a permanently damaged location suffers another permanent damage, his penalties increase by one step. For example, a character with 2 "permanent damages" in his right arm will suffer as if he is always suffering two wounds in that arm.

Healing Wounds

Healing wounds is a longer process than regaining health points, and usually takes a few days. Once per day, a character can make a body test (average difficulty), with any penalties from wounds applied. If the test is a success, the character can heal one wound point. He must lose the health point from the most damaged location on his body first.