

POST-COMBAT RECOVERY

Armor is a means to reduce damage or deflect oncoming blows for its user. Therefore, it can be safe to assume that armor converts most normal damage to subdual / non-lethal damage.

Upon leaving combat, the would-be cuts that were converted into bruising caused by the armor begins healing. Because bruises heal faster than cuts, some of the health points lost can be restored.

Because the recording of all damage can be cumbersome, a simple method can be implemented as follows:

CURRENT HIT POINTS	RECOVER TO	EXAMPLE CURRENT	EXAMPLE RECOVERY
75%	100%	16/22 Health	22/22 Health
50%	75%	11/22 Health	16/22 Health
25%	50%	6/22 Health	11/22 Health
1%	25%	1/22 Health	6/22 Health

It can also be assumed that this rule negates a lot of potential deaths when reaching 0 hit points. So a rule for using non-lethal damage, character death by non-lethal damage must equate to the amount of negative health equal to that of its positive. If a character has 22 health, he or she must reach -22 health to reach death.

This rule only applies to armor users.

ARMOR TYPE	AMOUNT RECOVERED	EXAMPLE CURRENT	AMOUNT RECOVERED
Leather	25%	6/22 Health	+5.5 Health
Chain	50%	6/22 Health	+11 Health
Plate	75%	6/22 Health	+16.5 Health

Certain damages subtracts from the potential healing such as spells and poisons. In which case, the damage is subtracted from the non-lethal then added on to the current health.