

Damage-Points, Explanation of:

Damage-points are the life force of a creature. Once damage-points reach below zero, equal to 1 point greater than its constitution, death will most always occur. Example: If a goblin has an 25 constitution at -26 damage-points, it will die.

See: "Damage, (Chance to live after sustaining too much):" in the D section of the Basic Rules Book for exceptions to this ruling.

Recording damage:

When a character successfully strikes a creature, record the damage the creature has sustained.

If wearing armor, remember to subtract damage-reduction from each strike against it.

Your character's damage-points:

Never erase initial damage-points on from off your character sheet, unless other wise told to do so.

Record how much damage you have taken when you get hit (for wounds will heal). When a creature or character's damage-points reach zero, unconsciousness will occur.