

# Oxygen-points

## Breath Conditioning

Modification Point cost: 5

+1-D4 +1 Oxygen-Points added to current oxygen-point total

Note: Breath Conditioning can be purchased multiple times.

## Oxygen-point Regeneration

Modification Point cost: 10

+1 Oxygen-Point recovery per turn

See: Character Sheet, page #1, "Constitution", "Healing rate:", "O.P. per turn"

Prerequisite: Breath Conditioning

## Oxygen-Stay

-1 Oxygen-point loss per turn when deprived of oxygen in anyway

Modification Point cost: 20

Prerequisite: Oxygen-point Regeneration