

Damage-Points, Explanation of:

Damage points (D.P.) are the life of the character. When a strike against your character connects, you must record the number of damage-points taken from that strike to the right of your characters damage-points on page #3 of your character sheet. If a character's D.P. fall to zero, that part of a character's body will go limp, useless, until at least one D.P. is recovered in that area.

Remember to subtract damage absorbed by any armors you might be wearing before ever taking actual damage to your character's body (this is called "Damage-Reduction").

When D.P. fall below zero, equal to your character's constitution, the wound can still heal. If damage-points fall below your character's constitution, that part of your character's body will become lifeless, and will need powerful healing magic to restore it. If the abdomen, back, head, or neck recede below your character's constitution, death will occur.

Example:

A character has a 22 Constitution. He takes a fall which causes enough damage to bring his damage-points down past zero to negative 17 (-17). His wounds can still naturally heal, or be healed by a medic.

If damage taken in the fall had been greater, bringing his damage-points to -23 or more, the part of his body damaged would remain useless until healed by something more than natural healing or a medic.

If the abdomen, back, head, or neck was damaged in this manner, death would occur.

Damage-Points, Starting

Every time your character advances in level, he or she will gain a certain amount of damage-points in all areas of the body. These points will be added to your total amount on each area of your character's body.

Body Part Base (b.p.b.)

To figure out your "Body part base", look at constitution on page #1 of your character sheet. It will read as follows: "Constitution \div 6 (rounded down) = Body part base (B.P.B.):_____". Multiply the resulting number by the Body Part Base (b.p.b.) on page #3. If you do this for each area of your body, you will have your starting damage-points upon the creation of your character.

Examples:

I have created a character that has a body part base of 7. My race type is Human, so I will print out a Human character sheet.

I will then multiply 7 x each "b.p.b." in each "Body part" area to calculate and initially set the damage-points for my character. I would do it like this:

<u>Body part</u>	<u>b.p.b.</u>	<u>Body D.P.</u>
Head	(x18)	126 (18 x 7 = 126)
Neck, Hands & Feet	(x8)	56 (8 x 7 = 56)
Chest	(x14)	98 (14 x 7 = 98)
Abdomen & Back	(x10)	70 (10 x 7 = 70)
Arms	(x10)	70 (10 x 7 = 70)
Hip	(x12)	84 (12 x 7 = 84)
Legs	(x12)	84 (12 x 7 = 84)

Damage-Points per Level

If you have NOT figured out how many damage-points your character has already:

At the creation of your character, you did your "Starting Damage-Points". If you have not already done this, go to the "Damage-Points, Starting:" (one page up from this one) and do that first. Then come back here and continue.

The damage-points gained per level is actually quite simple. Whatever your character's Body Part Base is, these will be the points you will add to your character's current damage-points in ALL areas of the body (this is only done when you advance a level (not during the initial creation of your character)).

Example:

If I had a 30 constitution, and advanced to level #1, I would calculate $30 \div 6$ (rounded down = 5) points to each area of my character's body. If I then adventured some more and advanced to level #2, I would add another 5 points to each area of my character's body. Reaching level #2, I would have added a total of 10 points to ALL areas of my character's body.

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Let's daydream a little:

Let's say I got lucky and actually befriended a would be foe, thus gaining a +100% (x2) experience-points for such a difficult victory. As I calculated my experience-points, I found that I gained enough experience-points to level my character 2 times. Is this against the rules? NO, this is perfectly okay. I would add +10 points to each of the areas of my character's current damage-points. See: "Experience to level" in the E Section of the Basic Rules Book.

Damage-Points, Adjusting:

There are different ways in which damage-points can be adjusted on your character as follows:

Constitution Adjustments

Keep an eye on your character's constitution during your adventures. If your constitution increases, your damage-points might also. On the other hand, if your character's constitution lowers, your damage-points might also. This depends on your B.P.B.

Example:

If I advanced to level #20, and decided to add the extra characteristic-point to my constitution, I would recalculate my "Body Part Base". I might go up. If it does go up a point, I would add it to all areas of my body x my level. If my character's constitution lowers, my "Body Part Base" might lower also. Keep an eye on that.

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Author's note:

Every so often, I will re-calculate my damage-points to make sure they are correct. In doing this, you can make sure your damage-points are current. I've found that players often forget to adjust their damage-points when they level.

Other Adjustments

Whenever you find a potion that permanently adds to your current damage-points, you must add these points to all areas of your character's body. Remember to keep a side note on this, or one day you could be confronted by the G.M., who may ask you how you got so many damage-points.

There are other ways to increase your character's amount of damage-points, like:

"Secrets in the Wilderness"

"Physical Body" in the "Enhancements" Section of the "Seeker Abilities".

. . . and other ways . . .

Make sure you keep a note on your character sheet explaining:

Adjustment type (increase or decrease)

Circumstances (cause of increase or decrease)

Level when adjusted.

It helps to make sure you list this information accurately in case you find you are asked to replace lost damage-points, or you regain a level in which you had gotten an adjustment, etc.

Damage-Points, Base:

If you play using Base Damage-Points, you will start out with damage-points equal to your constitution. You will start out with damage-points equal to your constitution, then add that many each time you advance a level.

Another use for Base Damage-Points if you are using the multiple areas of the body style of play:

Base Damage-Points are points to be subtracted from when you are physically wounded. These pool of points will always be subtracted from (used up) before you are actually wounded in any area of the body.

Base Damage-Points can also be found during game-play, and will be further explained when you find something in the game that grants them. Base Damage-Points can be found and cumulated in the forms of mental, physical or spiritual points.