Blood-Points, Explanation of:

Blood is what sustains us all with life. Damage-points, Oxygen-points, and Characteristic-points also sustain life. The following is an optional ruling for technical rulings that advanced GMs wish to play by. This is only an optional method of game-play.

When wounded blood-loss will occur in each and every injured area of the body. The following is how many blood-points (B.P.) will be lost from a wound, each turn after being wounded, and for how many turns, unless the wound is tended to:

% number of lost damage-points:	Blood-point loss per turn:	How long blood-loss will occur:
1% to 10%	1-D4	1-D4 turns.
11% to 20%	1-D6+1	1-D4 +1 x2 turns.
21% to 30%	1-D8+2	1-D4 +2 x3 turns.
31% to 40%	1-D10+3	1-D4 +3 x4 turns.
41% to 50%	1-D12+4	1-D4 +4 x5 turns.
51% to 60%	1-D12+5	1-D4 +5 x6 turns.
61% to 70%	1-D12+6	1-D4 +5 x7 turns.
71% to 80%	1-D12+7	1-D4 +5 x8 turns.
81% to 90%	1-D12+8	1-D4 +5 x9 turns.
91% to 100%	1-D12+9	1-D4 +5 x10 turns.

If not bound, blood-loss will continue until death occurs. To calculate the % amount of lost damage-points see the following explanation:

HOW TO CALCULATE BLOOD-LOSS:

If a person has 375 damage-points in the leg, and is wounded for 92 points, do the following to find out the % loss:

1 Punch into a calculator 92.
2 Press the zero twice (so the number would then be 9200).
3 Press the division (÷) key.
4 Press 375 (for that is the number of full damage-points in the leg).
5 Press the equal sign.
6 The result is 24.533
7 By dropping the .533, the % number of damage-points lost from his leg is found out (24%). I can now calculate the number of blood-points lost by using the chart above (1-D8+2 blood-loss for 1-D4 +2 x3 turns.).