

Blood-points

Crimson Conditioning: + 1-D4 Blood-Points added to current blood-point total [Modification Point cost 5]

Note: Blood-Points can be purchased multiple times.

Blood-point Regeneration: + 1 Blood-Point recovery per 12 hours [Modification Point cost 10]

See: Character Sheet, page #1, "Constitution", "Healing rate:", "B.P. per 12 hours"

Prerequisite: Crimson Conditioning

Oxygen-Stay: -1 Blood-point loss / turn when bleeding (never less than 1/2 blood-loss given

[Modification Point cost 20]

Prerequisite: Blood-point Regeneration