Blood-points (B.P.)

Blood-points (B.P.) measure how much blood (life force) a character has. When B.P. reach zero (0), your character will lose consciousness. When a character reaches B.P. loss, below zero, greater than his or her constitution, death will occur.

To find out how many B.P. your character will start out will, multiply your character's constitution x3.

Note

See: "Blood Points" in the B section of the Basic Rules Book for explanations concerning Blood Points.