|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| STATE | CURRENT HP | CHARACTERSTATUS | CAPABILITIES |  | CHECK | AID |
| Disabled | 0 HP | Conscious | Single move actionOR Standard actionNo full actionHalf movement |  | Standard action cost 1HP damage after completion | Healing |
| Dying | -1 HP to -9 HP | Unconscious and bleeding | No actions possible |  | Roll d% each round.10% chance of become stable or loose 1 HP in bleeding damage | HealingDC15 Heal Check to stabilize person |
| Dead | -10 Hp or lower | Dead | - |  | HP -10 or lowerConstitution drops to zeroFailed save vs. massive damage | Raise spell |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| STATE |  HP DAMAGE | CHARACTERSTATUS | CAPABILITIES |  | CHECK | AID |
| Massive Damage | 50 HP or more in damage form single attack | Normal | Normal |  | DC15 Fortitude save or die | None needed or Raise spell |