|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| STATE | CURRENT HP | CHARACTER  STATUS | CAPABILITIES |  | CHECK | AID |
| Disabled | 0 HP | Conscious | Single move action  OR Standard action  No full action  Half 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 | Healing  DC15 Heal Check to stabilize person |
| Dead | -10 Hp or lower | Dead | - |  | HP -10 or lower  Constitution drops to zero  Failed save vs. massive damage | Raise spell |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| STATE | HP DAMAGE | CHARACTER  STATUS | 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 |