

TAKING HITS

Checks
Combat
Cbt Actions
Taking Hits
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Advancement

- Hit Points** • a measure of grit, fortitude; minimum HP is 0.
- Exhaustion Levels** • a measure of fatigue; starts at 0, ends at 6 with death.
- Reaching 0 HP** • when an opponent reaches 0 HP, it is considered dead; when a character does, it is considered out of action.
- Out of action** • Exhaustion Level immediately reaches 5, “crippled”; character becomes unconscious.
- First aid** • a successful *Heal* check brings back a character to consciousness and 1 HP; else the character will have to be carried.
- Post Combat** • Exhaustion Level increase by 1 (max EL 5, so no death); referee may rule: “no exhaustion increase”; or “no exhaustion increase on successful CON TC check”.

- Exhaustion level 0** • “fresh character”.
- EL 1** • -1 on all checks.
- EL 2** • -2 on all checks.
- EL 3** • disadvantage on all checks;
- EL 4** • and AC maxed at 12;
- “crippled” EL 5** • and speed reduced in half.
- EL 6** • death.

- Short rest** • is one hour of light activity; not more than three short rests per 24 hours; regain 1d6 HP; or 1d3 HP if *wounded*; if already at HP max, decrease Exhaustion Level by 1.
- Long rest** • is 8 hours of light activity or sleep; at most 2 hours on watch; regain level × 1d6 HP; or level × 1d3 HP if *wounded*; if already at HP max, decrease Exhaustion Level by 1d2.

- Wounds** • if damage ≥ remaining HP, then 0 HP and EL 5; if damage > remaining HP, wound incurred as well; if damage > 3, roll on the wound table; character is *wounded* until reaching back max HP and EL 0.

WOUNDS

roll	d4+d20	2d12	3d8	4d6	6d4		
							Damage > 18
							Damage ≥ CON DC
							Damage > 12
							Damage > 6
							Damage > 3
2	1.25%	0.69%					Death
3	2.50%	1.39%	0.20%				Gut Wound CON - 4
4	3.75%	2.08%	0.59%	0.08%			Missing Leg DEX - 4, mvmt reduced to 10ft
5	5.00%	2.78%	1.17%	0.31%			Missing Arm DEX - 4
6	5.00%	3.47%	1.95%	0.77%	0.02%		Missing Hand DEX - 2
7	5.00%	4.17%	2.93%	1.54%	0.15%		Incontinent CHA - 2, often stinking of piss
8	5.00%	4.86%	4.10%	2.70%	0.51%		Throat Wound unable to speak above a whisper
9	5.00%	5.56%	5.47%	4.32%	1.37%		Blinded Eye -4 when throwing or shooting
10	5.00%	6.25%	7.03%	6.17%	2.93%		Unhealing Abscess CHA - 1, CON - 1
11	5.00%	6.94%	8.20%	8.02%	5.27%		Ripped Muscle STR - 2
12	5.00%	7.64%	8.98%	9.65%	8.20%		Broken Knee DEX - 2 and movement halved
13	5.00%	8.33%	9.38%	10.80%	11.13%		Destroyed Nose CHA - 2, loss of sense of smell
14	5.00%	7.64%	9.38%	11.27%	13.33%		Flesh Wound that's it
15	5.00%	6.94%	8.98%	10.80%	14.16%		Ruined Ear -1 on all Spy checks
16	5.00%	6.25%	8.20%	9.65%	13.33%		Stiffened Scars CHA - 1, DEX - 1
17	5.00%	5.56%	7.03%	8.02%	11.13%		Mangled Fingers bow fingers gone
18	5.00%	4.86%	5.47%	6.17%	8.20%		Torn Face CHA - 2
19	5.00%	4.17%	4.10%	4.32%	5.27%		Skull-Cracked INT - 2
20	5.00%	3.47%	2.93%	2.70%	2.93%		Brain-Bruised WIS - 2
21	5.00%	2.78%	1.95%	1.54%	1.37%		Smashed Ribs CON - 2
22	3.75%	2.08%	1.17%	0.77%	0.51%		Shattered Elbow DEX - 2, costs the use of an arm
23	2.50%	1.39%	0.59%	0.31%	0.15%		Man-Wounded unable to sire heirs
24	1.25%	0.69%	0.20%	0.08%	0.02%		Collapsed Lung CON - 4

(This table is based on Kevin Crawford's Scar Table for *Wolves of God* and on @xaosseed 2-24 tables).