



## Vitality & Wounds

### an alternate hit point system

The concepts of Wounds and Vitality, from the Star Wars Roleplaying Game, explain character health much better than the more traditional "hit points". This system transplants the Vitality and Wounds system from Star Wars into the Dungeons and Dragons game.

### What do Vitality Points represent?

Vitality points, or simply vitality, represent a character's ability to turn a direct hit into a glancing blow or near miss. Damage is usually deducted from vitality points.

### 0 Vitality Points

If a character runs out of vitality points, they can no longer avoid real damage. Any additional damage is deducted from their wound points.

With only wound points left, they are fatigued. They cannot run or charge, and suffer an effective penalty of -2 to Str and Dex. In addition, each time they take wound damage, a Fortitude save vs 10 must be made or the character is stunned for 2d6 rounds.

### What do Wound Points represent?

Wound points, or wounds, represent how much damage a character can take before falling unconscious or dying. Damage is deducted from wound points only after a character's vitality points are exhausted, or they are struck with a critical hit.

### 0 Wound Points

If a character's wound points drop to 0, they are disabled, but conscious. They may only perform partial actions, and any full action performed by the character (attacking, casting a spell, etc) causes 1 wound point of damage.

### -1 to -9 Wound Points

When a character's wound points drop below zero, but not below -9, they are unconscious and dying. Every round, the character must make a Fortitude save vs 10 at a penalty equal to their current wound points. If the save succeeds, the character's condition does not change. If the save fails, the character loses 1 wound point. If the character drops below -9 wound points, they die.

A character can be stabilized by anyone making a successful Heal skill roll for First Aid, or if they are magically healed by at least one wound point.

Any spell that grants a temporary bonus to wound points will not stabilize a character, but it will assist in keeping them alive longer, by putting them further from the -9 limit for the duration of the spell. If such a temporary bonus raises the character up to 0 wound points or above, they regain consciousness for the duration of the spell, but are still affected as if they were at less than 0 wound points.

### How are Vitality and Wound Points determined?

#### For Hero and Prestige classes:

A character's wound point score is equal to its Constitution score. Thus, if a character has 15 Constitution, they have 15 wound points.

The wound point score only increases if the character's Constitution goes up, due to level increase, magical effects or divine intervention. The wound point score will decrease if a character loses points from Constitution, due to disease, magical influence or undead special attacks. Also, the wound point score can be less than a character's Constitution score in certain cases of sickness, disease, malnourishment, etc, since wound point score = Constitution assumes a certain degree of healthy living.

Wound points do not increase with level (except in the case of spending an attribute point bonus on Constitution).

A character's vitality score is determined by rolling its hit dice, which are from now on referred to as vitality dice. Barbarians have d12 for their vitality die. Fighters, Rangers and Paladins have d10 for their vitality die. Clerics, Monks and Druids have d8 for their vitality die. Bards and Rogues have d6 for their vitality die. Wizards and Sorcerers have d4 for their vitality die.

At first level, a character gains maximum vitality for their die type, plus their Constitution bonus. Every level afterwards, they roll their vitality die and add the result (plus their Constitution bonus) to their vitality score, thus vitality increases with level.

Example: A dwarven fighter named Rokan has a 16 constitution, thus he has 16 wound points. Beginning at 1<sup>st</sup> level, he gains maximum vitality points, which is 10, plus his Constitution bonus of +3. Therefore Rokan begins play with 16 wound points and 13 vitality points. When he achieves 2<sup>nd</sup> level, Rokan's player rolls another d10 and gets a 6. Adding his constitution bonus

gives him 9, so the player adds 9 vitality points to Rokan's total, giving him a total of 21 vitality. Upon reaching 3<sup>rd</sup> level, Rokan gets another 8 vitality (roll of 5, +3), and when he reaches 4<sup>th</sup> level, he decides to use his ability increase to raise his Constitution score to 17. Thus, he now has 17 wound points, and his player rolls a 10 on his vitality die, giving him another 13 vitality... therefore, at 4<sup>th</sup> level Rokan has a total of 17 wound points and 42 vitality.

If a character's Constitution bonus is increased, even temporarily, such as for the Barbarian's Rage ability, wound points increase by the added bonus, and vitality increases by the appropriate amount, based on the bonus of the new Constitution score.

Example: Regnar the 4<sup>th</sup> level Barbarian, with a 16 Constitution, enters a rage when attacking an ogre. His normal Wound and Vitality scores are 16 and 38, respectively. While in a Rage, his Constitution score increases to 20, thus he now has a wound point score of 20, and his Vitality increases by 8, to 46, since the new Constitution of 20 gives him a bonus of +2 Vitality per level over what he had with 16. When he was done raging these extra points would immediately fade.

#### NPC classes:

The various npc classes compute their vitality and wounds in a similar way to hero and prestige classes. They have lesser hit dice for vitality, but their wound score is equal to their constitution score, as it is with hero and prestige classes.

#### For Creatures:

A creature's wound and vitality scores are determined by its hit dice and Constitution score (if it has one... more on that later), but in a different way than for characters. Roll a creature's hit dice normally, as you would for hit points. Then subtract the creature's Constitution score from this total. (Note: Larger creatures have more wound points than normal. Huge creatures have x2 Con in wound points, Gargantuan creatures have x4 Con in wound points, and Colossal creatures have x8 Con in wound points.)

If the resulting total is positive, then that total is the creature's vitality score, and the creature has a number of wound points equal to its Constitution score (with any multiple due to size).

Example 1: an ogre with 15 Constitution has 4d8+8 for its hit dice. Rolling these, 28 is the

result. Subtracting the ogre's Constitution of 15 leaves a total of 13, so the ogre has 13 vitality and 15 wound points. His total of both is still 28, which equals what he would have had in hit points.

Example 2: a mature red dragon, with a Constitution of 23, and has 25d12+150 for its hit dice. Rolling these, 312 hit points is the result. It is considered a Huge creature, thus it has x2 Con in wounds, or a total of 46 wound points. Subtracting this amount from the hit points gives a total of 266, which becomes its vitality score. Thus it has 46 wound points and 266 vitality.

If the resulting number is negative, then the hit points rolled are equal to the creature's wound points, and it has no vitality.

Example: a goblin, with a Constitution of 11 and only 1d8 for hit dice, cannot roll above 11 for hit points, therefore whatever it rolls for hit points becomes its wound points. This point total being less than its Constitution score can be easily explained by the rough and unsanitary conditions of goblin society. However, a goblin leader would probably have full wound points, and possibly vitality gained from having levels in a hero class.

If a creature does not possess a Constitution score (you were waiting for this, weren't you?), as in the case of golems and undead creatures, then the creature has no wound point score (it's either not alive, or it's already dead). The creature's hit dice are rolled, and this total is the creature's vitality point score. Once a golem's or undead creature's vitality points are reduced to zero, it is destroyed.

Example: a lich with 11d12 hit dice, has 78 hit points, but since it has zero constitution, it does not have any wound points, thus all 78 hit points go into vitality.

#### What Happens with Critical Hits?

Critical hits are handled a bit differently under this system. The definitions of what is a threat and what is a critical hit remain the same, and how to determine if a threat is a critical hit does not change. However, the overall effect of a critical hit has been altered.

#### Damage Multipliers:

Weapon damage multipliers are now reduced by one rank. (See the Revised Table 7-4: Weapons at the end of this article.) A weapon that had a multiplier of x2 now does

normal damage, x3 goes down to x2, and x4 is reduced to x3. Weapon threat ranges remain the same.

Critical hit damage is rolled multiple times (rather than the result of one die being multiplied by a factor), with any modifiers for magic or strength being added to each die.

Example: a fighter with 17 strength gets a critical hit with his +1 magical battleaxe (x2 critical). Thus, he rolls 2d8 and adds his enchantment bonus and strength bonus to each die, for a total of 2d8+8 damage.

### Immunities:

All creatures that possess a constitution score, and thus wound points, are vulnerable to critical hits. This rule overrides the immunity which slimes and oozes possess, as these creatures would have a central nucleus that could be vulnerable to a critical hit. Creatures that have damage reduction are immune to critical hits from weapons which do not meet or exceed the enchantment bonus required. Those creatures without wound points, such as golems and the undead, are immune to critical hits.

### Critical Effects:

When a critical hit is scored against a creature or character that has vitality, it bypasses vitality and the damage multiple is scored directly to wound points.

Critical hits scored against a creature that has no vitality, or that has had its vitality exhausted, instantly brings that creature to zero wound points.

### What about Subdual Damage?

To subdue a character or creature, you must first exhaust their vitality. Subduing can be declared before their vitality reaches zero, in which case, all damage to the creature or character's wound points is non-lethal subdual damage. Any wound point damage sustained before subdual is declared is considered real damage.

If a critical hit is scored after subdual is declared, the critical hit is resolved normally, however the damage scored is non-lethal.

Subdual damage is recovered at an accelerated rate, equal to one point per level per hour of rest.

### How are Vitality and Wound Points Recovered?

#### Natural Healing

A character recovers 1 vitality point per character level per hour of rest, and 1 wound point per day of rest. The character may engage in light, non-strenuous activity or

travel, but any strenuous activity, such as combat or spellcasting, prevents healing for that day.

Higher-level characters recover lost vitality points faster because they're tougher and also because a given number of lost vitality points represents less fatigue for a higher-level character.

#### Assisted Healing

A trained healer (someone who has at least one rank in the Heal skill) can increase the rate of recovery of vitality and wound points. Using the long-term care option of the Heal skill allows the healer to double the rate of recovery to 2 vitality points per character level per hour, and 2 wound points per day. Characters may perform light, non-strenuous activity, but any strenuous activity (such as combat) reduces the recovery back to normal for that day.

#### Magical Healing

With the various cure and heal spells, rapid recovery of vitality and wounds is possible. However, since vitality and wounds are quite different, only the most powerful of healing spells can heal both vitality and wounds simultaneously (ie: the Healing Circle, Heal and Mass Heal spells cure both wound and vitality damage at the same time).

When a cleric or other divine spellcaster casts a cure spell on a wounded or fatigued character, that cleric has a choice to either heal wounds or vitality. If the character chooses to heal vitality, roll the number of dice (with any bonuses) that the spell description specifies. The amount rolled is added to the fatigued character's current vitality point score. You cannot be healed above your maximum vitality point score. If the cleric chooses to heal wound points, the type of die for the spell is halved, and all bonuses for level are dropped.

Example: By using Cure Light Wounds, which heals 1d8 points of damage +1 point per level (to a maximum of +5), the caster may choose to heal that amount of vitality points, or if she instead chooses to heal wound points, she rolls 1d4 to determine the number of wound points healed.

In the case of spells that grant temporary hit points, these affect either wounds or vitality, but not both. For the Aid spell (Clr 2, Good 2, Luck 2), the extra points are added to a character's vitality score. For the Virtue spell (Clr 0, Drd 0, Pal 1), the one point is added onto wound points.

In both cases, these extra points are used first when damage occurs. If all the extra points are not lost before the spell ends, the vitality or wound score (whichever was

affected) returns to the total before the spell was cast. If the character suffers more damage than the temporary points, the extra damage is applied to the character's natural vitality or wound points, and no further points are lost due to the spell ending.

Some classes possess the ability to heal damage through various means other than spells. The paladin's ability to Lay on Hands specifically heals wound point damage, and the character cannot choose to heal vitality points instead. Each day, the paladin can cure a total number of wound points equal to his level plus his charisma bonus. This total does not need to be expended all at once, and can be divided up among multiple recipients. The paladin may heal himself. A druid's Wild Shape ability heals damage equal to 8-hours of rest. Thus, the druid regains vitality equal to their level x8, and one wound point, the first time he assumes his Wild Shape in a day. This healing occurs instantly and any excess healing is lost. A monk's Wholeness of Body ability heals wound points only, and heals one wound point per level of the monk. The monk may only heal himself, but may spread this healing out among several uses.

Some magical items emulate healing spells. These items do not have the capacity for choice in matters of healing wounds or vitality. When a character uses a magical item for healing, such as a potion or wand of cure light wounds, the item first cures any wound damage (if any), and once wound points are fully restored (with any excess being lost), it will then be possible to heal vitality points. The item's power either goes into healing physical wounds or into revitalizing the character, not both. The exceptions to this are those items that emulate the Heal, Mass Heal, or Healing Circle spells, which can cure both wounds and vitality simultaneously.

The healing powers of the various spells is as follows:

<u>Spell</u>	<u>Vitality healed</u>	<u>Wounds healed</u>
Cure Minor Wounds	1d4	1 point
Virtue	None	1 point (temp)
Cure Light Wounds	1d8+1/lvl (max +5)	1d4
Aid	1d8 (temp)	None
Cure Moderate Wounds	2d8+1/lvl (max +10)	2d4
Cure Serious Wounds	3d8+1/lvl (max +15)	3d4
Cure Critical Wounds	4d8+1/lvl (max +20)	4d4
Healing Circle*	1d8+1/lvl	1d4
Heal*	All	All
Mass Heal*	All	All
Regenerate	None	2d4
Raise Dead	None	1 point/char level

\*both vitality and wounds are healed, simultaneously, by these spells.

Note: Inflict spells do not give you the option to deal either wound or vitality damage. These spells deal damage the same as anything else does.

## Feats

### Toughness

You are tougher than normal.

**Benefit:** You gain +3 wound points.

**Special:** A character may gain this feat multiple times.

### Quickness (new):

You are good at turning attacks that might deal damage to you into near misses and glancing blows.

**Prerequisite:** 1+ levels in a hero or prestige class.

**Benefit:** You gain +3 vitality points.

**Special:** You may gain this feat multiple times.

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## Revised Table 7-4: WEAPONS

### Simple Weapons – Melee

Weapon	Cost	Damage	Critical	Range	Wt	Type
Unarmed Attacks						
Gauntlet	2gp	*	*	-	2lb	Bludgeoning
Strike (Unarmed, Med)	-	1d3 <sup>S</sup>	x1	-	-	Bludgeoning
Strike (Unarmed, Small)	-	1d2 <sup>S</sup>	x1	-	-	Bludgeoning
Tiny						
Dagger*	2gp	1d4	19-20/x1	10ft	1lb	Piercing
Dagger, punching	2gp	1d4	x2	-	2lb	Piercing
Gauntlet, spiked*	5gp	1d4	x1	-	2lb	Piercing
Small						
Mace, light	5gp	1d6	x1	-	6lb	Bludgeoning
Sickle	6gp	1d6	x1	-	3lb	Slashing
Medium-size						
Club	-	1d6	x1	10ft	3lb	Bludgeoning
Half-spear <sup>a</sup>	1gp	1d6	x2	20ft	2lb	Piercing
Mace, heavy	12gp	1d8	x1	-	12lb	Bludgeoning
Morningstar	8gp	1d8	x1	-	8lb	Bludgeoning and Piercing
Large						
Quarterstaff <sup>b</sup> †	-	1d6/1d6	x1	-	4lb	Bludgeoning
Spearspear <sup>c</sup>	2gp	1d8	x2	20ft	5lb	Piercing

### Simple Weapons – Ranged

Small						
Crossbow, light*	35gp	1d8	19-20/x1	80ft	6lb	Piercing
Bolts, crossbow (10)*	1gp	-	-	-	1lb	-
Dart	5sp	1d4	x1	20ft	1/2lb	Piercing
Sling	-	1d4	x1	50ft	0lb	Bludgeoning
Bullets, sling (10)	1sp	-	-	-	5lb	-
Medium-size						
Crossbow, heavy*	50gp	1d8	19-20/x1	120ft	9lb	Piercing
Bolts, crossbow (10)*	1gp	-	-	-	1lb	-
Javelin	1gp	1d6	x1	30ft	2lb	Piercing

### Martial Weapons – Melee

Small						
Axe, throwing	8gp	1d6	x1	10ft	4lb	Slashing
Hammer, light	1gp	1d4	x1	20ft	2lb	Bludgeoning
Handaxe	6gp	1d6	x2	-	5lb	Slashing
Lance, light*	6gp	1d6	x2	-	5lb	Piercing
Pick, light*	4gp	1d4	x3	-	4lb	Piercing
Sap	1gp	1d6 <sup>S</sup>	x1	-	3lb	Bludgeoning
Shortsword	10gp	1d6	19-20/x1	-	3lb	Piercing
Medium-size						
Battleaxe	10gp	1d8	x2	-	7lb	Slashing
Flail, light*	8gp	1d8	x1	-	5lb	Bludgeoning
Lance, heavy* †	10gp	1d8	x2	-	10lb	Piercing
Longsword	15gp	1d8	19-20/x1	-	4lb	Slashing
Pick, heavy*	8gp	1d6	x3	-	6lb	Piercing
Rapier*	20gp	1d6	18-20/x1	-	3lb	Piercing
Scimitar	15gp	1d6	18-20/x1	-	4lb	Slashing
Trident <sup>a</sup>	15gp	1d8	x1	10ft	5lb	Piercing
Warhammer	12gp	1d8	x2	-	8lb	Bludgeoning
Large						
Falchion	75gp	2d4	18-20/x1	-	16lb	Slashing
Flail, heavy*	15gp	1d10	19-20/x1	-	20lb	Bludgeoning
Glaiive* †	8gp	1d10	x2	-	15lb	Slashing
Greataxe	20gp	1d12	x2	-	20lb	Slashing
Greatclub	5gp	1d10	x1	-	10lb	Bludgeoning
Greatsword	50gp	2d6	19-20/x1	-	15lb	Slashing
Guisarme* †	9gp	2d4	x2	-	15lb	Slashing
Halberd* <sup>a</sup>	10gp	1d10	x2	-	15lb	Slashing and Piercing
Longspear* † <sup>a</sup>	5gp	1d8	x2	-	9lb	Piercing
Ranseur* †	10gp	2d4	x2	-	15lb	Piercing
Scythe	18gp	2d4	x3	-	12lb	Piercing and Slashing

## Martial Weapons – Ranged

Medium-size						
Shortbow*	30gp	1d6	x2	60ft	2lb	Piercing
Arrows (20)*	1gp	-	-	-	3lb	-
Shortbow, composite	75gp	1d6	x2	70ft	2lb	Piercing
Arrows (20)*	1sp	-	-	-	3lb	-
Large						
Longbow*	75gp	1d8	x2	100ft	3lb	Piercing
Arrows (20)*	1gp	-	-	-	3lb	-
Longbow, composite	100gp	1d6	x2	30ft	2lb	Piercing
Arrows (20)*	1gp	-	-	-	3lb	-

## Exotic Weapons – Melee

Tiny						
Kama, halfling*	2gp	1d4	x1	-	1lb	Slashing
Kukri	8gp	1d4	18-20/x1	-	3lb	Slashing
Nunchaku, halfling*	2gp	1d4	x1	-	1lb	Bludgeoning
Siangham, halfling*	2gp	1d4	x1	-	1lb	Piercing
Small						
Kama*	2gp	1d6	x1	-	2lb	Slashing
Nunchaku*	2gp	1d6	x1	-	2lb	Bludgeoning
Siangham*	3gp	1d6	x1	-	1lb	Piercing
Medium-size						
Sword, bastard*	35gp	1d10	19-20/x1	-	10lb	Slashing
Waraxe, dwarven*	30gp	1d10	x2	-	15lb	Slashing
Hammer, gnome hooked*‡	20gp	1d6/1d4	x2/x3	-	6lb	Bludgeoning and Piercing
Large						
Axe, orc double*‡	60gp	1d8/1d8	x2	-	25lb	Slashing
Chain, spiked*‡	25gp	2d4	x1	-	15lb	Piercing
Flail, dire*‡	90gp	1d8/1d8	x1	-	20lb	Bludgeoning
Sword, two-bladed*‡	100gp	1d8/1d8	19-20/x1	-	30lb	Slashing
Urgrosh, dwarven‡ <sup>a</sup>	50gp	1d8/1d6	x2	-	15lb	Piercing and Slashing

## Exotic Weapons – Ranged

Tiny						
Crossbow, hand*	100gp	1d4	19-20/x1	30ft	3lb	Piercing
Bolts (10)*	1gp	-	-	-	1lb	-
Shuriken*	1gp	1	x1	10ft	1/10lb	Piercing
Small						
Whip*	1gp	1d2 §	x1	15ft*	2lb	Slashing
Medium-size						
Crossbow, repeating*	250gp	1d8	19-20/x1	80ft	16lb	Piercing
Bolts (5)*	1gp	-	-	-	1lb	-
Net*	20gp	*	*	10ft*	10lb	*

\* See description of this weapon for special rules

\*\* When two types are given, the weapon is both

† Reach weapon

‡ Double weapon

<sup>a</sup> If you use a ready action to set this weapon against a charge, you deal double damage if you score a hit against a charging character

§ The weapon deals subdual damage rather than normal damage