

Taking Damage

If something will hit you, the damage is taken in this order (p. 76 in the rulebook):

1. Magical armour/shields (e.g. Mage Robes, Shield Magic).
2. Damage that goes straight to body (see Damage Types).
3. Armour Points (AP).
 - Call “Breach” when you're out of armour.
4. Magical body bonuses (e.g. Cloak of Moonlight).
5. Body Points (BP).

Damage Types (p. 55, 91): this is not an exhaustive list, but a quick explanation of what each type will do.

- Normal: the standard and assumed damage type from most physical attacks.
 - Try to call “hit” if a special physical attack hits you (e.g. Slay)
 - Carriers (“5 [effect]”) will only cause damage but not their effect if they don't hit your body.
 - Contact alchemy (“5 *poison* [effect]”) will cause damage AND the effect, regardless if they hit your body or not.
- Iron, Silver, Magic; Lightning, Stone, Fire, Ice: similar to normal damage, but may breach thresholds (damage resistances) and/or do bonus damage to specific creatures.
- Body: goes straight to BP.
- Elemental: pure elemental magic; if it puts you into your bleed count, you go straight to your death count.
 - Don't confuse this with regular elemental magic (e.g. “5 Magic Ice” vs. “5 Elemental Ice”).
- Acid, Arcane, Dark, Light: magic that goes straight to BP.
- Massive: deals damage to AP and BP simultaneously.
- Infliction: deals double damage to the living and heals the undead. Healing will do the opposite.

Repairing and Refitting Armour (p. 96 and 97):

- Breached armour is visibly broken and can be repaired by a blacksmith up to 2AP less than its normal armour value.
 - *e.g. if you have a 10AP shirt that gets breached, a blacksmith can repair it up to 8AP.*
- When your armour is so beat up that it can't be repaired or refit, you will need new armour.
- Breached armour can be restored by a blacksmith between games.

Talk IG (in-game) and Roleplay!

FOIG: find out in game. Ask your question IG, and see what the response is.

Infernal(ism): speaking OOG (out-of-game) or using OOG things.

Metagaming: using OOG knowledge to benefit your character IG.

Common OOG to IG references:

Underworld rule book: book of laws

Shapers: the wind/wind spirits/speaking to the wind

Time: bells (e.g. 5:30 = 5 and a half bells)

Cars/parking lot: caravans

Dollar: copper (e.g. \$4.25 = 4 and a quarter coppers)

Cigarettes: death sticks

Armour broken:

- Bad: “I'm down 5 AP [out of 7].”
- Good: “You see that my armour is very damaged.”
- Better: “My armour's barely holding together, it feels like it'll fall apart at any moment!”
 - ONLY Blacksmiths can ask and tell how much AP someone needs repairing.

Being injured:

- Bad: “I've lost 5 BP [out of 7].”
- Good: “I'm not doing so great, I got hurt pretty badly.”
- Better: [visibly staggering around, holding an injured side] “WHY AM I LEAKING RED STUFF?!”
 - ONLY people with the Anatomy skill can ask and tell how much BP someone is missing.

YOU will always know how many AP/BP you have, but YOUR CHARACTER will have trouble expressing it IG.

Avoid yelling:

- HOLD: OOG call to STOP EVERYTHING. Use ONLY for an immediate medical emergency.
- MEDIC: OOG call for a medical marshal (medical emergency). If your character's hurt, call for a doctor or healer instead.

I'm Dying! What Do I Do?! (p. 16)

Current Body Points	Physical State	Duration
2+ (healthy)	Alive, conscious	N/A
1	Alive, semi-conscious	5 minutes
0	Unconscious	5 minutes
-1	Dying (bleed count)	1 minute
After 1 minute at bleed count	Dying (death count)	5 minutes
After 5 minutes at death count	Dead	N/A

2+ BP: you're okay, especially in comparison to everything else! You can run around, use weapons and magic, and do everything a normal healthy adventurer can do. If you're injured, it's not slowing you down...much.

- You do not naturally regenerate after this; you need to find a way to heal back your remaining BP.

1 BP: you're alive...barely.

- Can walk and talk (and crawl and yell), but anything more strenuous will knock you unconscious.
- Cannot run or use *any* skills (including racials) without falling unconscious.
 - Attacking someone will make you unconscious.
 - Trying to block a blow with your weapon or shield will make you unconscious.
 - Are you doing something other than moving slowly, crying for help, and/or lying very, very still? *Unconscious.*
- After 5 minutes of not falling unconscious, you will gain 1 BP, making you alive and conscious.

0 BP: you're unconscious. You're just lying there, helpless to anything and anyone.

- Automatic spell defences will work; defences that require conscious thought will not.
- Anyone can pick up an unconscious person on a 3-count ("Pick you up 1, pick you up 2...") and carry them around at a walking pace; this is roleplayed by holding onto someone's arm.
 - When carrying someone, the carrier cannot run. Extra people helping to carry the person will not permit running. If the carrier runs, they will drop the unconscious person.
- If you are in danger of being stepped on while unconscious, you can sit up and yell to bring attention to yourself.
- After 5 minutes, you will gain 1 BP, making you alive and semi-conscious.

-1 BP (bleed count): you're bleeding, quite possibly to death. If you are struck by any mortal blow, no matter if it puts you at -1 or -100, it will automatically go -1 BP.

- If someone with First Aid begins bandaging you, you can pause your bleed count.
- ANY healing will bring you to exactly 1 BP, making you alive and semi-conscious.
- After 1 minute, you will go into your death count.

-1 BP (death count): you're dying. Only a Life spell can save you now.

- All spell effects and most physical effects will wear off.
- After 5 minutes, you are dead.
 - First-time players have unlimited deaths, and their deaths will not count towards their character. However, don't abuse this (e.g. willingly throwing yourself into dangerous situations); this privilege can be revoked.

Dead: you're dead. Your body disappears, and everything you're carrying drops to the ground.

- Anything tagged (including weapons and armour) and all your IG money falls to the ground.
- IG, you're naked; OOG you're permitted to wear some clothing for warmth and modesty.
- It's highly recommended that you drop something significant or iconic to identify your things.
- Put your hand on your head and walk to Shaper camp with your character card for further instructions.

Not sure if a physical hit/attack made contact? **Defender's call.** Not sure if a spell made contact? **Caster's call.**

EAT OR DRINK SOMETHING RIGHT NOW.

You could get attacked at *any time* – take advantage of your break whenever you can!

seriously put some food or water in your mouth, you really need it.

And if you need help or have more questions during game, look for players with a yellow ribbon – that's a New Player Liaison!