



Hit Points (HP) are a measure of a character's life force. They are a combination of the innate toughness and ability to roll with the punches.

When a character reaches 0 Hit Points, they run the risk of passing out from too much abuse. Any time a character drops below 1 Hit Point, they must make a successful Knockout Roll (from their Longevity characteristic) to stay conscious. If they fail, they pass out. If successful, they remain conscious, but need to make another successful Knockout Roll any time they take more damage while at or below zero Hit Points. If a character's healed, from whatever means, and their Hit Points are above the zero, then no Knockout Roll is needed.

Race	Base Hit Points
Human	10
Wood Elf	8
Grey Elf	6
Sand Elf	13
Blue Elf	5
Hill Dwarf	11
Grey Dwarf	7
Stone Dwarf	15
Rosendarik	7
Dafter	6
Lyfin	8

Players should always take note of the maximum Hit Points of a character. A character can never be healed over their maximum.

Characters in Tara-Corax can be healed in one of three ways. They can heal over time, they can be healed by spells, and they can be healed by artifacts or potions. Potions and spells vary in the amount they heal. Under normal circumstances, characters regain 1 Hit Points per day of rest.

Death Number

In addition to a character's maximum Hit Points, the Player needs to take note of their Death Number. If a character reaches their Death Number, they die. The Death Number is the negative character's maximum Hit Points at Level 1. It further goes down by 1 for each 10 Hit Points the character gains. (Including if they have 10 or more at Level 1)

$$\text{Death\#} = -1 \times ((\text{max HP at Lv1}) + (\frac{\text{Max HP}}{10}))$$

Every time your character levels up and gains maximum Hit Points, and that new max takes your character over a new multiple of 10, decrease your character's Death Number by 1.

Initial Hit Points

The initial Hit Points of a character are determined by three things: Race, Character Class, and Longevity. AT Level 1, your character's HP are maxed. Add the racial base, to your Character Class's maximum potential roll, and add in any Longevity or Trait modifiers.

As a character levels up, their Character Class determines how many Hit Points they can receive per level. After Level 1, the amount of Hit Points gained is always the result from the role of dice. E.g., Warriors get 2d8 Hit Points per Level. At Level 1, a Warrior has a maximum value possible you can roll (16), which

If the character has 7 Hit Points at level 1, their Death Number is -7 (because 7+ (7+10 rounding down = 0) times -1 = -7). A character with 21 Hit Points at Level 1 has a Death Number of -23 (because 21+ (21+10 rounding down = 2) times -1 equals -23).

A Level 3 character who has 35 Hit Points now, and had 16 Hit Points at Level 1, has a Death Number of -19 (because 16+ (35+10 rounding down = 3) times -1 = -19).

they add to their Race's base Hit Points and the Longevity modifier. After Level 1, the Player rolls 2d8 each Level gained and adds that value (with the Longevity modifier) to their maximum Hit Points.

Note that characters who reach Level 10, and do not undergo a Class Ascension, now begin to receive a smaller fixed number of Hit Points per Level. This number is not modified with Longevity. For Combatants and Battlemages, they get 3 Hit Points per Level after 10. Rogues get 2 and Wizards get 1.

Taking Damage

Whenever a character takes damage, Hit Points are reduced by that same number. It doesn't matter the type of damage or the source; the end value is always subtracted from the character's current Hit Points. Hit Points are used as a running total in the game. They are reduced and healed as a character goes through their adventures. Players need to keep track of their current Hit Points.

A Human Warrior with Longevity 16: Base Hit Points are 10 (for being Human) +16 (found on the Warrior's Character Class description) +1 (from the Longevity Characteristic). So, this character has a total of 27 HP at Level 1 with a Death Number of -29 and 6 (5+1) Wounds.

They gain a level, and roll 2d8 (+1 from Longevity), and add that value to their maximum Hit Points. The Player rolls 15, and adds 1 to that for a total of 16. Their new maximum Hit Points is 43 and their Death Number is now -31.

A Mage starts with 8 Hit Points, and their Death is -8. They Level-up and get 3 more, bringing their total HP to 11, and their Death to -9.

Damage is reduced by armor. The amount it is reduced is dependent on the Damage Type and the

character's Absorb. More on this in the Armor and Absorb Chapter and the Weapons Chapter.

In summary, a character's current Hit Points can't exceed their maximum (normally, some spells can do this though), when their current Hit Points reach zero they are in danger of being knocked out, and when their current Hit Points equals their Death Number, the character dies.

Recovering Hit Points and Leveling Up

Hit Points recover at a slow rate, 1 per 2 Stamina (round down) per Passing with at least 10 hours of relatively unbroken rest. Recovery is based on the Stamina when the character starts the rest. If not using the Stamina Optional Rule, then recover 2 Hit Points per Passing.

There are many kinds of damage, effects and spells that prevent normal healing. Likewise, there are potions and spells that allow a character to recover Hit Points instantly.

When Leveling up, a character instantly gains a new maximum Hit Point total, and any improvement to their Death Number is also instant. Current Hit Points do not recover at an increased rate. A Character who was full in Hit Points at the time of Leveling, and gains 10 more maximum Hit Points enjoys a improved Death # and max Hit Points immediately. However, it takes 10 Passings for that character's current to reach the new maximum.

Stamina (Optional Rule)

Stamina is a concept of a character's general endurance and lasting power. Connected to Hit Points, but far more universally applicable.

Each character starts with a certain amount of stamina, based on their Race and modified by Longevity and Hit Points. As they perform Actions, get hurt, march around the world, use Abilities, and other things, their Stamina depletes. When Stamina drops below zero, they can no longer perform uninhibited anymore, and start to receive negative

modifiers to everything they do. Moreover, if they become exhausted, they no longer can receive bonuses from Skills, Weapon Skills and Attribute Characteristics. When characters are at full Stamina, they are *Invigorated*.

Calculating Stamina

Race	Base Stamina
Human, Hill Dwarf, Stone Dwarf, Sand Elf	8
Grey Dwarf & Dafter	7
Rosendarik, Wood Elf & Grey Elf	6
Blue Elf & Lyfin	5

Increase Stamina by 1 for every 20th Hit Point gained by a character. i.e. Base Stamina + Longevity Modifier + Maximum Hit Points/20 (round down).

Effects of Stamina Loss

As long as a character has a positive Stamina score, there is no penalty to any roll. However, as they fall below 0, apply that negative number to ALL rolls they make (or -5% on d%). Thus, a character with a Stamina of -5 gets a -5 to-Hit, to Damage, on Skill Check, to Resist and so on.

When a Character reaches -10 Stamina, they are *Exhausted* and have a -10 to roll and receive no bonuses to any roll, i.e. ALL rolls they make are based only on the Natural roll, -10. This applies to the additions one rolls from a Skill Rank, e.g. Skill Rank 3+3 would be rolled as just 3d6 -10. Additionally, the character may not use any Abilities or cast spells.

Stamina does not continue to fall below -10. However, if taking an action while at -10, roll a KO check or become *Incapacitated* for 2 Rounds.

Stamina also has an impact on the recovery of Hit Points and Spell Points. Hit Points recover at a rate of the character's current Stamina (when they begin their rest). Spell Points can only be recovered if Stamina is at least half full (round down).

Recovering Stamina

Stamina recovers at a rate of 1 per 5 hours of rest. By "rest", it means no taxing actions at all. Even walking around a town buying goods does not count as resting. The character must be actively resting, but not necessarily sleeping. This includes mentally as well. The character cannot be studying, learning a spell, keep watch at night, or creating something through a Skill. They must be resting fully.

When Stamina is below 0, it recovers by 1 if the character does nothing at all for one Round. For these 10 seconds, they are catching their breath and maybe taking a quick sip of water. If attacked in any way, under an ongoing Effect (like burning, bleeding and the like), effected by a Hex or negative spell, targeted by ranged attacks, or anything else that requires the immediate attention of the character, they gain no Stamina back. They must do nothing at all for a Round. Resting from Round to Round only fills Stamina up to 0; to gain Stamina past 0, the character must rest for the afore mentioned 5 hours. At the end of a Combat, stamina always refills to 0.

In general, characters should gain 3 stamina back per Passing (one night's) rest. While on the road, it would typically be 2 (assuming one person stands watch).

Within the space of that Passing, Stamina does not recover if the character is *Sick*, *Very Ill*, *Drunk*, under a Hex that consumes Hit Points, under an negative Effect, is unable to rest for at least 5 consecutive hours, is below 0 Hit Points, or otherwise affected by some malady that would prevent a normal person from recovering. However, it will always recover to 0, but may not recover further if any of the above apply to the character.

Consuming Stamina

Stamina is consumed by many activities. In general, there are two categories: those that happen within a Combat, and those outside of Combat.

In Combat, if a character is not *Exhausted*, they can continue to use Abilities and take Actions, even if they don't have the Stamina needed. Outside

of Combat, a character must have enough positive Stamina in order to perform that activity. In Combat, Stamina loss from a single source can only happen once per Round, i.e. 3 Critical Hits in one Round only count as one with regards to Stamina loss. Outside, Stamina is consumed per instance.

The stress of Combat cannot be understated, and performing most actions uses Stamina. Below is a list of what consumes Stamina in Combat, and the Storyteller may also add to this list as they see fit. Stamina loss for this only applies while in Combat and may not apply if not in Combat. Some obviously can only happen while in Combat, while some can occur either within or out of.

Combat Activity	Stamina Loss
Each Round of active melee combat	1
Casting a Spell	1
Executing 1/2 or more of your allotted movement in a Round	1
Move through non-Open Terrain	+1
Receiving a Critical Hit	3
Receiving a hit that does 20 or more Hit Points	2
Using the Sprint or Untactical Advance Ability	1
Using Run Away!	3
Use a Full Action that is physical in nature	1
Using a Skill that is physical in nature	1
Any Attack Abilities (in the Abilities Chapter)	2
Initiating a Tactical Ability (in the Abilities Chapter)	1
Using a Class or Racial Ability that is physical in nature	1
Each time a character takes damage while below 0 Hit Points	1

Outside of Combat, Stamina loss is mainly associated with physical activity. The list below is by no means exhaustive but serves as a good baseline.

Non-Combat Activity	Stamina Loss
Marching more than 1/2 allotment in one Passing	1
20 Hour March	3
Using a physical Skill that takes 30 min or more	1
Using Abilities that takes 30 min or more	1
Casting a spell with C&T of 1 hour+	1
Channeling a Spell between 1 and 10 minutes	1
Channeling a spell between 10 minutes and an hour	3
Channeling a spell for more than an hour	5
Not sleeping in a night	2
Normal activity after not sleeping the previous night	5

Stamina is consumed is at the end of an activity for out of Combat and when you begin the activity if in Combat. Thus, when your character decides to swing their weapon, that means they're engaging in melee and lose 1 Stamina. If marching, as soon as the character crosses the 1/2 way mark for that Passing, lose 1 Stamina.

Darius starts the game with 25 Hit Points and has a Longevity of 16. Therefore, he has a maximum of 10 Stamina (8 for Human, +1 for 16 Long, and 23/20 rounding down = 10)

He begins with a 3 Passing March to another town, -3 Stamina. But each night he is resting and getting 2 back, so this nullifies.

The third night, he's waylaid and gets into a fight. The fight lasts 2 Rounds (which each Round he was in melee), during which he takes a Critical Strike for 23 Hit Points and uses the Footman's Charge Ability. 2 Rounds, plus a Critical Strike (3), plus a single blow that does 20+ Hit Points (2) and using a physical Ability is 8, which brings him down to zero Stamina.

Reaching town afterwards, he rests that night, gaining 2 Stamina back, but healing 0 Hit Points (started the rest at 0 Stamina). The next morning, he moves north for more than 1/2 his allotted marching distance, down to 1 Stamina. He's waylaid again.

He starts off by entering melee, now 0 Stamina. An enemy strikes him for 5 Hit Points (bringing him down to -1 HP), which doesn't do any Stamina loss, but each hit taken when a character is under zero Hit Points now costs 1 Stamina.

Realizing he's in trouble, he Sprints, -1 Stamina. On the way out of melee, an enemy hits him, -2 Stamina. Darius now has a -2/-10% to roll on everything from to-Hit, to Skill Checks and even Initiative.

Next Round, he is faced with some Mountainous Terrain. He moves at his full rate and through non-Open terrain, -4 Stamina. He does this for 2 more Rounds, -8 Stamina. He pauses to take a breath for a Round, -7 Stamina, and finds he lost the bad guys. Combat ends and he recovers to 0 Stamina. Needs to rest more before traveling back to town because he doesn't have enough Stamina for a march.