

Damage and Healing

Healing

Note : A "healer" is someone with the "Healing" non-weapon proficiency

0 HP/day : with no rest (fighting, casting)

1d3 HP : tended to by a healer in the immediately subsequent round to when the damage was applied.

A healer may do so once/day

+Con. Bonus/week : with one whole week of bed rest (no traveling)

Cure Light (Lvl1) 1d8 HP

Cure Serious (Lvl7) 2d8+1 HP

Cure Critical (Lvl 9) 3d8+3 HP

Heal (Lvl11) All HP

With bed rest (no traveling)

3 HP/day : no help from a healer

5 HP/day : help from a healer

6 HP/day : help from someone that is both a healer and an herbalist

With rest (traveling allowed)

1 HP/day : no help from a healer

2 HP/day : help from a healer

Damage

Falling : 1d6 / 10ft. fallen up to 20d6

Death

0HP to -9HP : Hovering on death's door
unconscious, losing 1HP/round until

1 round spent tending to wounds

any "cure" spell

brings character to 1HP

no further healing possible until 1 day of rest
no fighting, spell casting, barely able to move

any "heal" spell

all HP restored

character forgets memorized spells

-10HP or more : Dead

Raise Dead must be cast (not possible on elves)

make resurrection survival check (see Con.)

permanent loss of 1 Con. point / missing limbs are gone

permanent loss of HP gained from Con. bonus of previous level

1 day of bed rest/days dead required and character starts at 1HP

Hiring a priest to Raise Dead

9th level minimum priest level

number of days that body has been dead must be \leq priests level

character must be similar faith of priest

payment or service required between 500GP and 5000GP