

Reduced to **0** HP * add your wounded value

Normal damage	Unconscious	+	Dying 1*
Critical damage	Unconscious	+	Dying 2*
Nonlethal damage	Unconscious		

Return to **1+** HP

Unconscious	+	Dying
You had dying condition		Wounded 1

Recovery Saving Throws

DC: 10 + dying value

Success Your dying value is reduced by 1.

Critical Success Your dying value is reduced by 2.

Failure Your dying value increases by 1.

Critical Failure Your dying value increases by 2.

DYING CONDITION

You are bleeding out or otherwise at death's door. Dying always includes a value, and if it ever reaches dying 4, you die. If you're dying, you must attempt a recovery roll at the start of your turn to determine whether you get better or worse. If you ever have 1 HP or more, you lose the dying condition. Any time you lose the dying condition, you increase your wounded value by 1 if you already have the condition, or gain wounded 1 if you do not currently have the condition. Recovery rolls and what happens when you regain HP while you are dying are explained above.

WOUNDED CONDITION

You have been seriously injured during a fight. As long as you have the wounded condition, if you gain the dying condition or increase it for any reason, increase the amount you gain or increase by your wounded value. The wounded condition ends if someone attends to you with *Treat Wounds*, or if you are healed to full Hit Points and rest for 10 minutes.

UNCONSCIOUS CONDITION

You've been knocked out. You can't act. You also take a -4 conditional penalty to AC and have the blinded, deafened, and flat-footed conditions. When you gain this condition, you fall prone and drop items you are wielding or holding unless the effect states otherwise or the GM determines you're in a position in which you wouldn't. If you ever return to 1 Hit Point or more, you become conscious.

When you're unconscious and at 0 HP but no longer dying, you naturally return to 1 HP and awaken after sufficient time passes. The GM determines how long you remain unconscious, from at least 10 minutes to several hours.