

Hit Points for Ars Magica

Combat in **Ars Magica** can be very deadly. This option gives characters and creatures a new trait called “Hit Points” which serves as a damage buffer that can be worn down before actual wounds are gained in combat.

CALCULATING HIT POINTS

Every creature, including characters, has a number hit points equal to five times their wound range. For Size +0 creatures, the wound range is 5. Wound range is increased by one for each Size over zero. The wound range is also reduced by one for each Size under zero. Use the table below.

Size	Hit Points
-10	1
-9	1
-8	1
-7	2
-6	3
-5	4
-4	5
-3	10
-2	15
-1	20
+0	25
+1	30
+2	35
+3	40
+4	45
+5	50
+6	55
+7	60
+8	65
+9	70
+10	75
Each +1	+5

USING HIT POINTS

Run combat exactly as outlined in **Ars Magica Fifth Edition**. Whenever a character or creature with a positive hit point total would take a wound, their current hit points are reduced by the damage scored against them.

If the hit point total remains positive after being reduced, the character or creature suffers no ill effects. They do not gain a wound and are not impaired by the damage. If the hit point total goes exactly to zero, the character is rendered Unconscious and does not gain a wound. However, if the hit point total is reduced to a negative number, the character or creature is rendered Unconscious and suffers a wound corresponding to the hit points of damage remaining. For example, if a grog (Size +0) with six hit points takes ten points of damage, hit points are reduced to zero and the grog takes a Light Wound (four points of damage).

Any damage received after the hit point total of a character or creature is reduced to zero or below follows the normal **Ars Magica Fifth Edition** rules. However, when a Storyteller creature is reduced to zero or below hit points the Storyteller can decide whether that creature is knocked out, killed, dissipated (in the case of incorporeal foes), turns to leaves and sticks (for foes of the Faerie Realm), etc., suffering a condition that makes sense to the story.

REGAINING HIT POINTS

A character's hit point total is restored to its maximum value after one night's sleep (or an equivalent period of rest), usually only once per twenty-four period. The hit point total for a creature should be restored by some appropriate method once during each day. For example, creatures of the Infernal Realm may have their hit points total restored at midnight.

HIT POINTS IN THE GAME

Hit points are not affected by any form of magic, Hermetic or otherwise. Consider hit points to operate under the Limit of the Divine since hit points represent a combination of divine favor, luck, importance to the Cosmos, and other such factors. Also, hit points cannot be restored with mundane medical arts. Hit points are purely a game mechanic granting a level of plot immunity to characters and creatures.

REASON TO USE HIT POINTS

Using hit points allows the Storyteller to run a more combat-focused Saga without worrying as much about long recovery times and sudden death. Giving players a resource that shows how close a character is to getting seriously damaged in combat allows the troupe to withdraw from potentially deadly combats with some warning before catastrophe. Or, a Storyteller could choose to use hit points in special situations, such as when the group is exploring Arcadia. This option could allow for a more adventurous Saga in keeping with many of the tropes established by other fantasy role-playing games.