

Basics

Money System

The currencies vary from country to country but the standard that is used in the Impirium is as follows:

1 platinum piece = 10 gold pieces

1 gold piece = 10 silver pieces

1 silver piece = 10 copper pieces

Each coin is about the same size and weighs 10 grams.

Damage

If at the end of a round, damage equal to the **Total Hit Points** of the character has been suffered (unhealed) then the character is dead. If the character has one hit point left, then the character is unconscious.

If the character has suffered damage equal to or greater than the number of hit points in any one location then that location cannot be further used until the location is healed. If the location is the head, then the character is unconscious. If the location is the chest, then the character is incapacitated, but still conscious, but cannot heal themselves. If the location is the abdomen, then the character loses all use of its legs. If the location is a leg the character will fall to the ground unless a **Dexterity** check succeeds.

If the location is at -6 hit points or negative points equal to the total positive points in the location (whichever is the number furthest from 0) then the location is severed. If the severed location is the head, chest or abdomen, then the character is dead. Otherwise the limb is removed from the rest of the body and is useless until put back onto the body with a powerful enough healing spell to restore the limb. The total hit points removed when a limb is severed cannot exceed twice the total hit points in the uninjured limb.