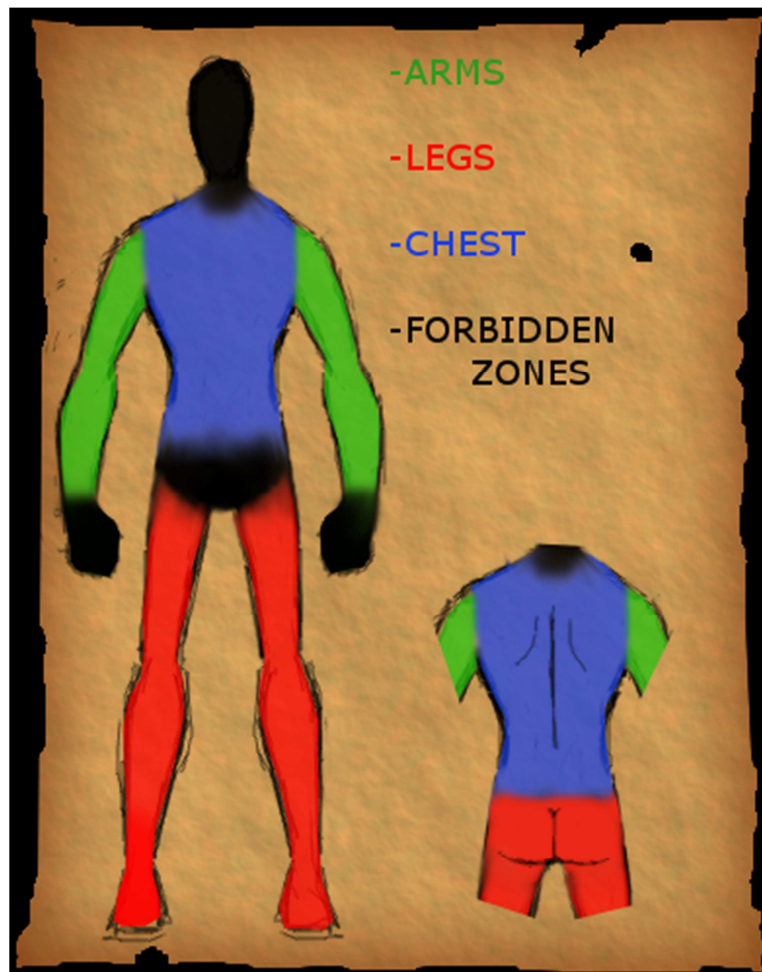


## On hitpoints, life, and death

### Hitpoints

Every player has a set number of points in each arm, each leg, and their chest. Typically, you will have 5 “hit-points” in each of these body portions. However, this varies depending on whether or not you are wearing armor or if you are of a race that naturally has more hit-points. Here is a diagram showing what parts of the body count as which body portions.



As shown, the green represents the arms, the red represents the legs, and the blue represents the chest. The black portions represent areas of the body that you should refrain from hitting. These are the head, neck, hands, and groin area. As for females, the breasts are always off limits. We've got few ladies as it is, we don't want to go around scarring the ones who do play.

Your body's hit-points may rise slightly, depending on elements such as race, skills, spells, and armor. However, don't expect them to rise naturally, OR exponentially. As a semi-hit location game, Ides combat will rely heavily on personal skill and in-game skills rather than how long you've been playing the game. Regardless, these hit-points will

inevitably be brought down via boffer combat, and the problem of death will come into play.

### **The Process of Dying**

When either your chest's points or two of your limbs' hit-points are dropped down to 0, you fall to the ground, unconscious and bleeding out. During this time, you are completely unconscious and dying. Meaning: You cannot move, speak, hear, or do any of the things that we few lucky living people can do besides lie there and think about what you've done. Upon your two limbs or chest reaching zero hit-points, you will physically fall to the ground (in a safe manner, of course), with *no exceptions* unless you have a disability or are injured. In this event, you will sit on your knees or bottom with your head hung. It is a good idea for you to invest in some fashion of knee protection. In the event that you are attacked and receive more damage than you have in hit-points, your limb will stay at -1 hitpoint. This is the lowest that your hitpoints can go; For a limb to regain life, it must have at least 1 hit-point.

When you enter bleed-out, you have five minutes in which you can be revived via healing spells, potions, injections, etc. To be revived from a bleed out, four of your body portions (including the chest) must be healed to at least 1 hit-point. If five minutes pass and you have not been revived, you die. Upon actually dying, you have a span of **one minute** in which you can be revived via life potions and injections. If you are revived, your hit-points raise to 1 in each limb. If you are not brought back to life within this minute, your essence leaves your body and enters the Other Side. Your body dissolves into the Earth, leaving your clothes and belongings behind.

### **The Other Side**

The Other Side is a crucible of sorts. As your past body lies dead wherever you were slain, your mind and a projection of yourself and your belongings enter into a blurred, dark world completely void of any discernable environment. The exact details of this place are a mystery, as the people who enter it often don't focus on the world itself; Their attentions are focused on the most notable aspect and purpose of this dimension: The Trial. For each person, the trial is somewhat different. However, one thing is conclusive: You must fight for your life. Literally. Some thing or things, often described as wispy, dark, and blank beings of different shapes and sizes, appear from the fringes of your vision and you are forced to fend for your life. During this period, you have access to all of your skills and all of the items you had on your person when your essence breached into the Other Side. These trials are usually temperate the first few times, but grow in difficulty and complexity the more you enter the Other Side. Again, these trials are somewhat trivial at first. As each player is unique in personality, skill build, and fighting ability, staff will scale and plan out each trip into the Other Side on a custom person-by-person basis, changing the details, NPC build, and purpose of the Trial depending on character history, personality, skills, character level, fighting style, and any other factors we deem important.

Supposing you do not overcome the trial, your essence drifts off into nothingness, essentially ceasing to exist in any understandable way. From then on, your character is permanently dead. Forever.

Supposing that you *do* overcome the challenge of the trial, you "resurrect" in a random spot, usually within a mile of where you died, completely naked, steaming, and somewhat

disoriented. This process is fairly painful, as your mind and soul have just been shoved into a newly created body in the wink of an eye. Once resurrected, you have absolutely no recollection of the hour preceding your death, unless you are an Astrian. You do, however, have a vague understanding of what happened in the Other Side.