

Damage & Death As your PCs take damage for various reasons, there may come a time when they reach 0 Stamina. When this happens, you will notice that the PC's portrait is dimmed. This signifies that the PC is unconscious and unable to do anything. They are not dead, however, and can heal. In fact, they can fall as low as -9 and still only be unconscious. If their Stamina falls to -10 or lower, they actually die. The only way to revive a dead PC is by casting Raise Dead, or by having them resurrected in a temple.

This may seem confusing, but it should become quite clear when you dive in and play Realmz.

During combat when a PC falls to zero or less stamina, that PC will disappear from the combat screen. Each combat round thereafter, that PC will bleed for 1 point of stamina until dead, unless they are bandaged. Bandaging a PC will stop the bleeding, and thus prevent the PC from bleeding to death.

Healing During Combat You may heal PCs during combat by the use of magical spells, scrolls or potions unguents etc..... Once a PC has become unconscious during combat that PC will drop out of combat. Provided that PC has not dropped to -10 stamina that PC can still be healed and brought back into combat. To do this, cast any healing spell during combat as you would normally. Since unconscious PCs do not have an icon on the battle field to target you will need to target them by selecting their dimmed portrait to the right of the combat screen. If the healing spell brings that PC above 0 stamina, that PC will re-enter battle.

PCs that are healed and brought back into battle will be a little helpless at first until they clear their head. They will be completely helpless for the remainder of the round (Z Round) in which they rejoin combat.

The following round (Z plus one) they will be reduced to 1/2 their normal movement and unable to cast spells.

The following round (Z plus two) they will still be reduced to 1/2 their normal movement, but will be able to cast spells.

At (Z plus three) they will be at full movement, and have normal spell casting ability.

