

Health Combat Modifier

%	Total Hit Points													Health	Effects		
	5	10	15	20	25	30	35	40	45	50	55	60	65		Thac0	AC	Mod.
90	–	9	14	18	23	27	32	36	41	45	50	54	59	Discomfort	–	–	–
80	4	8	12	16	20	24	28	32	36	40	44	48	52	Pained	–	–	–
70	–	7	11	14	18	21	25	28	32	35	39	42	46	Bruised	-1	–	–
60	3	6	9	12	15	18	21	24	27	30	33	36	39	Hurt	-2	-1	-5%
50	–	5	8	10	13	15	18	20	23	25	28	30	33	Injured	-2	-1	-10%
40	2	4	6	8	10	12	14	16	18	20	22	24	26	Wounded	-3	-1	-15%
30	–	3	5	6	8	9	11	12	14	15	17	18	20	Mauled	-4	-2	-20%
20	1	2	3	4	5	6	7	8	9	10	11	12	13	Thrashed	-5	-2	-25%
10	–	1	2	2	3	3	4	4	5	5	6	6	7	Crippled	-6	-2	-30%
≤9	–	–	1	1	2	2	3	3	4	4	5	5	6	Incapacitated	-7	-3	-35%

%	Total Hit Points													Health	Effects		
	70	75	80	85	90	95	100	105	110	115	120	125	130		Thac0	AC	Mod.
90	63	68	72	77	81	86	90	95	99	104	108	113	117	Discomfort	–	–	–
80	56	60	64	68	72	76	80	84	88	92	96	100	104	Pained	–	–	–
70	49	53	56	60	63	67	70	74	77	81	84	88	91	Bruised	-1	–	–
60	42	45	48	51	54	57	60	63	66	69	72	75	78	Hurt	-2	-1	-5%
50	35	38	40	43	45	48	50	53	55	58	60	63	65	Injured	-2	-1	-10%
40	28	30	32	34	36	38	40	42	44	46	48	50	52	Wounded	-3	-1	-15%
30	21	23	24	26	27	29	30	32	33	35	36	38	39	Mauled	-4	-2	-20%
20	14	15	16	17	18	19	20	21	22	23	24	25	26	Thrashed	-5	-2	-25%
10	7	8	8	9	9	10	10	11	11	12	12	13	13	Crippled	-6	-2	-30%
≤9	6	7	7	8	8	9	9	10	10	11	11	12	12	Incapacitated	-7	-3	-35%

%	Total Hit Points													Health	Effects		
	135	140	145	150	155	160	165	170	175	180	185	190	195		Thac0	AC	Mod.
90	122	126	131	135	140	144	149	153	158	162	167	171	176	Discomfort	–	–	–
80	108	112	116	120	124	128	132	136	140	144	148	152	156	Pained	–	–	–
70	95	98	102	105	109	112	116	119	123	126	130	133	137	Bruised	-1	–	–
60	81	84	87	90	93	96	99	102	105	108	111	114	117	Hurt	-2	-1	-5%
50	68	70	73	75	78	80	83	85	88	90	93	95	98	Injured	-2	-1	-10%
40	54	56	58	60	62	64	66	68	70	72	74	76	78	Wounded	-3	-1	-15%
30	41	42	44	45	47	48	50	51	53	54	56	57	59	Mauled	-4	-2	-20%
20	27	28	29	30	31	32	33	34	35	36	37	38	39	Thrashed	-5	-2	-25%
10	14	14	15	15	16	16	17	17	18	18	19	19	20	Crippled	-6	-2	-30%
≤9	13	13	14	14	15	15	16	16	17	17	18	18	19	Incapacitated	-7	-3	-35%

HP Flight Effect Combat Effect

<50% Unable to fly ½ attack lost

<20% Unable to glide ½ attack lost

<10% Unconscious ½ attack lost, s/he is not incapacitated (unable to fight) with a successful system shock with -25% penalty

Mod. (modifiers) is applied to all thieving skills and also represents the chance of spell failure for spellcasters.

Thac0 penalty is also used as a proficiencies check modifier.

For example, a character with HP of 14/75 would be crippled (-6 penalty on Thac0 and -2 penalty on AC) since s/he has 10% or more of his/her HP but less than 20%. S/he would lose 1 melee/missile attack per round. If s/he had only one attack per round, s/he would simply be too injured to do physical attacks. Note that a spellcaster would be able to cast spell every round with the chance of spell failure indicated here (30% in the case of a crippled character).