

Object HPs and Hardness

Hardness: Each object has Hardness, a number that represents how well it resists damage. Whenever an object takes damage, subtract its hardness from the damage. Only damage in excess of its hardness is deducted from the object's hit points (see table, below).

Hit Points: An object's hit point total depends on what it is made of or how big it is (see table, below).

Table: Substance Hardness and Hit Points

Substance	Hardness	Hit Points
Paper	0	2/inch of thickness
Rope	0	2/inch of thickness
Plastic, soft	0	3/inch of thickness
Glass	1	1/inch of thickness
Ceramic	1	2/inch of thickness
Ice	0	3/inch of thickness
Plastic, hard	2	5/inch of thickness
Wood	5	10/inch of thickness
Aluminum	6	10/inch of thickness
Concrete	8	15/inch of thickness
Steel	10	10/inch of thickness
Fantasy Metal I (e.g., Vibranium)	25	40/inch of thickness
Fantasy Metal II (e.g., Adamantium)	50	75/inch of thickness

Table: Object Hardness and Hit Points

Object	Hardness	Hit Points	Break DC
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<i>Lock</i>			
Cheap	0	1	10
Average	3	5	15
High Quality	5	10	20
High Security	10	120	35
Ultrahigh Security	20	150	40
<i>Manufactured objects¹</i>			
Fine	0	1	10
Diminutive	0	1	10
Tiny	1	2	10
Small	3	3	12
Medium-size	5	5	15
Large	5	10	15
Huge	8	10	20
Gargantuan	8	20	30
Colossal	10	30	50
Gargantuan	8	20	30
Colossal	10	30	50
Gargantuan	8	20	30
Colossal	10	30	50
Firearm, Medium-size	5	7	17
Rope	0	2	23
Simple Wooden Door	5	10	13
Strong Wooden Door	5	20	23
Steel Door	10	120	35
Cinderblock Wall	8	90	35
Chain	10	5	26
Handcuffs	10	10	30
Metal Bars	10	15	30

1 Figures for manufactured objects are minimum values. The GM may adjust these upward to account for objects with more strength and durability.

Energy Attacks: Acid and sonic/concussive attacks deal normal damage to most objects. Electricity and fire attacks deal half damage to most objects; divide the damage by 2 before applying the hardness. Cold attacks deal one-quarter damage to most objects; divide the damage by 4 before applying the hardness.

Powerless and Ordinary

In *Phoenix*, there are two kinds of NPCs that don't follow the standard rules: the **Powerless** and the **Ordinary**. Powerless NPCs are exactly what their names imply: *Phoenix* characters who have no powers. Ordinary NPCs are one step lower: they use the Base classes from *d20 Modern*.

Powerless

These characters use all the same rules as superheroes and villains: the same classes, skills, feats, powers, and comps. However, they **don't have access to Character Points**. All else remains the same. Powerless NPCs are most appropriate for **mundane villains and heroes**, such as common criminals or the police who chase them. A gang member, a beat cop, a professional mugger, and a private detective would all appropriately be Powerless.

Ordinaries

These characters are **unchanged** from *d20 Modern*:

- their stats are 15, 14, 13, 12, 10, 8 (arrange to taste)
- their first-level HPs are not maxed
- they do not have action points
- they can take only the Base classes from *d20 Modern*
- they do not gain any Class Features

Ordinaries are most appropriate as **everyday people** who don't engage in life-or-death situations. They can go their entire lives without throwing a punch or dodging a bullet, and they're quite happy about that, thank you very much.

Constitution Damage

This system is a modified version of Vitality/Wounds from Monte Cook's *Unearthed Arcana*. In it, your HPs function differently, and instead of Negative HPs, when you run out of HPs, damage goes straight to your Con score.

Hit Points are superficial bumps, bruises, and scrapes. Your experience in combat represents your ability to avoid lethal blows, turn what could have been fatal into something that merely wears you down over time. You recover HPs quickly, and you don't die of losing them. The number of them, how you roll for them, and how many you get, are all unchanged. There are two major differences, however.

- You recover HPs very quickly: **1 per character level per hour** (double that for long-term care).
- Once you run out of HPs, damage counts directly against your Con score.

Constitution Points represent serious, mortal injuries from which you could easily die. These are somewhat like Negative HPs, but they are also quite literally *your Constitution score*.

- You only take Constitution Point damage once you run out of HPs.
- When you lose Constitution, you also lose anything based on that score.
- You recover Con points at a rate of **1 per character level for 8 hours sleep** (double for 24 hours rest, triple for long-term care).
- Every die of healing restores 1 Con point (all healing restores Con points *before* HPs)

Taking **Constitution damage** at all does two things.

- You become *fatigued* (but further Con damage doesn't make you *exhausted*).
- You must roll Fortitude (DC 5 + Con damage) or be *stunned* for 1d4 rounds.

Anyone can use a standard action to end your *stunned* effect (e.g., slap across the face, cold water, shouting "WAKE UP DAMNIT!").

Once you get to **Constitution 0**, two more things happen.

- You become *disabled*. If you take a standard action, you start *dying*.
- You must make a Fortitude save (DC 15) or, again, start *dying*.

Note that the GM might rule an action that is particularly strenuous is the equivalent of a standard action even if it isn't one technically.

Once you are **dying**, you must make a Fortitude save every round (DC 10 + 1 per round of *dying*). There are several potential results:

- fail: you are *dead*
- succeed: you are still *dying*
- succeed by 5: become *stable*
- succeed by 10: become conscious and *disabled*

Treat Injury (DC 15) can render you *stable* instead of *dying*.

If you become *stable*, make a Fortitude save every hour (DC 10 +1 per hour).

- fail: you are *dying*
- succeed: remain *stable*
- succeed by 5: conscious and *disabled*

While you're *stable*, once a day, you have a 10% of starting to recover Con points naturally.

Coup de grâce damage applies directly to Constitution.

Size categories for NPCs can affect HPs. Multiply the total number like so:

- Fine x 1/8
- Diminutive x 1/4
- Small, Medium, Large x 1
- Huge x 2
- Gargantuan x 4
- Colossal x 8
- Ginormous x 16

Anyone or anything **without a Constitution score** has only HPs, and dies when it gets to HPs 0.

Massive damage and **non-lethal damage** do not exist in this system.

Variable Negative Hit Points

Instead of the standard 10 negative HPs, you can rule that your **negative HPs equal your Constitution** score. In this system, you don't die until you reach a number of negative HPs equal to your Constitution. You can now potentially lie on the ground "dying" for a lot longer, which means your team mates don't have to run and save you right away.

This rule changes *Phoenix* a lot considering that it's possible to pump your Constitution up into the 20s or 30s using [Ability Boost](#) and [Ability Enhancement](#). It creates a situation in which those who have high Constitution scores and take the Dieheard feat are nigh unkillable. The corollary is that high Constitution scores become far more valuable.

Life Leech [power]

Cost: 3CP per rank (1d6 of *Leeching*)

Activate: 2PPs per d6 (By CL); use-activated (touch attack)

Range: touch

Save: Fortitude (negates), Constitution-based

For every rank in this power, you can potentially *Leech* 1d6 HPs from one target and absorb half of those HPs into yourself. You can *Leech* one specific Creature Type: humanoid, undead, or mechanoid (player's choice). To perform a *Life Leech* attack, you must make a touch attack against your target. If you succeed, you do negative-energy damage to the

target and convert it into positive energy that you channel into yourself.

You cannot score a critical hit with a *Life Leech* attack. You must expend PPs whether you hit or not. You cannot combine this power with an Unarmed Strike. You lose any HPs that you *Leech* that exceed your current HP capacity. You can take up to 10 ranks in the power.

The By-CL cost of *Life Leech* is different than the standard because when you use it, you're both doing damage and healing yourself. Therefore, you can activate the power for a number of dice equal to one-quarter ($\frac{1}{4}$) your CL for free. Basically, 1d6 for every four levels, so 1d6 from 1st to 4th level, 2d6 from 5th to 8th, 3d6 at 9th to 12th, etc. Note that this is just your "by-CL" amount, not your maximum allowed.

Enhancements

Enhancement: Efficient Leech

Cost: 3CP

You now gain 1HP for every HP you *Leech* from a target.

Enhancement: Extra Hit Points

Cost: 3CP

If the number of hit points you *Leech* from a target exceeds your maximum hit points, you now retain them temporarily. You lose extra hit points at a rate of 1 per round until you reach your normal maximum. If you take damage, that damage counts toward your extra hit points first.

Remember that NL renders you *staggered* or unconscious only when it equals your current HPs. Therefore, if you have extra HPs, above your normal maximum, then you can conceivably have NL that also exceeds that maximum. In that case, as your extra hit points fade, you would eventually become *staggered* for one

round and then fall unconscious on your next round, unless someone or something healed you in the intervening time.

Enhancement: Retain Hit Points

Cost: 1CP

Prerequisite: Extra Hit Points

When you have extra hit points, you lose them at a rate of 1HP every *second* round.

Enhancement: Constitution *Leech*

Cost: 3CP per 1d4 Constitution damage

For every rank in this enhancement, you cause 1d4 temporary ability point damage to Constitution instead of *Leeching* HPs. For every 1d4 Constitution points, you gain a flat 5HPs. You can take this enhancement up to 5 times.

Enhancement: Additional Creature Type

Cost: 3CP

You can *Leech* the hit points of one additional creature type. You can take this enhancement multiple times. Each time, it applies to a new creature type.

Enhancement: Ranged Use

Cost: 4CP

You can *Leech* at a distance, using a ranged touch attack. The power now has an effective range increment of 20 feet.

Limitations

Limitation: Grappling Leech

Value: 3CP

You can *Leech* HPs from targets only when you've successfully grappled them. All other rules apply normally: you must still hit with a touch attack once you've grappled the target, and that attack takes a -4 penalty (because you're in a grapple). Why you might need to grapple to *Leech* is up to you, but one extremely common explanation is that you need to bite the target on the neck (hint hint). You cannot take this limitation if you have the Ranged Use enhancement.