

Health Combat Modifier

%															Health	Effects		
	5	10	15	20	25	30	35	40	45	50	55	60	65	70		Thac0	AC	Mod.
90	–	9	14	18	23	27	32	36	41	45	50	54	59	63	Discomfort Pained Bruised Hurt Injured	–	–	–
80	4	8	12	16	20	24	28	32	36	40	44	48	52	56		–	–	–
70	–	7	11	14	18	21	25	28	32	35	39	42	46	49		-1	–	–
60	3	6	9	12	15	18	21	24	27	30	33	36	39	42		-2	-1	-3%
50	–	5	8	10	13	15	18	20	23	25	28	30	33	35		-2	-1	-6%
40	2	4	6	8	10	12	14	16	18	20	22	24	26	28	Wounded Mauled Thrashed	-3	-1	-9%
30	–	3	5	6	8	9	11	12	14	15	17	18	20	21		-4	-2	-12%
20	1	2	3	4	5	6	7	8	9	10	11	12	13	14		-5	-2	-15%
10	–	1	2	2	3	3	4	4	5	5	6	6	7	7	Crippled	-6	-2	-20%
≤9	–	–	1	1	2	2	3	3	4	4	5	5	6	6	Incapacitated	-7	-3	-25%

%															Health	Effects		
	75	80	85	90	95	100	105	110	115	120	125	130	135	140		Thac0	AC	Mod.
90	68	72	77	81	86	90	95	99	104	108	113	117	122	126	Discomfort Pained Bruised Hurt Injured	–	–	–
80	60	64	68	72	76	80	84	88	92	96	100	104	108	112		–	–	–
70	53	56	60	63	67	70	74	77	81	84	88	91	95	98		-1	–	–
60	45	48	51	54	57	60	63	66	69	72	75	78	81	84		-2	-1	-3%
50	38	40	43	45	48	50	53	55	58	60	63	65	68	70		-2	-1	-6%
40	30	32	34	36	38	40	42	44	46	48	50	52	54	56	Wounded Mauled Thrashed	-3	-1	-9%
30	23	24	26	27	29	30	32	33	35	36	38	39	41	42		-4	-2	-12%
20	15	16	17	18	19	20	21	22	23	24	25	26	27	28		-5	-2	-15%
10	8	8	9	9	10	10	11	11	12	12	13	13	14	14	Crippled	-6	-2	-20%
≤9	7	7	8	8	9	9	10	10	11	11	12	12	13	13	Incapacitated	-7	-3	-25%

%															Health	Effects		
	145	150	155	160	165	170	175	180	185	190	195	200	205	210		Thac0	AC	Mod.
90	131	135	140	144	149	153	158	162	167	171	176	180	185	189	Discomfort Pained Bruised Hurt Injured	–	–	–
80	116	120	124	128	132	136	140	144	148	152	156	160	164	168		–	–	–
70	102	105	109	112	116	119	123	126	130	133	137	140	144	147		-1	–	–
60	87	90	93	96	99	102	105	108	111	114	117	120	123	126		-2	-1	-3%
50	73	75	78	80	83	85	88	90	93	95	98	100	103	105		-2	-1	-6%
40	58	60	62	64	66	68	70	72	74	76	78	80	82	84	Wounded Mauled Thrashed	-3	-1	-9%
30	44	45	47	48	50	51	53	54	56	57	59	60	62	63		-4	-2	-12%
20	29	30	31	32	33	34	35	36	37	38	39	40	41	42		-5	-2	-15%
10	15	15	16	16	17	17	18	18	19	19	20	20	21	21	Crippled	-6	-2	-20%
≤9	14	14	15	15	16	16	17	17	18	18	19	19	20	20	Incapacitated	-7	-3	-25%

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 since s/he has 10% or more of his/her HP but less than 20%. S/he would lose 1 melee/misile attack per round. If s/he had only one attack per round, s/he would simply be too damaged to do physical attacks. Note that a spellcaster would be able to cast spell every round with the chance of spell failure indicated here (20% in the case of a crippled character).