

 **NOTE**

Join the Astra RPG Discord server!

There is now a dedicated **Discord server** for Astra RPG Framework and its extensions. Join to **receive notifications** about new extension releases and important updates, to **ask for new features, report bugs, share ideas**, and **showcase your Astra creations** with other developers.

 **Join the Discord Server:** <https://discord.gg/nJVRMkGrZg> 

Introduction

Namespace ElectricDrill.AstraRpgHealth

Classes

[EntityHealth](#)

Manages the health, damage, and healing mechanics for an entity. Handles damage calculation, health regeneration, barriers (temporary HP), and death events.

Enums

[EntityHealth.HpBehaviourOnMaxHpDecrease](#)

[EntityHealth.HpBehaviourOnMaxHpIncrease](#)