Health system -

There are two health resources (we may want to rename them at some point), we will call them “Wounds” and “Grazes”. Any kind of attack or generic damage source will have a “points to graze” and value and a “points to wound” value (or graze to wound is multiplier? harmless weapon x9 dangerous x6 deadly x3 etc?). The value of “points to wound” will need to be a higher threshold than “points to graze”.

When a character gains a certain threshold of graze damage they begin to make “down” saves when they take damage (Health roll). Once a character is “down” they may only take defense/escape focused actions. Any grazes taken once down puts the character at “out.”

Any wounds taken will immediately require a save (Health roll). A failed roll will put the character “out” (or at the GM’s discretion kill them outright -- being thrown into a volcano might cause this -- or a GM may operate this way to provide a more brutal atmosphere).

When a protagonist or antagonist is “out,” any more wounds will result in a death (or a death save??). This means that the protagonists can defeat and be defeated by antagonists in a definitive fashion without killing them and a conscious choice must be made to murder the character.

This system provides several benefits:

it encourages retreat and gives the act of killing a much higher weight and is a commonly used trope in pretty much any successful action serial and can be widely adapted to many settings.