



Injuries and Setbacks

Injury Rolls: When a PC is reduced to zero hit points, roll 1d20. If the result is 10 or more no special mishap occurs. If the roll is 9 or less, roll on the Injuries and Setbacks Table below. If the result is a 1, the PC dies instantly.

ROLL	INJURY OR SETBACK
1	<p>Eye damaged or lost. When you make sight based Wisdom Perception checks and ranged attack rolls, roll twice and use the worst result. Roll 1d20, if you roll 10 or more the eye is damaged and can be mended with <i>Lesser Restoration</i>, <i>Greater Restoration</i>, magical healing of 6th level or higher or d4 months of rest. On a roll of 9 or less the eye is lost. Magic such as <i>Regenerate</i> can regrow the lost eye.</p>
2	<p>Arm or Hand damaged or lost. One arm or hand no longer functions. Roll 1d20, if you roll 10 or more the limb is damaged and can be mended with <i>Lesser Restoration</i>, <i>Greater Restoration</i>, magical healing of 6th level or higher or d4 months of rest. On a roll of 9 or less the limb is lost. Magic such as <i>Regenerate</i> can regrow the lost limb.</p>
3	<p>Foot or Leg damaged or lost. Your walking speed is reduced by half, and you must use a cane or other supporting implement. You cannot run. When you make Dexterity checks roll twice and use the worst result. Roll 1d20, if you roll 10 or more the limb is damaged and can be mended with <i>Lesser Restoration</i>, <i>Greater Restoration</i>, magical healing of 6th level or higher or d4 months of rest. On a roll of 9 or less, the limb is lost. Magic such as <i>Regenerate</i> can regrow the lost limb.</p>
4	<p>Ear damaged or lost. When you make hearing based Wisdom Perception checks and balance checks, you must roll twice and use the worst result. Roll 1d20; if you roll 10 or more the ear is damaged and can be mended with <i>Lesser Restoration</i>, <i>Greater Restoration</i>, magical healing of 6th level or higher or d4 months of rest. On a roll of 9 or less the ear is lost. Magic such as <i>Regenerate</i> can regrow the lost ear.</p>
5	<p>Internal Bleeding. Whenever you attempt an action in combat that requires a dice roll, if you roll an odd number, you instead lose your action. <i>Lesser Restoration</i>, <i>Greater Restoration</i>, magical healing of 6th level or higher, or 3d6 days of rest mends the injury.</p>

6	<p>Fractured Ribs. You cannot run and are unable to take short actions. <i>Lesser Restoration, Greater Restoration</i>, magical healing of 6th level or higher, or 3d6 days of rest mends the injury.</p>
7	<p>Gruesome Scar. You are disfigured. When you make Charisma (Persuasion) checks you must roll twice and use the worst result. Magical healing of 6th level or higher, such as <i>heal</i> or <i>regenerate</i>, removes the scar.</p>
8	<p>Swelling on the Brain. You suffer a random madness condition. <i>Lesser Restoration, Greater Restoration</i> or magical healing of 6th level or higher cures the injury. Otherwise the madness naturally subsides after 1d10x10 hours.</p>
9	<p>Damaged Weapon. An item you are holding is damaged. Until repaired, the item cannot be used, requires you to roll twice on attack rolls and use the worst result, or imposes some other penalty the GM determines. Magical items ignore this effect if you roll 10 or more on 1d20.</p>
10	<p>Damaged Armour. Armour you are wearing is damaged. Until repaired, your armour provides only half the normal AC bonus. Magical armour ignores this effect if you roll 10 or more on 1d20.</p>
11	<p>Damaged Magical Item. A randomly determined magical item (not a weapon or amour) is damaged. Until repaired, any attempt to use the item requires an Intelligence check. On a 15 or more the item functions normally. On a 14 or less the GM improvises a setback or rolls for a <i>Wild Magic</i> or <i>Scroll Mishap</i> effect.</p>
12	<p>Muscle Tear. Lose 1d6 Strength, Dexterity or Constitution (randomly determined). <i>Lesser Restoration, Greater Restoration</i>, magical healing of 6th level or higher, or 3d6 days of rest mends the injury.</p>
13	<p>Head Injury. Lose 1d6 Intelligence, Wisdom or Charisma. <i>Lesser Restoration, Greater Restoration</i>, magical healing of 6th level or higher, or 3d6 days of rest mends the injury.</p>
14	<p>Infected Wound. Your hit point maximum is reduced by 1 rolled Hit Die, and again every 24 hours the wound lingers. If your hit point maximum is reduced to zero you die. <i>Lesser Restoration, Greater Restoration</i> or magical healing of 6th level or higher cures the injury. Alternatively an apothecary or similar may attempt to cure the injury after 48 hours of treatment and a Wisdom Healing check of 12 or more.</p>
15	<p>Sprained Knee or Ankle. Your speed on foot is reduced by d3 x 5 feet. You have a 50% chance of falling prone if you attempt to run. <i>Lesser Restoration, Greater Restoration</i> or magical healing of 6th level or higher, or 2d6 days of rest mends the injury.</p>
16	<p>System Shock. You gain the exhaustion condition.</p>

17+	Scar. The scar has no significant mechanical effect but might impress intoxicated colleagues. <i>Lesser Restoration, Greater Restoration</i> or magical healing of 6th level or higher removes the scar.
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