

## Death and Dismemberment

Whenever a PC is reduced below 0 HP they are injured and knocked unconscious. After combat, roll on this table, referencing the Severity along the left side of the table and the Hit Location along the top.

You gain the listed Injury as well as all Injuries below it. Interpret results logically (e.g. a crushing blow can't actually sever a leg, but it can cripple it to the same effect).

If a PC is reduced to exactly 0 HP they remain conscious, but are still injured. Roll their injury immediately, but add +1 to the roll.

	1 Leg	2 Arm	3-4 Torso	5-6 Head	Acid/Fire	Eldritch	Lightning	Non-Lethal
1	Death	Death	Death	Death	Death	Death	Death	-
2-4	Dying Mangled	Dying Mangled	Dying Crushed	Dying Skull Cracked	Dying Save vs Blind*	Dying Save vs Curse	Dying Save vs Deaf*	-
5-6	Disabled 1 session	Disabled 1 session	Blood Loss 1 session	Concussed 1 session	Burned 1 session	Anathema 1 session	Burned 1 session	KO'd 1 turn
7	Disabled	Disabled	Blood Loss	Concussed	Burned	Anathema	Burned	KO'd 1 turn

\*Blindness and deafness are permanent.

### **Disabled**

One of your limbs becomes unusable. A disabled arm cannot hold things. A disabled leg reduces your movement speed by 30' (10').

### **Mangled**

If you fail a save, a limb is permanently disabled. If you succeed, you merely lose a finger/toe.

### **Concussed**

Weakness (If you roll a 1 or 2 on an attack, you fumble. 50% chance of spell failure.)

### **Blood Loss**

Your maximum HP is halved. -2 on attack rolls until healed to 2 HP or more.

### **Burned**

You cannot wear armor and you take double damage from fire and heat.

### **Anathema**

You cannot benefit from beneficial magic.

### **Dying**

You need healing within 1 turn, or you will die.

### **Crushed**

If you succeed on a save, you gain a cool scar. If you fail, roll a d6.

1. Permanently lose 1d4 Str.
2. Permanently lose 1d4 Dex.
3. Permanently lose 1d4 Con.
4. Crushed throat. Can only whisper.
5. Crushed ribs. Cannot hold your breath.
6. Your spine is broken and you are paralyzed from the neck down. You can recover by making a save after 1d6 days, and again after 1d6 weeks.

### **Skull Cracked**

If you succeed on a save, you gain a cool scar. If you fail, roll a d6.

1. Permanently lose 1d4 Int.
2. Permanently lose 1d4 Wis.
3. Permanently lose 1d4 Cha.
4. Lose your left eye. -1 to Ranged Attack.
5. Lose your right eye. -1 to Ranged Attack.
6. Go into a coma. You can recover by making a save after 1d6 days, and again after 1d6 week.