

Wound Severity		Wound Location				Roll 1d4 to determine wound location if applicable	
When HP reaches 0, roll 1d20. If already at 0 hp, roll at disadvantage.		1 – Arm (roll 1d2 to determine left or right)	2 – Leg (roll 1d2 to determine left or right)	3 – Torso	4 – Head	Generic result (AOE or generalized damages)	
20	ADRENALINE SURGE	<p>Staring death in the face gives you a surge of adrenaline. You gain 1 hit point, and you may spend Hit Dice to regain hit points as per a <i>short rest</i>. You are unaffected by <i>incapacitated</i> and <i>stunned</i> conditions if they apply or would apply to you, until the <i>surge</i> ends. If this result occurs twice in the same combat, you go <i>Berserk</i>. When <i>berserk</i>, you gain <i>advantage</i> on all attacks, however you are disoriented as if affected by a <i>confusion</i> spell. At the end of the combat, the <i>adrenaline surge</i> ends: your hit points drop to 0 and you are <i>unconscious (short rest)</i> and gain 1 level of <i>exhaustion</i>.</p>					
19	Flesh Wound	Fight on! Perhaps take the opportunity to withdraw, flee, surrender, or feign death. No additional effects.					
14-18	Minor Wound	DEX save (DC 15) or drop item in hand. <i>Disadvantage</i> on your next attack roll using this arm.	DEX save (DC 15) or fall <i>prone</i> . Speed reduced by 5 ft until the end of your next turn	<i>Incapacitated</i> (until end of your next turn). 1 in 12 chance of <i>organ damage</i> .	<i>Stunned</i> (until end of your next turn). 1 in 6 chance of <i>disfigurement</i> .	<i>incapacitated</i> (until end of your next turn)	
8 – 13	Light Wound	<i>Incapacitated</i> (until end of your next turn) <i>Disabled (arm, light)</i> 1 in 6 chance of <i>destroyed item</i> .	<i>Incapacitated</i> (until end of your next turn) <i>Disabled (leg, light)</i> Fall <i>prone</i>	<i>stunned</i> (end of your next turn), 1 in 8 chance of <i>organ damage</i> . <i>Disadvantage</i> on attack rolls, ability checks, and saving throws (Until short rest)	<i>Stunned</i> , CON save each round (DC 15) to end. 2 in 6 chance of <i>disfigurement</i> .	<i>stunned</i> (until end of next turn)	
5 – 7	Serious Wound	<i>Stunned</i> (CON save each round, DC 15) <i>Disabled (arm, serious)</i> 2 in 6 chance of <i>destroyed item</i>	<i>Stunned</i> (CON save each round, DC 15) <i>Disabled (arm, serious)</i> Fall <i>Prone</i>	<i>Stunned</i> (Con save each round, DC 15) 1 in 4 chance of <i>organ damage</i> . <i>Disadvantage</i> on attack rolls, ability checks, and saving throws (Until short rest)	<i>Unconscious</i> (CON save each round, DC15) <i>Stunned</i> (until short rest) 3 in 6 chance of <i>disfigurement</i>	<i>Stunned</i> (CON save each round, DC15) <i>Incapacitated</i> (until short rest)	
3 – 4	Critical Wound	<i>Stunned</i> (until short rest) CON save each round (DC15) or <i>unconscious</i> and <i>bleeding out</i> <i>Dismemberment (arm, critical)</i> 3 in 6 chance of <i>destroyed item</i>	<i>Stunned</i> (until short rest) CON save each round (DC15) or <i>unconscious</i> and <i>bleeding out</i> <i>Dismemberment (Leg, critical)</i> Fall <i>Prone</i>	<i>Stunned</i> (until short rest) <i>Disadvantage</i> on attack rolls, ability checks, And saving throws (Until long rest) <i>Bleeding Out</i> <i>Organ Damage</i>	<i>Unconscious</i> (until short rest) <i>Stunned</i> (Until long rest) 2 in 4 chance of <i>traumatic brain injury</i> 4 in 6 chance of <i>disfigurement</i>	<i>Unconscious</i> (until long rest) <i>Bleeding Out</i>	
2	Mortal Wound	<i>Stunned</i> (until long rest) <i>Bleeding Out</i> <i>Dismemberment (Arm, mortal)</i> 4 in 6 chance of <i>destroyed item</i>	<i>Stunned</i> (until long rest) <i>Bleeding Out</i> <i>Dismemberment (Leg, mortal)</i> Fall <i>Prone</i>	<i>Stunned</i> (Until Long Rest) <i>Bleeding Out</i> <i>Organ Damage</i>	<i>Unconscious</i> (Long rest) THEN, <i>Stunned</i> (Long rest) CON save (DC 15) each subsequent round or die 3 in 4 chance of <i>traumatic brain injury</i> 5 in 6 chance of <i>disfigurement</i>	<i>Unconscious</i> (Long rest) CON save (DC 15) each subsequent round or die.	
1	Instant Death	<i>Dismemberment (Arm, mortal)</i> 5 in 6 chance of <i>destroyed item</i> . <u>You die.</u>	<i>Dismemberment (Leg, mortal)</i> Fall <i>Prone</i> <u>You die.</u>	An internal organ becomes external. <u>You die.</u>	1 in 6 chance the (melee) weapon is stuck in your skull <i>Traumatic brain injury</i> 6 in 6 chance of <i>disfigurement</i> <u>You die.</u>	Scorched, frozen, electrocuted, or other such area effect. <u>You die.</u>	

When hit points are reduced to zero:

1. Roll d20 and consult the wound severity on the table.
2. Roll 1d4 to determine wound location and cross reference the wound severity. The resulting wound is applied.
 In the case of generalized damage (psychic attack, aoe spell, breath weapon, etc.) you may forgo this roll and use the generic result column.
 In the case of location specific damage (e.g. falling, reaching into acid, shoulder charging a false door) simply apply the most appropriate hit location.
 For non-lethal damage, use the generic result column – results of a critical wound or greater are treated as *unconscious (short rest)*
3. If further damage is taken whilst at 0 HP, roll again on the table with disadvantage, applying the lowest roll of two d20
 If a '20' roll is made for wound severity when accompanied by a lower result from multiple d20's, the *adrenaline surge* effect is still applied alongside any other wounding,, unless the effects of the wound prevent it (ie death or unconsciousness)
4. **Shields shall be Splintered:** After the initial d20 is rolled, but before any other related rolls, a combatant may elect that their shield is destroyed by the blow and reduce the severity of the wound by (1 + any magic bonus) severity (except in the case of a wound to the shield arm that results in the shield being destroyed)
5. **Helmets shall be Rent:** wearing a helmet reduces any chance of *disfigurement* by 1 in 6. For any head wound the combatant may elect that their helmet is destroyed and reduce the severity of the wound by one.

CONDITIONS

Bleeding out – Combatant must make a CON check (DC 10) at the end of each round or expire. Three successful checks by the player will stabilize the bleeding and gain 1 level of *exhaustion*.. Once per round, another player may attempt a WIS (medicine) check (DC 15), a success will stabilize the bleeding. Vigorous activity will re-apply the *bleeding out* condition until the wound creating the condition is fully healed.

Destroyed Item – item held in hand is destroyed / damaged as appropriate to the damage received. Magic or high quality items reduce the chance by 1 in 6 for each +1 bonus.

Disabled – Appendage is temporarily impaired or rendered useless (bone fractured or broken, muscle/tendon damaged or severed) or similar wounding.

(Arm, Light) – Weapon arm: *disadvantage* on attack rolls. Shield arm: AC from shield is reduced by 1.

(Arm, Serious) – Cannot use arm or carry anything requiring two hands. If the wound is healed by natural means, apply the **disabled (Arm, light)** condition to the same arm for (1d4 – 1) days.

(Leg, Light) – *Disadvantage* on initiative rolls. Speed reduced by 5 feet. If you use the *Dash* action, roll DEX save (DC 10) at the end of the turn or fall prone.

(Leg, Serious) – Speed halved, must use a cane or some sort of crutch, or speed is reduced to 10 ft per turn. If you use the *Dash* action, fall *prone* at the end of the turn. After a melee attack, roll a DEX save (DC 10) or fall *prone*. *Disadvantage* on DEX (Acrobatics) checks. If the wound is healed by natural means, apply the **disabled (leg, light)** condition to the same leg for (1d4 - 1) days.

Dismemberment – The appendage is permanently unuseable (severed, shattered, mutilated, nerve damage, as appropriate to the damage received).

(Arm, Critical) – Roll 1d4

1 – Lose 1d4 fingers. Ignore **Bleeding Out** condition due to the critical wound sustained. *Disadvantage* on ability checks requiring use of this hand. Can not wield a weapon in this hand, but can use it to wield a two handed weapon (with *Disadvantage* on attack rolls). Can only use a shield with this arm if the shield is strapped to it .

2 – Hand – Cannot use hand or carry anything requiring two hands. May replace lost hand with a prosthetic, including a hook/spike/blade which can be used in combat.

3 – Forearm – Cannot use or carry anything requiring two hands. May replace lost arm with a prosthetic, but it is unwieldy and cannot be weaponized.

4 – Elbow – Cannot use or carry anything requiring two hands. Cannot be replaced with a prosthetic.

(Arm, Mortal) – Arm lost at the upper arm or shoulder. Cannot use or carry anything requiring two hands. Cannot be replaced with a prosthetic. *Disadvantage* on STR checks. *Disadvantage* to DEX checks involving balance.

(Leg, Critical) Roll 1d4

1- Lose 1d4 toes. Ignore **Bleeding Out** condition due to the critical wound sustained. Speed reduced by 5 feet. If you take the *Dash* action, DEX save (DC 10) at the end of the turn or fall *prone*.

2 – Foot – Speed reduced by 10 ft. Must use a cane or crutch unless a prosthetic is attached, or speed is reduced to 15 ft. per turn. If you use the *Dash* action, fall *Prone* at the end of the turn. Melee attacks against you have *Advantage*. You have *Disadvantage* on DEX checks involving balance.

3 – Lower Leg – Speed halved. Must use a cane or crutch or have a prosthetic attached, or speed is reduced to 10 ft. Cannot take the *Dash* action. Melee attacks against you have *Advantage*. You have *Disadvantage* on DEX checks involving balance.

4 – Knee – Speed reduced to 10 ft per turn. If using two crutches, increase to 15ft. If using a prosthetic, increase speed by 5 ft. Cannot take the *Dash* action. Melee attacks against you have *Advantage*. *Disadvantage* to DEX checks involving balance.

(Leg, Mortal) – Leg severed or destroyed at the hip or above the knee. Speed reduced to 10 ft per turn. Cannot take the *Dash* action. Cannot use a prosthetic. *Incapacitated* unless using crutches. Speed halved if using one crutch instead of two. All attacks have *Advantage* against you. Fail any DEX checks requiring balance.

Disfigurement – Roll 1d10

- 10 – **Thickening Scars** – Gain +1 to your max health. Roll for **Disfigurement** again. This effect stacks.
- 9 – **Heroic Scarring** – *Advantage* on CHA (persuasion and intimidation) checks when influencing people.
- 8 – **Handsome Scar** – *Advantage* on CHA (persuasion) checks attempting to influence anyone of any gender who might be inclined to sexual attraction toward you.
- 7 – **Battle Marked** – *Advantage* on CHA (intimidation) checks. *Disadvantage* on CHA (Persuasion) checks.
- 6 – **Lose some teeth** – You lose 2d4 teeth. *Disadvantage* on bite attacks. Keep track of total teeth lost. Requires *Regeneration* to heal.
- 5 – **Hideous Scars** – *Disadvantage* on CHA (persuasion and intimidation) checks when influencing people. This condition overrides any other conflicting disfigurements that also apply.
- 4 – **Subcutaneous Skull Fracture** – *Disadvantage* on INT and WIS attack rolls and saving throws.
- 2 – **Lose your nose** – Lose your sense of smell. *Disadvantage* on any ability check to detect poison, spoiled food, etc. Also apply the effects of **Hideous Scars**. -1 to passive perception. Requires *Regeneration* to heal.
- 3 – **Lose an ear** – *Disadvantage* on any ability check that requires hearing. -3 to passive perception. Requires *Regeneration* to heal.
- 1 – **Lose an eye** – *Disadvantage* on any ability check that requires sight. Also apply the effects of **Hideous Scars** unless wearing an eyepatch or mask. -5 to passive perception. Requires *Regeneration* to heal.

Organ Damage – Roll 1d6

- 6 – **Broken Ribs** – Speed reduced by 5 ft. *Disadvantage* on STR and DEX checks and saving throws. 1 in 6 chance to also apply **Organ Damage (Punctured Lung)** effect.
- 5 – **Internal Bleeding** – Must succeed a CON check (DC 10) once per hour. 5 successful checks and the bleeding stabilizes and you gain 1 point of exhaustion. If you fail a check, fall *Unconscious*, are *Stunned* (until long rest) and gain the **Bleeding Out** condition.
- 4 – **Gut Wound** – Speed reduced by 10 ft. Cannot eat or drink. Make a CON (DC 10) check every hour. On failure, apply the *incapacitated* and **bleeding out** conditions. Once per hour, another player may attempt a WIS (medicine) check (DC20) as a substitute for the injured player's CON check. On failure, the injured player then makes the CON save with -2 to the roll.
- 3 – **Punctured Lung** – Speed halved. Cannot take the *Dash* action. Must succeed a CON check (DC 15) once per hour. On failure, apply the *incapacitated* and **bleeding out** conditions. 3 Successful checks and the wound stabilizes, and you gain 1 point of exhaustion. Once per hour, another player may attempt to roll a WIS (healing) check (DC 15) as a substitute for the CON check.
- 2 – **Ruptured kidney** – Speed halved. Automatically fail any STR checks or saving throws. *Disadvantage* on DEX checks and saving throws. Make a CON check (DC 15) every hour (until a failure). On a failure, apply the **Organ Damage (internal bleeding)** condition in addition. If the **Internal Bleeding** effect is healed, also heal this effect.
- 1 – **Severed Major Artery** – **Bleeding out**. This can be healed with magic, or a successful WIS (healing) check (DC 15). The WIS check can only be attempted once.

Traumatic Brain Injury - Roll 1d10

- 10- **Amnesia** - Complete loss of all memory from the past 30 days. Once per day, roll a WIS check (DC 10), on a success recover part of the lost memories. 5 successful checks will restore your memory completely
- 9- **Moderate concussion** - If you already suffer from a **concussion**, apply the **(General Brain Damage)** condition instead. *Disadvantage* on all attack rolls. *Disadvantage* on *Initiative* rolls. Every hour, roll a CON save (DC10), a total of 3 successes ends this condition. On failure, become *Incapacitated* (until *long rest*). If a *long rest* is attempted while this condition applies, replace this condition with the **(Coma)** condition instead.
- 8- **Severe concussion** - If you already suffer from a **concussion**, apply the **(General Brain Damage)** condition instead. *Incapacitated*. *Disadvantage* on *initiative* rolls and saving throws. Every hour, roll a Con save (DC 15), a total of 5 Successful checks removes this condition. On failure, become *Stunned* (until *long rest*). If a *long rest* is attempted while this condition applies, replace this condition with the **(Coma)** condition instead.
- 7- **Coma** – *Unconscious*. Roll a CON save (DC 15) once per day. This condition ends with three CONSECUTIVE successes.
- 6- **Brain Damage (Deafness)** - Lose the ability to hear. -5 to passive perception. Automatic failure on perception rolls requiring hearing.
- 5- **Brain damage (blindness)** - Lose the ability to see (does not apply to *truesight*, *tremorsense*, etc). -10 to Passive perception. Automatic failure on perception rolls requiring sight.
- 4- **Paraplegia** - Cannot move your legs. Speed reduced to 5 ft (crawling only). Cannot take the *Dash* action. If using a wheelchair, increase speed to 10 ft. Automatically fail all DEX checks and saves.
- 3- **Quadraplegia** - Cannot move anything below the neck. Speed reduced to 0 ft. Automatically fail any DEX or STR checks and saves. Melee attacks have *advantage* against you. Cannot cast spells which have a somatic component.
- 2- **General Brain Damage** - *Incapacitated*. Cannot speak or cast spells. Cannot move without another person's assistance. Automatic failure on all checks and saving throws.
- 1- **Locked-in syndrome** – *Incapacitated*. Unable to move anything but your eyes, but are fully conscious. Unable to speak or unable to cast spells. Automatic failure on all DEX and STR checks and saving throws. Cannot move without being carried or otherwise conveyed.

Recovering from Wounds:

The effects caused by any injury persist until the injury itself is fully healed. **Disabled** effects end when the injury which caused them has been healed. **Dismemberment** effects end when/if the limb is reattached or regenerated. All other Injury related effects (i.e. **Traumatic brain injury**, **Organ Damage**, and **Disfigurement**) cannot be healed until the original injury which caused them is already fully healed, as per the chart below.

Magical healing (i.e. Healing potions, and the spells on the chart below) can heal serious injuries MUCH more quickly than through natural means. Healing spells apply (HV) toward a total amount, which, once reached, will cure the injury.

If spells or potions are used in this manner, only 1/2 of the usual HP is conferred, the remaining effectiveness is applied toward the Healing Value (HV). Spells which restore HP, but are not on the chart below, can only restore hit points, and cannot apply Healing Value (HV) toward a serious injury.

Potions also add to Healing Value (HV), as follows:

- Healing Potion = HV 1
- Greater Healing Potion = HV 2
- Superior Healing Potion = HV 5
- Supreme Healing Potion = HV 9

If magic healing is not available, any one player may attempt a WIS (medicine) check (DC 15) once per hour. If successful, it counts as 1 level of *Healing Value (HV1)* applied toward healing the injury.

The spells which confer Healing Value (HV) toward an injury are found below:

Spell Level	Cure Wounds	Mass Cure Wounds	Heal	Mass Heal	Vampiric Touch	Power Word Heal
1	1 HV					
2	2 HV					
3	3 HV				1 HV	
4	4 HV				1 HV	
5	5 HV	3 HV			2 HV	
6	6 HV	4 HV	9 HV		2 HV	
7	7 HV	5 HV	10 HV		3 HV	
8	8 HV	6 HV	11 HV		3 HV	
9	9 HV	7 HV	12 HV	45 HV (Total)	4 HV	ALL injuries healed.

HEALING INJURIES WITH HEALING VALUE (HV):

Minor Wound – No additional healing required for this injury. Any **Organ Damage** or **Disfigurement** is healed as outlined below.

Light Wound – Total HV 4, or 1d8 days via natural healing.

Serious Wound – Total HV 8, or 1d8 weeks via natural healing.

Critical Wound – Total HV 12 (And add 1 level of exhaustion when healed), or 3d6 weeks via natural healing.

Mortal Wound – Total HV 16 (and add 2 levels of exhaustion when healed), or 4d8 weeks via natural healing.

Disfigurement – Total HV 6, unless *Regeneration* is required. May opt to not heal this effect, if it is beneficial to you. Otherwise, does not heal naturally.

Organ Damage – Total HV 8 (and add 1 level of exhaustion), or Heal naturally over 2d4 weeks (can be concurrent with natural healing for other wounds)

Dismemberment - If severed cleanly, and the limb is available and not badly damaged, it can be reattached within 12 hours using total HV 10. Otherwise, cannot be regenerated naturally. Can cast *Regenerate* to regain the appendage.

Traumatic Brain Injury: Total HV 12, and unless otherwise stated in the effect, cannot be healed naturally.