**Peg Legs & Eye Patches**

Whenever a character is reduced to 0 hit points, they must make a simple Fortitude save against a DC (10 + 5 times the Dying Value you gain). On a fail, they must roll a d20 on the table below. Effects are permanent and cumulative, though some results may be rerolled if the results are too crippling or don't make sense (such as losing a hand more than twice). A regeneration spell can heal scars and restore lost limbs, removing all effects.

| **d20** | **Battle Scar or Amputation** |
| --- | --- |
| **1-5** | Minor scar—interesting but otherwise cosmetic |
| **6-8** | Moderate scar—cut on face (+1 circumstance bonus on Charisma-based skill checks for first scar only, consider subsequent cuts as a major scar) |
| **9-10** | Major scar—severe cut on face (–1 circumstance penalty on Charisma-based skill checks\*\*) |
| **11-14** | Loss of finger (for every 3 fingers lost, –1 Dexterity score) |
| **15-16** | Impressive wound (–1 Constitution score) |
| **17** | Loss of eye (–2 penalty on all sight-based Perception checks) |
| **18** | Loss of leg (-10 ft for ground-based movement) |
| **19** | Loss of hand (cannot use two-handed items\*) |
| **20** | Loss of arm (–1 Str, cannot use two-handed items\*) |

*\*Losing a single hand or arm does not affect a spellcaster’s ability to cast spells with somatic components.*

*\*\*At the GM’s discretion, characters with major scars may also be granted a +1 circumstance bonus on all Deception, Diplomacy, or Intimidate checks against other pirates, as the scars of battle are much admired by pirates.*

**Variant:** A variant rule my table uses is that they only roll this save when a major NPC, like a pirate captain or big boss, knocks them unconscious or they suffer a grievous injury while doing something pirate-like, like falling off the mainmast during a powerful storm.