

# "Exploding" Trauma Rules



Fig. 2. When you reach ≤0 HP roll d4.

Use the next table you haven't rolled yet,  
starting from the top.

You always:

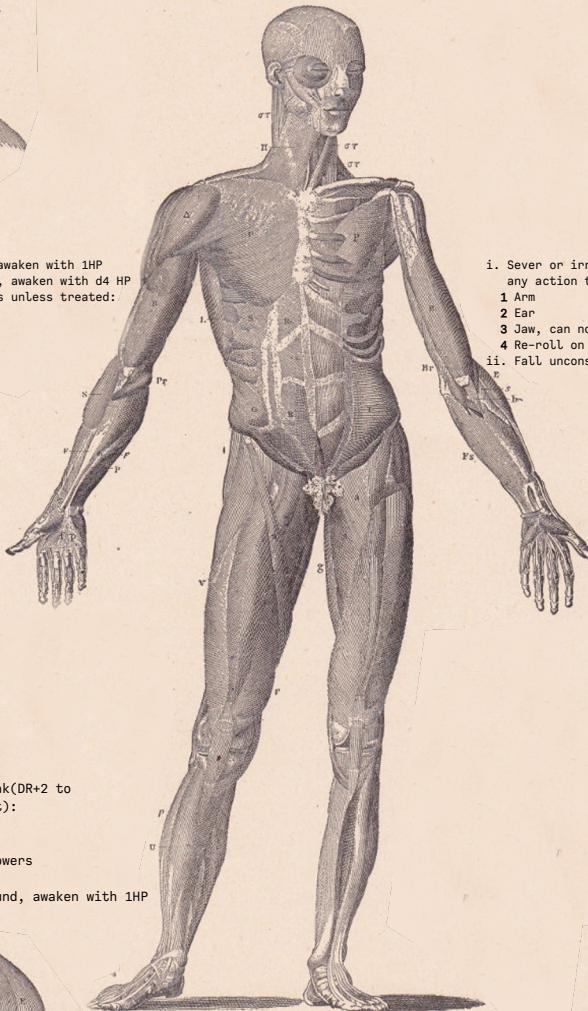
- i. Gain **infection**. (No healing when resting.  
Take d6 damage each day.)
- ii. Lose any remaining **Omens** for the day.



Fig. 3.

## TABLE 1

- 1 Fall unconscious for 1 round, awaken with 1HP
- 2 Fall unconscious for d4 rounds, awaken with d4 HP
- 3 Bleeding out, death in d2 hours unless treated:
  - i. First hour: all tests DR16
  - ii. Last hour: all tests DR18
- 4 Re-roll on the next table



ENCYCLOPÆDIA BRITANNICA, NINTH EDITION

## ANATOMY

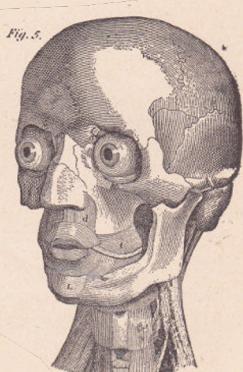


## TABLE 3

- i. Sever or irreplaceably break(DR+2 to any action that requires it):
  - 1 Leg
  - 2 Eye
  - 3 Head, can no longer use powers
  - 4 Re-roll on the next table
- ii. Fall unconscious for 1 round, awaken with 1HP

## TABLE 4

- 1 Dead peacefully.
- 2 Dead painfully.
- 3 Dead sweetly.
- 4 Dead tragically.



Chance of death with these rules:

- 1.5625% of dying from first table.
- 6.25% of dying from second table.
- 25% of dying from third table.
- 100% of dying from last table.

Chance of death with original rules: Yes.