

## Wound Table

**Light Wounds** are received by being reduced to **0 HP** or less. Players are also unconscious or at least hindered.

**Moderate Wounds** are received when a player is reduced to **-25% HP (or) -10 HP**, whichever happens first.

**Heavy Wounds** are received when a player is reduced to **-50% HP (or) -25 HP**, whichever happens first.

**Critical Wounds** are received when a player is reduced to **-75% HP (or) -40 HP**, whichever happens first.

**Death** occurs when a player's **Wound level** reaches **10** or when the player has been reduced to **-100% HP**.

For every additional turn a player is unconscious, roll for wounds with no penalties. Increase the received wound by one level of severity for each failed roll. If the severity is already Critical, add another light wound.

**Light Wounds** count as **1** wound towards your total **Wound Level**.

**Moderate Wounds** count as **2**.

**Heavy Wounds** count as **3**.

**Critical Wounds** count as **4**.

Treating a wound in some way in the field will reduce it by 1 wound level and will reduce its effects overnight. A **Wound** will become its weaker version (**Moderate Twisted Limbs** → **Light Twisted Limbs**) if given a full rest and treated before. When a wound prevents HP regeneration, but is treated, you still do not receive that HP from sleeping the night it is treated.

It is possible to heal **Wounds** completely on your own, however, it is much easier to have them treated professionally.

A player's wound level does not cause any additional negative effects, but the player will die at a **Wound Level** of **10**.

Wounds are applied to players the moment their health is low enough to receive it. The player affected rolls a **D20** against their **Constitution** score, - **Current Wound Level**. The wound the player receives is then determined by the DM through either a **D20** Dice Roll or a situational preference. Wounds may be based off of critical hit locations.

Some special attacks, spells, or abilities used by tough enemies may be able to bypass your health to apply wounds directly.

\*Notes within [brackets] apply to each level of the wound, not just the one that it is listed in. {} apply to all equal or greater

Wound	Light	Moderate	Heavy	Critical
<b>Bleeding</b>	-1 to any healing tick	-2 to any healing tick	-4 to any healing tick	-8 to any healing tick
<b>Broken Bones</b>	-5% max HP (min -1)	-10% max HP (min -2)	-20% max HP (min -4)	-30% max HP (min -6)
<b>Torn Muscles</b>	-1 to STR	-2 to STR	-3 to STR	-4 to STR
<b>Bruised Joints</b>	-1 to DEX	-2 to DEX	-3 to DEX	-4 to DEX
<b>Infected Wounds</b>	-1 to CON	-2 to CON	-3 to CON	-4 to CON
<b>Concussion</b>	-1 to INT	-2 to INT	-3 to INT	-4 to INT
<b>Head Lacerations</b>	-1 to WIS	-2 to WIS	-3 to WIS	-4 to WIS
<b>Battered Face</b>	-1 to CHA	-2 to CHA	-3 to CHA	-4 to CHA
<b>Blistered</b>	-1 AC	-2 AC	-4 AC	-6 [no lower than base]
<b>Twisted Limbs</b>	-1 to Thac0	-2 to Thac0	-4 to Thac0	-6 to Thac0
<b>Stiff Muscles</b>	-1/2 attack rate	-1 attack rate	-3/2 attack rate	-2 attack rate
<b>Sprained Limbs</b>	-1 [physical damage]	-2 [still deal magic]	-4 [apply to each die]	-6 physical damage
<b>Arcane Disjoint</b>	-1 [all magic damage]	-2 [includes weapons]	-4 [apply to each die]	-6 magic damage
<b>Addled Brain (Mage)</b>	+1 spell focus duration	+3 spell focus duration	+7 spell focus duration	+1 turn to focus
<b>Magical Trauma</b>	-1 to all spell save rolls	-3 to all saves	-5 to all saves	-7 to all saves
<b>Arcane Conductor</b>	-3 to specific spell save	-6 to specific save	-9 to specific save	-12 to specific save
<b>Perception Wounds</b> - These reduce multiple stats. The first always gives a penalty to applicable <b>Intuition</b> checks. The same number is used to reduce a player's <b>Initiative</b> when applicable. (Nearly always for <b>Bloody Eyes</b> and <b>Deafened</b> .)				
<b>Bloody Eyes</b>	-1, -2 Missile Thac0	-2, -4 Mis, -1 Melee	-4, -6, -3, blurry vision	-7, -10, -4, near blind
<b>Deafened</b>	-1, 10% Ringing Ears †	-2, 25% Ringing Ears	-4, 50% Ringing Ears	-7, 80% Ringing Ears
<b>Swollen Tongue</b>	-2, 10% Bite Tongue ‡	-4, 25% Bite Tongue	-6, 50% Bite Tongue	-9, 80% Bite Tongue
<b>Broken Nose</b>	-2, {-4 save vs. smells}	-5, {-8 save vs. smells}	-7, {Bleeds in stress}	-10, No sense of smell

† Ringing Ears are checked whenever a player needs to hear something in combat, such as a command from another player.

‡ Bite Tongue is checked whenever a player tries to speak in combat, stressful situations, or when casting a verbal spell.