

Introduction

Pierce your nipples. This game was created to allow players to make **zombie ninjas**, **axe witches**, **necrodroids** or whatever craziness they can think of. This game is not intended to have a predetermined story arc. Rather, the patron creates a world with non-player characters that have their own goals. The patron can be riffing on the players actions and using random tables to create emergent stories. Written below are the rules to the game. The characters, monsters, treasures, weapons, and locations of the game will often break these rules. This game simulates a piece of fiction rather than reality. In this story a bow and arrow may be a better weapon than a gun.

Characters attributes are measured in the number of dice they roll. If your character has a *strength* of 3, they roll 3 dice. The sum of all the dice whose face shows a 1, a 2, or a 3 determines the amount rolled. The player will have a greater than 50% chance of at least getting a sum equal to the amount of dice rolled.

Dice

Dice are the main unit of measure in the game. Character attributes are measured in dice and you can gain or lose dice from your attributes. Dice may be broken down into 6 pips. You may also gain or lose pips. As long as you have a single pip on your die, you may use that die for rolls. Lost or gained pips or dice are usually temporary. The notation '2d' indicates 2 six-sided dice. 2p indicates 2 pips.

A character may have a *Power* of 3d. The number of *hits* is the sum of all the dice that come up 1, 2, or 3. Each *hit* on that roll will remove a 1 pip (1hp) of health from the target.

The numbers 4, 5, 6 are not counted. We call them square, cross, and lines and they have other meanings depending on the context.

Square, Cross, and Lines

You may also pair any 3s with *lines* (6) to get bonus effects. Some are generic effects based on the action. Some are effects based on your weapon.

Pairs of *crosses* (5) cause negative effects. Pairs of *squares* (4) may also have effects that may be neutral. Usually denoting effects caused by the environment or changes to the narrative or the attitudes of the NPCs.

Mechanics

The patron describes the terrible predicament the players face as well as the environment. Details about the world left unsaid maybe decided by the players. The players decide their character's actions and, usually, the results of the actions are decided by the patron in discussion with the players.

Some actions are more dramatic and require the player to roll. The player will describe the action their character will take. The patron will tell the player which of their character's attributes should be used and whether it is an *instant* or *cumulative* challenge. The patron may also impart information about how difficult the challenge is depending on how much information the character could glean.

Instant challenges, such as leaping over a chasm, require the player to make a single roll. *Cumulative challenges*, such as hacking through a door, allow the player to make multiple rolls. Each roll takes time and removes the rolled number of hinderance points from the obstacle or target.

The player will roll the dice for their attribute plus any additional dice they can muster and take the sum of all the 1s, 2s, and 3s in their roll.

The player may add any of their Stamina or style dice to any roll. Those dice cannot be used again until they have been recovered.

Ways to roll your dice

- 1d - Roll 1 die. The sum of all the dice that come up with a 1, 2, or 3.
- d2 - d6/2
- d3 - d6/3
- d22 - d2 * d2
- d6 - d6

Chance of success table

This table shows the chance to achieve a certain amount of hits with differing amounts of dice.

Nd6	0 hits	1+	2+	3+	4+	5+	6+	7+	8+	9+	10+	11+	12+	13+	14+	15+	16+	17+
1	50	50	33	17														
2	25	75	58	39	17	8	3											
3	12	87	75	58	37	23	12	4	2									
4	6	94	85	73	55	40	26	14	8	3	1							

Nd6	0 hits	1+	2+	3+	4+	5+	6+	7+	8+	9+	10+	11+	12+	13+	14+	15+	16+	17+
5	3	97	92	83	70	56	41	27	17	10	5	2	1					
6	2	99	95	90	80	69	55	41	29	19	11	6	3	1				
7	1	99	97	94	87	78	67	54	42	30	21	13	8	4	2	1		
8			99	96	92	86	77	66	55	43	32	22	15	9	5	3	1	1
9			99	98	95	91	84	75	65	54	43	32	23	16	10	6	4	2
10				99	97	94	89	83	74	65	54	43	33	24	17	11	7	4
11				99	98	96	93	88	82	73	64	54	44	34	25	18	12	8
12					99	98	95	92	87	80	72	63	54	44	35	26	19	13
13					99	99	97	95	91	86	79	72	63	54	44	35	27	20
14						99	98	96	94	90	85	79	71	62	53	44	36	28

Characters

The most important aspects of the character are written on the character sheet and specific to the character.

Stats

Stats represent your character's innate attributes.

Strength Dice

Used for most melee and ranged attacks as well as lifting, pushing, breaking, and sometimes climbing.

Speed Dice

Used for Defense Points, running, jumping, sneaking, hiding, sneak attacks, dodging, swinging, gymnastics.

Smart Dice

Intelligence, wisdom, personality, disguises, discernment, perspicacity, spells, clues, psychic abilities, languages, codes, history.

Stamina Dice

Stamina, fatigue, carrying, breath holding. Stamina dice maybe added to anyother roll but are not recovered until after a short rest.

Health Dice

Health Points, disease resistance, poison resistance. Health pips and dice are removed as the character takes damage. A single health die is recovered upon a nights rest.

Dooms

Every great hero has flaws. Every time you use you doom to effect the story, the patron may award you with a die to add to any roll.

1	2	3	4
1 Phobia	OCD	klepto	obsession
2 Cursed	Unlucky	Vain	Foolhardy
3 Bad tempered	Lazy	Slovenly	Perfectionist
4 Gambles	Addictive personality	Has to be right	Fool for love
5 Paranoid	Tardy	Rose-colored glasses	Unprepared
6 Death wish	Ill mannered	Pessimist	Financially irresponsible

Time and Space

Episodes are usually completed in a single game session. They may be a complete story on their own or they may link to a larger dramatic arc taking place over an entire season of 4-8 episodes. Episodes are made up of scenes which usually take place at different locations.

Most scenes are a series of player turns which could be the individual cuts of a film. The amount of in game time that the actions take is based on the type of scene and the interpretation of the patron.

After everyone involved with a scene has taken a turn (action), one round is completed and a new round begins.

The Scene Die

While no a requirement, a die can be used to track the timing of a scene. The scene die is set to one for the first round and incremented each round. The effects of the scene die are determined by the patron and the scene. The effects may be generic to the scene or, the scene may have a table associated with the *scene die*. The events that take place in the scene may effect the scene die up or down.

Scenes

Standard scenes. The party maybe talking among themselves, or to non-player characters. They may be interacting with or examining the environment. The amount of time taken and the turn order, is usually of little consequence. Fight scenes Players take turns according the the *combat* rules. Chase scenes Players take turns according to the *chase* rules. Dramatic scenes These scenes are usually time sensitive and with a dire consequence. Examples include, picking a lock as the guards approach or diffusing a time bomb. Cut scenes are described to the party by the patron. They serve to fill in the story for the party. Many scenes may end with a cut scene. Montage scene

An adventure written for For Glory RPG may have a table of events that may happen in a scene or add to the generic tables below.

Chase Scenes

The participants in a *chase scene* are divided into as few groups as possible. Usually, hunters and quarry. Characters fight and make ability checks as they move down a line of discrete locations. Use a line of points to keep track of where the characters are along the course. For Glory settings and adventures have location tables.

The following is an example of a chase scene taking place in an urban environment.

Round 1 The hunters (3d) and the quarry (the players) spot each other accross the crowded town market. The scene die is set to one.

The patron describes the market and players toss a cart of produce to delay the hunters. The patron decides that the hunters must hit a target of 4 to avoid slipping on the produce. They fail and the party runs down a street.

Round 2 The patron rolls an alley way on a location table. The party chooses to go down the alley. The patron rolls again and tells them that the alley way is a dead end. The party is delayed but the patron rolls *smarts* for the hunters and they pass the alley way.

Fight Scenes

Combatants roll **speed** to determine the order of play.

Every one is asked if they want to execute the following actions. In this way, everyone who wants to talk goes before everyone who wants to run.

1. Talk
2. Run
3. Other
4. Spells

The Fight Scene Die

The following are some examples of a *scene die* for a fight scene.

1. Add the number on the die to every roll.
2. Add the number on the die to every monster roll.
3. More monsters arrive when the scene die reaches a target number.
4. The monster runs away when the scene die reaches a target number.
5. (1) A fire starts, (2) Smoke (-1d ranged attacks, -1d *stamina*), (3) Heat (-2hp), 4.

Dramatic Scenes

Tasks with a time constraint or a dramatic consequence may use a scene die with appropriate results. A series of checks that increment the scene die.

Combat

Most melee attacks use Strength dice. The attacker rolls a **speed** check and counts the 1s, 2s, and 3s as normal. The defender rolls defense which is usually a **speed** check. The defense roll is subtracted from the attack roll and the result is the number of pips removed from the target's stat. Usually health pips. The characters or equipment may determine extra effects.

Common Action

In combat and otherwise, it is the players that determine the actions of their characters. It is the job of the patron to determine how the player's choices are expressed mechanically.

- Evade: add to **smart** to defense roll until next turn
- Focus: add you **smart** dice to a roll until your next turn's action.
- Disengage: Roll **strength** or **speed** to put distance between you and your opponent.
- Shield: Roll attack but some dice are not subtracted from the target's defense roll and are instead added to a compatriot's defense roll.

https://www.reddit.com/r/rpg/comments/pehi27/what_rpg_mechanic_made_you_stop_for_a_second_and/

https://www.reddit.com/r/osr/comments/pg9xo2/the_osr_combat_is_boring_chestnut_blog_post/

Area of Effect

Area damage is listed as the total dice of damage done and the maximum damage on a single target. The maximum damage is for a 'normal' sized target and may be changed for a different size target. Area damage effects one target first and any additional dice, are rolled over to the next target until the effects maximum damage is used up.

Explosion (6d, 15d)

Suffering

Gain a wound (see *Wounds*) every time you lose a health die and from some critical hits. level of complication you gain from injury depends on how many health die you have left. injuries may effect other stat dice.

If you lose two Health dice in a ingle round, roll on the *Severe Wound Table* for the damage type suffered if it exists.

For the last roll (0hp) use the *Fatal Wound Table* for the damage type and, if the result is death, roll on the character's *Death Table* if it exists.

Wound Tables

General wound tables are here. More specific tables may be associated with the adventure or weapon.

See [wounds.md](#)

Death Table

Character Death Table, General

1. From wounded to marked. The character will not be coming back to any further sessions. How that plays out is up to the player. They could die right now, go out in a blaze of glory (+3d), or retire after this episode.
2. Bleeding out. Death in 30 minutes unless healed. All rolls reduced to 1d.
3. Mortally wounded. Unconscious until death in 1 day unless healed.

Gear

Most gear is specific to the character and an inherent part of the character. Unless otherwise noted, all adventurers have some common gear.

Adventure Gear

Specialty Gear

Uncommon Gear

Monsters

Monsters in **For Glory** are new and strange.

Monsters and NPCs in **For Glory** can have of levels of detail. A simple foe may be described by only one number. This is the number of dice it will use for nearly any purpose unless the patron chooses otherwise. Another monster may have a die listed for most rolls and others listed specifically.

Thug (3d) - This describes a common thug that attacks with 3 dice.

Beastman (5d, smart 1d) - A beastman is strong but dumb.

Beastman Chief (6d, Health 8d, Armor 2d) - Their chief is strong, smart, sturdy, and armored.

Brain Dog: 3d, Smart 5d, Brain Scan (smart, smart damage) - The Brain Dog can attack with *smarts* to remove a player's *smart* pips.

- Name
- Description
- Dice (the number of dice used for rolls not specified elsewhere in the character)
- Dice for specific stats
- Weapon/Attack
- Wound table - A table of wounds inflicted on their target.

- Death table - A table for severe wounds inflicted on their target.
- Death throw - What happens when the monster dies.
- Scene die - How the monster changes as the scene progresses.
- Health table - How the monster changes as it loses health.
- Special abilities - Skills, powers, magic.

Magic

Spells

Template

Like other templates, not all entries are required.

- Name
- Description/cost/mechanics
- Effect Table
- Side Effects
- Corruption Table

Glossary

- 1hd: one *health* die.
- hit: a roll of 4,5, or 6.
- +1h: add one *hit* to your roll.
- +1d: add an extra die to your roll.
- 1p: one pip (pips are the dots on a 6-sided die)
- 1hp: one *health* pip.
- 3d6 +1d +2h: Roll 4 dice and add 2 *hits* to the result.

The patron is a character and gets their own sheet.

- Name
- Visage
- Description
- Ways of communicating
- Invoke Patron table

Sword / Blade

Basic Sword Injury Table (1d6)

- 1. Shallow Cut:** A superficial wound that stings but has no mechanical effect. Leaves a scar as a reminder of the battle.
- 2. Bruised Muscle:** Your movement feels sluggish. -1 Speed die for the next hour or until properly treated.
- 3. Armor Tear:** A slash that catches your armor, reducing its effectiveness. Your armor loses 1d defense until repaired.
- 4. Twisted Grip:** The impact forces your weapon hand to strain. -1 die on the next melee attack as you readjust your grip.
- 5. Glancing Blow:** The sword skids along your body, but you're mostly unharmed. Gain a slight limp for the next scene.
- 6. Deflected Strike:** The sword strikes your gear, damaging an item you carry (roll or choose the item).

Heavy Sword Injury Table (1d6)

A more serious injury that will have a lasting impact.

1. Bleeding Gash

Lose 1 Health pip now and 1 Health pip every hour until the wound is treated. You may not feel it immediately, but the slow blood loss will catch up with you.

2. Disarmed

The sword slashes your hand or arm, making you drop whatever you were holding. Lose 1 Strength pip as the muscles spasm painfully. Roleplay the frustration.

3. Cut to the Bone

The blade digs deep into your flesh. Lose 1 Strength die as your arm or leg is partially disabled. Any action with the affected limb is at -1d until fully healed.

4. Belt-Slice

The sword cuts through your belt, sending your pants (or equipment) tumbling to the ground. Spend your next turn fumbling to fix your wardrobe or risk tripping.

5. Nasty Scar

You gain a permanent scar across your face, chest, or arms. Lose 1 Charisma pip in social situations where appearance matters, but gain +1d when intimidating.

6. Blade Through Equipment

The sword strikes you, but its force is mostly absorbed by your gear. However, the piece of equipment is destroyed or rendered useless until repaired.

Deadly Sword Injury Table (1d6)

These injuries are gruesome, and survival is often uncertain.

1. Arterial Slash

You lose 1 Health die now and 1 Health die every hour from rapid blood loss unless immediate action is taken. You have 1d6 hours before death.

2. Impaled

The sword pierces through you. You lose 1 Health die now and are pinned in place. If you move without assistance, lose another Health die. Removing the sword may be fatal without proper care.

3. Severed Hand or Foot

You lose a hand or foot. Lose 1 Strength die and 1 Speed die permanently. Blood loss will kill you in 1d6 hours without intervention.

4. Gruesome Guts

The sword opens your belly. Lose 1 Health die now and 1 Smart die due to shock. You'll bleed out in 1d6 hours unless someone brave enough tries to push your guts back in.

5. Sword in the Heart

You lose 2 Health dice immediately. You have 1d6 minutes to live. Make the most of your last moments, whether it's saying goodbye, swearing vengeance, or delivering an epic monologue.

6. Beheading (or near-beheading)

The blow is aimed at your neck. Roll 1d6: on a 1-3, you are instantly beheaded, and death is immediate. On a 4-6, the blade only partially severs your neck; you will die in 1d6 rounds unless someone intervenes in a miracle of surgery.

Fall / Slam

Short Fall Wound Table (1d6)

A short fall won't kill you, but it might leave you bruised or shaken.

1. Bruised Ego

No physical damage, but your character's pride takes a hit. Roleplay feeling embarrassed or clumsy for the next scene.

2. Twisted Ankle

Lose 1 Speed pip until your next rest. Running and jumping are halved in effectiveness.

3. Minor Bruises

Lose 1 Stamina pip. You feel sore and slow. No immediate penalties, but roleplay the discomfort.

4. Jarring Impact

Lose 1 Strength pip temporarily due to a sudden muscle strain. Rest or healing restores it.

5. Shaken Confidence

You hesitate before taking risky actions again. Roleplay a moment of doubt, and all rolls involving climbing or jumping have -1d until you successfully complete a related action.

6. Nothing But a Scratch

No lasting damage. You manage to shake off the fall with only a slight wince.

High Fall Wound Table (1d6)

A high fall is dangerous and can leave more lasting wounds.

1. Broken Bone

Lose 1 Strength die. Until healed, any action involving physical strength (lifting, melee combat) is at -1d.

2. Concussion

Lose 1 Smart die. You suffer headaches and confusion, causing trouble focusing. Rest is required to recover.

3. Cracked Rib

Lose 1 Stamina die. Every time you take a strenuous action (running, combat), roll 1d. On a result of 4+, lose an additional Stamina pip.

4. Fractured Equipment

A piece of equipment you're carrying (determined by the patron) is damaged. Until repaired, it works at reduced effectiveness or cannot be used.

5. Torn Muscles

Lose 1 Speed die. Your character moves sluggishly and has difficulty dodging or sprinting until healed.

6. Badly Winded

Lose 1 Health die. You are short of breath, and all actions that require exertion are at -1d until you take a rest.

Very High Fall Wound Table (1d6)

Surviving a very high fall is miraculous, but the consequences are often dire.

1. Instant Death

Your character dies immediately. Roleplay their last moments, and go out with a heroic or tragic flare.

2. Grievous Injury

Lose 2 Health dice. You are barely conscious, bleeding heavily. Without immediate medical attention, you will die in 1d6 hours.

3. Spine Injury

Lose 1 Strength die and 1 Speed die permanently. Movement is severely hampered, and you must be carried to safety or use a crutch.

4. Permanent Scar

Gain a permanent disfigurement or a notable scar. This will affect social interactions, possibly granting you intimidation or pity. Roleplay accordingly.

5. Crushed Limb

Lose the use of a limb. Roll 1d6: 1-3 arm, 4-6 leg. You will need medical attention to regain partial use or receive a prosthetic.

6. Miraculous Survival

Against all odds, you survive with minimal injury. Roll 1d6: On a 1-3, lose 1 Health die. On a 4-6, lose 1 Speed die from shock.

Arrow / Quarrel

Basic Arrow / Quarrel Injury Table (1d6)

1. Grazed: The arrow only scrapes past, leaving a thin cut. No mechanical effect, but it stings.

2. Stuck Clothing: The arrow embeds in your clothing or armor, making movement awkward. You must take time to remove it or suffer -1 die to Dexterity-based rolls until freed.

3. Flesh Wound: The arrow grazes you, causing a minor but annoying wound. -1 die to all actions involving the affected body part for the next hour.

4. Bruised Muscle: The arrow strikes with blunt force but doesn't pierce deeply. Suffer -1 die on physical checks until the bruise is tended.

5. Armor Dent: The arrow strikes your armor hard, reducing its durability by 1 point of defense until repaired.

6. Broken Shaft: The arrow shatters on impact, but the blow still hurts. You are winded, suffering -1 die on all rolls for the next scene.

Heavy Arrow / Quarrel Injury Table (1d6)

1. Pierced Muscle: The arrow lodges in a muscle, causing pain and reduced effectiveness. -1 die on Strength-related rolls until treated.

2. **Deep Wound:** The arrow sinks deep into your side, bleeding steadily. You suffer -1 die on physical actions and will need medical attention within the hour to avoid worse effects.
 3. **Cracked Ribs:** The impact of the arrow causes a dull, throbbing pain in your chest. You take -1 die to Constitution-based rolls for the next day.
 4. **Punctured Armor:** The arrow punches through your armor, weakening its structure. Your armor loses 2 points of defense until repaired.
 5. **Pinning Shot:** The arrow nails part of your clothing or gear to a surface. You are immobilized until you take a round to free yourself.
 6. **Severed Straps:** The arrow slices through straps or bindings on an important piece of gear, forcing you to spend a round fixing it or suffer -1 die penalty on actions involving that gear.
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Deadly Arrow / Quarrel Injury Table (1d6)

1. **Lung Pierced:** The arrow strikes a lung, causing you to cough blood and wheeze. You lose 1 die of health each hour without immediate attention and suffer a permanent penalty to Constitution if untreated.
2. **Bleeding Out:** The arrow strikes a major artery. You will lose 1 die of health every few minutes unless the bleeding is stopped.
3. **Gut Shot:** A gruesome hit to the abdomen, causing severe internal damage. You lose 1 die of health and must seek immediate medical care or face death within the day.
4. **Shattered Bone:** The arrow breaks a limb bone on impact. The limb becomes useless, and you suffer -2 dice to all physical rolls until the bone is set.
5. **Skull Graze:** The arrow skims the side of your head, leaving a traumatic injury. You are stunned for a round and take a -1 die penalty to all mental actions for the rest of the day.
6. **Heart Shot:** The arrow strikes true, hitting the heart or another vital organ. Instant death.

Spear / Polearm

Here are three tables for **Spear / Polearm Wounds**, incorporating the weapon's range advantage in addition to the physical injury effects:

Basic Spear / Polearm Injury Table (1d6)

1. **Light Jab:** The tip of the spear barely grazes you. No mechanical effect, but it leaves a small bruise or scratch.
 2. **Off-Balance:** A glancing strike throws you off balance, forcing you to step back. You suffer -1 die on your next action as you recover.
 3. **Knocked Back:** The force of the thrust pushes you back a few steps. You lose the ability to move forward this turn and must reposition to close the gap.
 4. **Range Advantage:** The spear wielder keeps you at bay with well-timed thrusts. You suffer -1 die penalty on your next attack if using a shorter weapon.
 5. **Torn Garments:** The spear snags your clothing or armor, ripping it. No immediate effect, but it may cause future complications if not mended.
 6. **Leg Prick:** The spear tip pokes into your leg, causing minor but sharp pain. You suffer -1 die on movement-based rolls for the next hour.
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Heavy Spear / Polearm Injury Table (1d6)

1. **Deep Stab:** The spear penetrates deeply, leaving a painful wound. You suffer -1 die on all physical actions and bleed until treated.
 2. **Weapon Disruption:** The polearm's reach disrupts your ability to effectively use your weapon. If wielding a shorter weapon, you suffer -2 dice on your next attack roll.
 3. **Punctured Armor:** The spear punctures your armor, weakening its protection. Lose 2 points of defense on the affected area until repaired.
 4. **Knocked to the Ground:** A powerful thrust from the polearm knocks you to the ground. You must spend a turn getting up, leaving you vulnerable to further attacks.
 5. **Bleeding Wound:** A gash opens from the spear's blow. You lose 1 die of health over time if the wound is not treated within an hour.
 6. **Pinned by Spear:** The spear catches part of your armor, clothing, or shield, pinning you in place. You must spend your next turn freeing yourself.
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Deadly Spear / Polearm Injury Table (1d6)

1. **Impaled:** The spear pierces through your abdomen, sticking out the other side. You lose 1 die of health immediately and will bleed out within minutes if not treated.
2. **Lung Collapse:** The spear punctures a lung, leaving you gasping for breath. You lose 1 die of health per hour and suffer a -2 dice penalty to all physical actions due to shortness of breath.
3. **Throat Puncture:** The spear strikes your neck, causing a severe wound. You will lose 1 die of health per minute unless someone stops the bleeding immediately.
4. **Shattered Ribs:** A heavy spear blow cracks or shatters your ribs, leaving you in excruciating pain. You take -2 dice to all physical rolls and may suffer internal injuries if left untreated.

- 5. Disemboweled:** A gruesome hit tears open your abdomen. Unless treated within moments, death is inevitable as you lose 1 die of health every few rounds.
- 6. Crippled Leg:** The spear impales your leg, shattering bone and muscle. The limb is useless, and you are immobile without assistance. -3 dice to all movement rolls and a permanent limp unless healed.

Mace / Warhammer

Here are three tables for **Mace / Warhammer Wounds**, focusing on crushing injuries, armor damage, and the brutal impact these weapons can have:

Basic Mace / Warhammer Injury Table (1d6)

- 1. Jarring Strike:** The blow glances off, but the impact leaves you rattled. You suffer -1 die on your next physical action due to lingering pain.
 - 2. Armor Dented:** Your armor absorbs the hit, but it's badly dented. Its protection is reduced by 1 point until repaired.
 - 3. Bruised:** The mace strikes hard, leaving a painful bruise. No dice penalty, but you'll feel the pain for hours. Light roleplay consequence.
 - 4. Knocked Off Balance:** A powerful strike sends you reeling. You must spend your next turn steadying yourself, or your next action is at -1 die.
 - 5. Slammed to the Ground:** The force of the blow knocks you to the ground. You must spend your next turn standing up, leaving you vulnerable.
 - 6. Cracked Shield:** The blow strikes your shield, cracking or splintering it. The shield loses 1 defense point and will break completely after a few more hits.
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Heavy Mace / Warhammer Injury Table (1d6)

- 1. Crushing Blow:** The mace slams into your torso, cracking ribs or breaking bones. You suffer -1 die to all physical actions and must treat the injury to avoid further damage.
 - 2. Armor Shattered:** Your armor takes the brunt of the strike but is nearly ruined. Its protection is reduced by 2 points and may become unusable if hit again.
 - 3. Severe Concussion:** A crushing blow to the head leaves you dizzy and disoriented. You suffer -2 dice to all actions until you rest and recover.
 - 4. Crushed Limb:** Your arm or leg takes the full force of the impact, leaving it severely damaged. The limb is nearly useless, resulting in -2 dice for actions involving that body part.
 - 5. Internal Bleeding:** Though the strike didn't break the skin, internal damage is serious. You lose 1 die of health over time (within hours) unless treated.
 - 6. Cracked Helm:** The impact smashes into your helmet, cracking it. Your defense is reduced by 2 points, and you're at risk of a fatal head injury if struck again.
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Deadly Mace / Warhammer Injury Table (1d6)

- 1. Skull Fracture:** A brutal blow to the head cracks your skull. You lose 1 die of health immediately and risk death if not treated within minutes.
 - 2. Shattered Ribs:** The force of the mace caves in your chest, shattering ribs and causing internal injuries. You lose 1 die of health and will continue losing health without immediate medical attention.
 - 3. Armor Crushed into Flesh:** The strike drives your armor into your body, creating a gruesome wound. You lose 1 die of health and suffer -2 dice to all physical actions due to pain and injury.
 - 4. Crushed Spine:** A massive blow to the back leaves you paralyzed. Immediate death may not occur, but you're completely immobile, and the injury is likely permanent.
 - 5. Leg Crushed:** The mace smashes into your leg, shattering bone and muscle. The leg is useless, and you'll bleed out in minutes unless the injury is treated. -3 dice to any movement or escape attempts.
 - 6. Pulverized Arm:** Your arm is completely crushed, leaving it useless. You lose 1 die of health from the trauma and blood loss, and the limb is beyond saving.
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Battle Axe / Two-handed Sword

Here are the tables for **Two-Handed Battle Axe / Two-Handed Sword Wounds**, combining the brutal power of a mace with the cutting edge of a sword, creating devastating wounds:

Basic Two-Handed Battle Axe / Sword Injury Table (1d6)

- 1. Glancing Blow:** The weapon skims your body, tearing your armor or clothing. The blow stuns you, causing a -1 die penalty to your next action.
- 2. Armor Split:** The edge of the weapon slices into your armor, reducing its protection by 1 point until repaired. Your next physical action is at -1 die due to the shock.
- 3. Deep Cut:** The weapon leaves a deep gash in your flesh, causing pain and bleeding. Roleplay the injury as a distraction, though no mechanical penalties occur immediately.

4. **Knocked Back:** The force of the weapon knocks you off your feet or sends you stumbling. You must spend your next turn regaining balance or suffer -1 die to your next action.
 5. **Minor Fracture:** The crushing force of the blow hits a bone, leaving it cracked. Any physical actions using that body part are at -1 die until healed.
 6. **Weapon Blocked but Strained:** You manage to block the strike, but the power behind it shakes you. You suffer no damage, but your weapon or shield is weakened by 1 point of durability.
-

Heavy Two-Handed Battle Axe / Sword Injury Table (1d6)

1. **Severed Armor and Flesh:** The weapon cuts deep into both your armor and body. You lose 1 die of health and your armor's protection is reduced by 2 points.
 2. **Cracked Ribs:** The force smashes into your torso, fracturing ribs. You suffer -1 die to all physical actions, and any future blows to the torso are more likely to cause serious injury.
 3. **Partial Limb Severing:** The blow nearly severs a limb, leaving it dangling. You lose 1 die of health and have -2 dice to any action involving that limb until treated.
 4. **Weapon Breaker:** Your armor or shield is cleaved in half. You lose the use of the armor or shield, and the blow sends a painful jolt through your body. Take -2 dice to your next action.
 5. **Gut Wound:** A vicious slash to the abdomen causes severe pain and internal damage. You'll lose 1 die of health over the next few hours unless the wound is treated.
 6. **Cleaved Bone:** The weapon strikes bone, partially shattering it. You lose 1 die of health, and the injury prevents effective use of the affected limb until treated (-2 dice for actions involving that body part).
-

Deadly Two-Handed Battle Axe / Sword Injury Table (1d6)

1. **Limb Cleaved Off:** The weapon cleanly severs a limb, leaving you in shock. You lose 1 die of health instantly and will lose another die of health over time due to blood loss unless treated.
 2. **Split Helm and Skull:** The weapon crushes your helmet and slices deep into your skull. Instant death if not treated within moments. Lose 2 dice of health immediately.
 3. **Crushed Spine with Cleaving Strike:** The force of the blow crushes your back, severing your spine. You are paralyzed and will die without immediate care. Death will occur within hours if untreated.
 4. **Gutting Cleave:** The axe or sword disembowels you with a horrific slash. You lose 1 die of health instantly and another die of health every 10 minutes without immediate aid.
 5. **Decapitation Attempt:** The strike nearly decapitates you, severing part of your neck or shoulder. You lose 2 dice of health immediately and will die in minutes if not treated.
 6. **Bifurcation:** The weapon splits you from shoulder to waist with a brutal swing. Instant death in a gruesome manner. The sight of this may terrify nearby allies or enemies.
-

Drowning

Here are the tables for **Drowning** injuries, with one focusing on **Near Drowning** and the other on **Severe Drowning**. The tables reflect both the immediate physical consequences and some of the lingering effects of surviving such a perilous situation.

Near Drowning Table (1d6)

1. **Coughing and Spluttering:** You barely manage to gasp for air, coughing up water. For the next hour, you suffer -1 die to all physical actions due to weakness and dizziness.
 2. **Shaken and Disoriented:** The lack of air leaves you confused and unsteady. You must spend your next turn regaining your bearings, or you suffer -1 die to all actions for 10 minutes.
 3. **Muscle Fatigue:** Struggling against the water leaves your muscles cramping and weak. You suffer -1 die to any action requiring strength or endurance for the next 30 minutes.
 4. **Panicked Breathing:** You're left gasping for air in short, panicked breaths. You cannot sprint or run for the next hour, and all actions requiring steady focus are at -1 die.
 5. **Waterlogged:** You've swallowed a large amount of water, making you feel nauseous and sluggish. You suffer -1 die to all actions for the next 10 minutes while you recover.
 6. **Blurry Vision:** Your eyes are irritated from the water, making everything seem hazy. You suffer -1 die to any actions involving sight or precision for the next 30 minutes.
-

Severe Drowning Table (1d6)

1. **Unconscious:** You've been pulled from the water unconscious, with a faint pulse. You lose 1 die of health and will remain unconscious for the next 10 minutes unless revived. Suffer -2 dice to all actions for 1 hour upon waking.
2. **Severe Lung Damage:** Your lungs have taken in significant water, making breathing painful and labored. You lose 1 die of health and cannot perform strenuous activity for the next day without risking another health die.

- 3. Near-Death Experience:** You were on the verge of death and have a lingering sense of dread. You suffer -1 die to any action that involves being in or near water for the next 24 hours due to lingering trauma.
- 4. Hypothermia:** Prolonged exposure to cold water has left your body temperature dangerously low. You lose 1 die of health and cannot take any action requiring agility or strength for 1 hour without suffering exhaustion.
- 5. Permanent Lung Scarring:** The experience has left your lungs damaged. You lose 1 die of health, and for the next week, all actions involving endurance or long periods of exertion are at -1 die.
- 6. Delayed Suffocation:** You survive the immediate drowning, but fluid remains trapped in your lungs. You will lose 1 die of health in the next hour unless properly treated. All actions suffer a -1 die penalty due to struggling for breath.

These tables emphasize the consequences of near and severe drowning, incorporating immediate effects like fatigue and disorientation, as well as more severe and lasting impacts like unconsciousness, lung damage, and even psychological trauma.

Burning

Here are two tables for **Burning** injuries, reflecting both the immediate effects of a minor burn and the more severe consequences of a serious fire-related injury:

Minor Burning Table (1d6)

- 1. First-Degree Burn:** You have a painful but superficial burn. You lose 1 pip of health, and for the next hour, you suffer -1 die to actions involving physical contact or dexterity due to discomfort.
- 2. Slight Skin Damage:** The burn has caused redness and minor skin damage. You lose 1 pip of health and experience -1 die to actions involving your hands or arms for the next hour as the skin feels tender and sensitive.
- 3. Blistering:** The burn causes blisters to form. You lose 1 pip of health and suffer -1 die to any action involving fine motor skills or handling objects for the next 24 hours as the blisters are painful.
- 4. Minor Scarring:** The burn leaves a light scar. You lose 1 pip of health and suffer -1 die to actions involving physical touch for the next 48 hours as the area remains sore and sensitive.
- 5. Stinging Pain:** The burn area continues to sting. You lose 1 pip of health and experience -1 die to all physical actions for the next 12 hours due to persistent pain.
- 6. Minor Infection Risk:** The burn area shows signs of minor infection. You lose 1 pip of health and must perform a health check every 24 hours for the next 3 days to avoid worsening infection.

Severe Burning Table (1d6)

- 1. Deep Tissue Damage:** The burn has affected deeper tissues. You lose 1 die of health and cannot perform actions involving the burned area for 48 hours without severe pain and loss of function.
- 2. Extensive Skin Damage:** The burn has caused severe skin damage and potential scarring. You lose 1 die of health and suffer -1 die to all actions involving physical exertion or dexterity for the next week.
- 3. Severe Pain and Shock:** The intense pain causes shock and disorientation. You lose 1 die of health and suffer -2 dice to all actions for the next 24 hours as you recover from the shock.
- 4. Breathing Difficulties:** If the burn is near the face or chest, it affects your breathing. You lose 1 die of health and suffer -1 die to all actions involving physical exertion for the next 3 days due to compromised breathing.
- 5. Infection and Fever:** The burn has led to a serious infection. You lose 1 die of health, suffer -1 die to all actions due to fever and weakness, and must seek medical treatment within 24 hours or risk worsening symptoms.
- 6. Severe Long-Term Scarring:** The burn has caused severe scarring and potential long-term issues. You lose 1 die of health and suffer -1 die to actions involving the burned area permanently, with ongoing treatment required to mitigate the effects.

These tables cover both minor and severe burns, with effects ranging from immediate pain and discomfort to long-term impacts and the risk of infection.

Poison Gas

Here are the two tables for **Poison Gas** injuries, reflecting both minor exposure and severe exposure.

Minor Poison Gas Exposure Table (1d6)

- 1. Coughing Fit:** You experience a severe coughing fit. You lose 1 pip of health and suffer -1 die to all physical actions for the next hour due to respiratory distress.
- 2. Light Nausea:** You feel mildly nauseous. You lose 1 pip of health and suffer -1 die to any actions requiring concentration or physical exertion for the next 4 hours.
- 3. Dizziness:** You experience dizziness and lightheadedness. You lose 1 pip of health and suffer -1 die to all actions involving balance or coordination for the next 6 hours.
- 4. Eye Irritation:** Your eyes water and burn. You lose 1 pip of health and suffer -1 die to actions requiring vision or precision for the next 8 hours.

- 5. Shortness of Breath:** You have difficulty catching your breath. You lose 1 pip of health and suffer -1 die to all physical exertion for the next 12 hours.
 - 6. Mild Fatigue:** You feel unusually tired. You lose 1 pip of health and suffer -1 die to all actions requiring stamina or effort for the next 24 hours.
-

Severe Poison Gas Exposure Table (1d6)

- 1. Severe Respiratory Distress:** Your breathing becomes labored and irregular. You lose 1 die of health and suffer -2 dice to all physical actions for the next 24 hours, and must make a health check every 6 hours or face worsening symptoms.
 - 2. Severe Nausea and Vomiting:** You are violently ill. You lose 1 die of health and suffer -2 dice to all actions requiring concentration or physical effort for the next 48 hours, with an additional risk of dehydration.
 - 3. Unconsciousness:** You lose consciousness due to the toxic exposure. You lose 1 die of health and remain unconscious for 1d6 hours, during which you are vulnerable to further harm.
 - 4. Pulmonary Damage:** The poison has severely damaged your lungs. You lose 1 die of health and suffer -2 dice to all physical actions for the next week, with a health check required every 24 hours to avoid worsening damage.
 - 5. Systemic Poisoning:** The poison affects your entire body. You lose 1 die of health and suffer -2 dice to all actions for the next 72 hours, with a high risk of long-term health complications if not treated immediately.
 - 6. Critical Condition or Death:** The poison is critically affecting your body. You lose 2 dice of health and must make an immediate health check. Failure results in death within the next hour if not treated with antidotes or medical intervention.
-

These tables provide a range of effects for both minor and severe poison gas exposure, from temporary discomfort to life-threatening conditions.

Hand-to-Hand Combat

Here are three tables for hand-to-hand combat wounds, focusing on various aspects of grappling, choking, and severe injury outcomes.

Minor Hand-to-Hand Combat Injury Table (1d6)

- 1. Grappling Strain:** You are caught in a tight grapple, making it hard to move. You lose 1 pip of health and suffer -1 die to all physical actions until you escape the grapple or for the next 1 hour.
 - 2. Choking Sensation:** You're briefly choked, causing difficulty in breathing. You lose 1 pip of health and suffer -1 die to stamina-based actions for the next 6 hours.
 - 3. Minor Bruises:** You sustain some bruises from the scuffle. You lose 1 pip of health and suffer -1 die to all physical actions until you recover over the next 12 hours.
 - 4. Temporary Disorientation:** The combat leaves you dazed. You lose 1 pip of health and suffer -1 die to actions requiring concentration or coordination for the next 4 hours.
 - 5. Painful Lock:** You're caught in a painful joint lock. You lose 1 pip of health and suffer -1 die to all actions until the lock is broken or for the next 8 hours.
 - 6. Muscle Strain:** You experience muscle strain from the combat. You lose 1 pip of health and suffer -1 die to strength-based actions for the next 24 hours.
-

Severe Hand-to-Hand Combat Injury Table (1d6)

- 1. Severe Grappling Damage:** The grappling causes significant damage. You lose 1 die of health and suffer -2 dice to all physical actions until you escape or for the next 24 hours. You must make a strength check to escape the grapple.
 - 2. Intense Choking:** You're choked severely, affecting your breathing. You lose 1 die of health and suffer -2 dice to stamina-based actions for the next 48 hours. You must make a stamina check every 6 hours to avoid worsening symptoms.
 - 3. Joint Dislocation:** A joint is dislocated during the fight. You lose 1 die of health and suffer -2 dice to all actions until the joint is treated or for the next 72 hours. A strength check is required to attempt relocation.
 - 4. Severe Bruising and Internal Injury:** The combat leaves you with severe bruising and possible internal damage. You lose 1 die of health and suffer -2 dice to all physical actions for the next week. Medical treatment is required to avoid long-term damage.
 - 5. Fractured Ribs:** You sustain fractured ribs from the combat. You lose 1 die of health and suffer -2 dice to stamina and movement-based actions for the next 72 hours. You must make a health check every 24 hours to avoid complications.
 - 6. Critical Injury:** The combat results in critical injury. You lose 2 dice of health and must make an immediate health check. Failure results in unconsciousness or severe damage, with death possible within the next 24 hours if not treated immediately.
-

Deadly Hand-to-Hand Combat Injury Table (1d6)

- 1. Severe Grappling Damage:** The grappling causes extreme internal injuries. You lose 2 dice of health and suffer -3 dice to all physical actions until the injuries are treated or for the next 72 hours. A strength check is needed to escape; failure may result in further injury.
- 2. Strangulation Risk:** You're at risk of death from strangulation. You lose 2 dice of health and must make a stamina check every hour. Failure results in unconsciousness and potential death within 6 hours if not treated immediately.

- 3. Dislocated and Fractured Limbs:** You suffer dislocated and fractured limbs. You lose 2 dice of health and suffer -3 dice to all actions until treated. Strength checks are required to attempt self-treatment; failure leads to prolonged disability.
 - 4. Severe Internal Bleeding:** You suffer from severe internal bleeding. You lose 2 dice of health and must make a health check every 6 hours. Failure leads to worsening symptoms and possible death within 24 hours if not treated.
 - 5. Critical Damage and Shock:** The injuries cause critical damage and shock. You lose 2 dice of health and suffer -3 dice to all actions. Immediate medical attention is required to stabilize, or death is possible within the next 12 hours.
 - 6. Death:** The injuries are fatal. You lose 3 dice of health and must make an immediate health check. Failure results in death within the next hour if not treated with extreme urgency.
-

These tables provide a range of effects for hand-to-hand combat, from minor injuries to severe and life-threatening conditions, allowing for a variety of role-playing scenarios and consequences.

more

Absolutely, let's add some flair and imagination to these tables!

Acid Burns - Mild

- 1. Irritated Skin:** Your skin burns and itches uncontrollably. -1 Speed Dice until treated.
- 2. Corroded Gear:** Equipment touched by the acid starts to corrode. -1 to the effectiveness of one piece of gear.
- 3. Chemical Rash:** A painful rash develops. -1 Smarts Dice until healed.
- 4. Blistering:** Blisters form, making movement painful. -1 Stamina Dice.
- 5. Discoloration:** The acid stains your skin permanently. You now have a distinct appearance that might attract unwanted attention.
- 6. Weakening:** You feel weak and shaky. Your next roll for any action is at -1d.

Acid Burns - Severe

- 1. Acid Shock:** You are overwhelmed by pain and disorientation. Roll 1d to determine the number of turns you are stunned.
 - 2. Deep Scarring:** Severe burns leave deep scars. -1 Health Dice and -1 to interactions where appearance matters.
 - 3. Equipment Ruin:** Acid has destroyed your most valuable piece of gear. Choose one to be permanently damaged.
 - 4. Flesh Erosion:** The acid has deeply eroded your flesh. Roll on the Death Table if not treated within an hour.
 - 5. Internal Damage:** You suffer internal damage, resulting in constant pain. -2 Health Dice until healed.
 - 6. Mortal Wound:** The acid has caused life-threatening injuries. Roll on the Death Table immediately if not treated.
-

Dehydration - Mild

- 1. Dry Mouth:** Your mouth feels parched and your voice is hoarse. -1 Smarts Dice until hydrated.
- 2. Dizziness:** You feel lightheaded and faint. -1 Speed Dice until you rest and rehydrate.
- 3. Thirsty:** Your thirst is almost unbearable. You must find water soon or suffer additional penalties.
- 4. Fatigue:** You become easily tired. -1 Stamina Dice for the next two hours.
- 5. Irritability:** You're short-tempered and irritable. -1 to Charisma-based checks until hydrated.
- 6. Weakened State:** Your body is on the brink. Roll on the Severe Dehydration Table if not properly hydrated within the next hour.

Dehydration - Severe

- 1. Fainting Spell:** You collapse from dehydration. Roll 1d to determine how many turns you are incapacitated.
 - 2. Severe Cramping:** You experience excruciating muscle cramps. -2 Speed and -1 Stamina Dice until rehydrated.
 - 3. Organ Failure:** Your body begins to shut down. Roll on the Death Table if not treated immediately.
 - 4. Delirium:** You suffer from hallucinations and confusion. Roll on the Psychological Trauma Table.
 - 5. Heat Stroke:** You are struck by severe heat stroke. Your next roll is at -2d due to disorientation.
 - 6. Critical Condition:** You are in a critical state. Roll on the Death Table and lose 2 Health Dice immediately.
-

Starvation - Mild

- 1. Weakness:** You feel weak and unsteady. -1 Strength Dice and -1 Stamina Dice until you eat.
- 2. Fainting:** You occasionally faint from lack of food. Roll 1d to determine the number of turns incapacitated.
- 3. Hunger Pangs:** Intense hunger makes you irritable. -1 to Charisma-based checks until fed.
- 4. Emaciation:** Your character looks gaunt and sickly. -1 to Social interactions.
- 5. Energy Drop:** Your energy levels plummet. -2 Speed Dice for the next few hours.
- 6. Near Collapse:** You are on the brink of collapse. Roll on the Severe Starvation Table if not fed soon.

Starvation - Severe

- 1. Extreme Weakness:** You are incapacitated by extreme weakness. Roll 1d to determine how many turns you are unable to act.

2. **Severe Delirium:** You suffer from severe hallucinations and confusion. Roll on the Psychological Trauma Table.
 3. **Organ Failure:** Your organs begin to fail. Roll on the Death Table if not fed immediately.
 4. **Critical Collapse:** You collapse from starvation. Roll on the Death Table and lose 2 Health Dice.
 5. **Catatonia:** You fall into a catatonic state. Roll on the Death Table if not fed within 24 hours.
 6. **Imminent Death:** Your body is failing rapidly. Roll on the Death Table immediately.
-

Infection - Mild

1. **Redness and Swelling:** The area around the wound becomes red and swollen. -1 Health Dice until treated.
2. **Fever:** You run a mild fever. -1 Speed Dice and -1 Stamina Dice.
3. **Pus Formation:** The wound begins to ooze pus. -1 to any rolls involving the infected area.
4. **Chills:** You experience chills and shivering. -1 Smarts Dice until the infection is treated.
5. **Weakening:** You feel weak and fatigued. -1 Strength Dice.
6. **Increased Pain:** The infected area is increasingly painful. -2 to rolls involving physical actions.

Infection - Severe

1. **Severe Fever:** You suffer from a high fever, causing hallucinations. Roll on the Psychological Trauma Table.
 2. **Rapid Spread:** The infection spreads rapidly. Roll on the Death Table if not treated immediately.
 3. **Gangrene:** The infection causes gangrene. Roll on the Death Table if not treated within 12 hours.
 4. **Septic Shock:** You experience septic shock. Roll on the Death Table if not treated immediately.
 5. **Unconsciousness:** You fall unconscious due to the infection. Roll on the Death Table if not treated within the next hour.
 6. **Critical Condition:** You are in a critical state. Roll on the Death Table immediately and lose 2 Health Dice.
-

Psychological Trauma - Mild

1. **Nightmares:** You suffer from recurring nightmares. -1 Smarts Dice and -1 Health Dice until treated.
2. **Paranoia:** You become increasingly paranoid. -1 Charisma Dice and -1 to Social interactions.
3. **Distractibility:** You find it hard to focus. -1 to all rolls involving concentration.
4. **Irritability:** You are easily agitated. -1 to all interactions with others.
5. **Sleep Disturbances:** You experience sleep disturbances. -1 Stamina Dice and -1 to recovery rolls.
6. **Flashbacks:** You experience distressing flashbacks. Roll on the Psychological Trauma Table each time you encounter a related trigger.

Psychological Trauma - Severe

1. **Severe Paranoia:** You are overwhelmed by paranoia, impacting all actions. Roll on the Death Table if untreated.
 2. **Catatonia:** You fall into a catatonic state. Roll on the Death Table if not treated within 24 hours.
 3. **Severe Delirium:** You suffer from severe hallucinations and confusion. Roll on the Death Table if untreated.
 4. **Psychotic Breakdown:** You have a psychotic breakdown. Roll on the Death Table if not treated immediately.
 5. **Extreme Withdrawal:** You withdraw from reality. Roll on the Death Table and lose 2 Health Dice.
 6. **Imminent Collapse:** Your mental state collapses. Roll on the Death Table immediately.
-

Poison - Mild

1. **Nausea:** You experience nausea and vomiting. -1 Stamina Dice until the poison is neutralized.
2. **Dizziness:** You feel lightheaded and faint. -1 Speed Dice.
3. **Headache:** You suffer from a severe headache. -1 Smarts Dice.
4. **Weakness:** The poison weakens you. -1 Strength Dice.
5. **Disorientation:** You become disoriented. -1 to all actions until treated.
6. **Twitching:** You experience muscle twitches. -1 Speed Dice and -1 to Dexterity-based actions.

Poison - Severe

1. **Organ Damage:** The poison causes severe damage to your organs. Roll on the Death Table if not treated immediately.
 2. **Systemic Shock:** You go into systemic shock. Roll on the Death Table if untreated.
 3. **Paralysis:** The poison causes paralysis. Roll on the Death Table if not treated within 12 hours.
 4. **Coma:** You fall into a coma. Roll on the Death Table if not treated immediately.
 5. **Extreme Pain:** You suffer from excruciating pain. -2 to all actions and roll on the Death Table if untreated.
 6. **Imminent Death:** The poison is fatal. Roll on the Death Table immediately.
-

Exposure (Cold) - Mild

1. **Frostbite:** Your extremities become numb. -1 Speed Dice until treated.
2. **Shivering:** You are shivering uncontrollably. -1 Stamina Dice.
3. **Numbness:** You experience numbness in your limbs. -1 Strength Dice.
4. **Chill:** You feel an intense chill. -1 Smarts Dice due to distraction.
5. **Cold Burns:** You develop cold burns on exposed skin. -1 to all actions involving affected areas.
6. **Unsteady:**

Certainly! Here are two tables for suffocation:

Suffocation - Mild

1. **Shortness of Breath:** You struggle to breathe properly. -1 Stamina Dice until you get fresh air.
2. **Dizziness:** You feel lightheaded and unsteady. -1 Speed Dice and -1 Smarts Dice until you breathe normally.
3. **Rasping Breath:** Your breathing becomes raspy and labored. -1 to all actions until you can breathe freely.
4. **Panic:** You experience a sense of panic. -1 to Charisma-based interactions and -1 to any focus-based rolls.
5. **Lightheadedness:** You are slightly disoriented from lack of oxygen. -1 to Dexterity-based actions.
6. **Fatigue:** You feel exhausted. -1 Health Dice and -1 to all actions until you can breathe freely.

Suffocation - Severe

1. **Unconsciousness:** You lose consciousness from lack of oxygen. Roll 1d to determine the number of turns you are incapacitated. If untreated, roll on the Death Table.
 2. **Critical Oxygen Deprivation:** Your body is severely deprived of oxygen. Roll on the Death Table if not treated immediately.
 3. **Severe Panic:** You experience extreme panic and may act irrationally. Roll on the Psychological Trauma Table.
 4. **Respiratory Failure:** Your breathing is failing. Roll on the Death Table if not provided immediate aid.
 5. **Brain Damage:** Prolonged lack of oxygen causes severe brain damage. Roll on the Psychological Trauma Table and -2 Smarts Dice.
 6. **Imminent Death:** You are on the brink of death from suffocation. Roll on the Death Table immediately.
-

Ghostface

- Can talk to recently deceased

Kodack

- Berserker

AKA:

Description

A witch of the circle (of life). Casts spells and other appropriate abilities (herbalism, midwifery, poisons).

Stats

Strength (3), Speed (6), Smarts (5), Stamina (4), Health (4)

Beauty (2)

Special Abilities

Play dead Can physiologically change her body to look and smell like a corpse at the cost of a *health* die and roll on the wound table.

Familiar A creature that aids you. If your familiar dies, lose 1d *health* and roll a wound.

Death Roll

1. Cast a spell at +4d and die in a fountain of blood that heals your party. 2. 3. 4. 5.
2. Roll a wound and attack at +3d

Gear

Vine Whip

A long whip that seems to have a mind of its own and can grow thorns.

Attack table

1. 2. 3. 4. 5. 6. Target is divided into seven, equally sized, parts.

Wound table

1. 2. 3. 4. 5. 6.

- Great Strike: Requires one of the dice to come up 6.
- Heals
- Crafts
- Explosives
- Access to spells that are too powerful and strange ways to backfire and cause dooms.

Name

AKA:

Description

Stats

Strength (),_Speed (), Smarts (), Stamina (), Health ()

Special Abilities

Quests

Death Roll

Gear

Special Weapon

Attack table

Wound table

Other Tables

Name

AKA:

Description

Stats

Strength (),_Speed (), Smarts (), Stamina (), Health ()

Special Abilities

Death Roll

1. Die of your wound and become a ghost for the remainder of this episode. You are incorporeal but may appear as a phantasm, talk in a ghostly voice, and move small objects.

Gear

Special Weapon

Attack table

Wound table

Other Tables

Corruption table

Wilderness

Hot lava A huge savage beast that doesn't like you or your foes Animal snares Avalanche Crevices Bales of dry hay Beehives Bog (with bloodsucking leeches) Boulders or rocks (some massive, others that could double as weapons) Bridge Brook Burial mound Bushes Campfire Carnivorous plants Cave entrance Corrupt Crate of ripe melons Crumbling ruins of an ancient temple Cliff Cliffside trail

Cursed Ditch Erupting steam vents Fallen tree Farmhouse Gallows Gorge or canyon Hill, slope or ravine Hut, shed or barn Insects
Lake (with jetty, and moored boats) Landslide Long grass, meadow or wheat field Giant skeleton Pack of wild dogs Pit Plants that give
off poisonous spores Quicksand Streams Log bridge Fog Forest fire Flood Stampede Stepping stones Graveyard Trees Treehouse
Traps Vermin Vines (to swing on) Wagon Waterfall Windmill

Chase table - Urban

1. Alley
2. Baby carriage
3. Beggers
4. Bridge
5. Canal
6. Cart of manure
7. Cart of vegetable
8. Carts / wagons
9. Construction site
10. Crevice
11. Crowd of people
12. Dead End
13. Dog walker
14. Door
 1. Blacksmith
 2. Kitchen
 3. Laundry
 4. Market
 5. Prison
 6. School
 7. Scribe
 8. Still
 9. Workshop
15. Drawbridge
16. Elderly person
17. Fence
18. Fruit stand
19. Graveyard
20. Heap of dung
21. Huge cart
22. Latrine
23. Man holding large cake
24. Castle gate
25. Wall
26. Church or cathedral
27. Muck
28. Open field
29. Open sewer
30. Outdoor market
31. Parade
32. Park
33. Pier
34. Protest march
35. Religouse procession
36. River
37. Tied up horses
38. Town guard
39. Town square
40. Well

Chase table - Wilderness

1. Abbey

2. Avalanche
3. Beehive
4. Bog
5. Boulders or rocks
6. Brook
7. Burial mound
8. Bushes
9. Cabin
10. Campfire
11. Canyon
12. Cave entrance
13. Cliff
14. Cliffsides trail
15. Crevace
16. Crumbling ruins of an ancient temple
17. Ditch
18. Erupting steam vents
19. Fallen tree
20. Farm
21. Flood
22. Fog
23. Forest
24. Forest fire
25. Giant skeleton
26. Graveyard
27. Hanging vines
28. Hut
29. Insect swarm
30. Lake
31. Lake (with jetty, and moored boats)
32. Landslide
33. Log bridge
34. Long grass, meadow or wheat field
35. Mine entrance with mine cart
36. Pit
37. Quicksand
38. River
39. Rope bridge
40. Stampede
41. Stand of trees
42. Steep decline
43. Steep incline
44. Stepping stones
45. Stream
46. Treehouse
47. Wagon
48. Waterfall
49. Windmill