

## Every scar has a story...

In our game, our characters experience combat and brutality nearly every day. Combat is always a risk of life and limb, a story of survival and triumph in the most permanent manner. Every fight is a story the survivors tell with their words *and their bodies*.

The most dire consequences of combat are the **Lingering Injuries** the survivors wear. A character will take a **Lingering Injury** when they...

- are Critically Hit by any Attack.
- are reduced to 0 Hit Points.
- fail a Death Save.

When you take a **Lingering Injury**, you will roll 3d6 and compare the result to the relevant table below. When you do, *record your injury, where on your body it is, and how you got it*. **Every scar has a story**.

### Injury Tiers & Magical Healing

More significant injuries require more significant healing. **Lingering Injuries** and Magical Healing are both categorized into *Injury Tiers*. Spells listed in a given *Injury Tier* resolve one **Lingering Injury** in the same tier or lower. Once a **Lingering Injury** has resolved, you are no longer subjected to its negative effects.

The *Injury Tiers*, in ascending order, are as follows; 'Superficial' (*cure wounds & healing word*), 'Major' (*lesser restoration & prayer of healing*), and 'Debilitating' (*greater restoration & heal*).

## Injury Tables by Damage Type

### Bludgeoning / Force

#	%	Tier	Injury	Effect	Resolving
3 - 4	2%	D	Cranial Trauma	You have sustained significant Cranial Trauma. Roll again on the <i>Psychic</i> table.	-
5	3%	D	Broken Arm/Hand	You have broken major bones in one of your arms. You have Disadvantage on Strength Checks and Saving Throws, you can no longer hold anything in two hands, and you can only hold one object or item at a time.	Your bones can be replaced. You will recover from the operation in 21 days.
6	4%	D	Broken Leg/Foot	You have broken major bones in one of your legs. Your speed is reduced by 15', and for every 5' you move, you take 1d4 necrotic damage.	Your bones can be replaced. You will recover from the operation in 21 days.
7	7%	D	Broken Ribs	You have broken a number of ribs. You have Disadvantage on Strength Checks and Saving Throws, and for every 5' you move, you take 1d4 necrotic damage.	Your bones can be replaced. You will recover from the operation in 21 days.
8 - 9	21%	M	Bruised Ribs	You have bruised a number of ribs. You have Disadvantage on Strength Checks and Saving Throws.	The bruising heals naturally in 14 days, or 7 days if supplemented with Heamox Balm.
10	13%	M	Major Concussion	You have sustained a major concussion. You have Disadvantage on Intelligence and Wisdom Checks and Saving Throws.	The concussion heals naturally in 7 days.
11	13%	S	Minor Concussion	You have sustained a minor concussion. You have Disadvantage on Wisdom Checks and Saving Throws.	The concussion heals naturally in 3 days.
12 - 13	21%	S	Severe Bruising	You have sustained major bruising on a portion of your body. When you take bludgeoning damage, you take additional 1d4 necrotic damage.	The bruising heals naturally in 7 days, or 3 days if supplemented with Heamox Balm.
14 - 15	11%	D	Missing Teeth	You have lost 1d3 teeth. Ouch.	Your bones can be surgically replaced. You will recover from the operation in 3 days.

#	%	Tier	Injury	Effect	Resolving
16 - 18	5%	S	Popped Socket	You have dislocated a joint. You have Disadvantage on Strength Checks and Saving Throws.	Spend an Action re-placing your joint.

## Slashing

#	%	Tier	Injury	Effect	Resolving
3 - 4	2%	D	Lose an Eye	You have lost the use of one of your eyes. You have Disadvantage on Ranged Attacks, and Perception or Investigation Checks that rely on sight.	Your eye can be replaced. You will recover from the operation in 21 days.
5	3%	D	Severed Arm/Hand	You have lost a significant portion of one of your arms. In addition to the effects of a Deep Wound, you have Disadvantage on Strength Checks and Saving Throws, you can no longer hold anything in two hands, and you can only hold one object or item at a time.	Your lost flesh can be replaced. You will recover from the operation in 21 days.
6	4%	D	Severed Leg/Foot	You have lost a significant portion of one of your legs. In addition to the effects of a Deep Wound, your speed is reduced by 20'.	Your lost flesh can be replaced. You will recover from the operation in 21 days.
7	7%	D	Severed Ear	You have lost a significant portion of one of your ears. In addition to the effects of an Open Wound, you have Disadvantage on Perception Checks that rely on sound.	Your lost flesh can be replaced. You will recover from the operation in 21 days.
8 - 9	21%	D	Lose a Finger	You have lost a finger. In addition to the effects of an Open Wound, you have disadvantage on Dexterity Checks that rely on fine motor control.	Your lost flesh can be replaced. You will recover from the operation in 21 days.
10	13%	M	Deep Wound	You have a deep, bleeding wound. At the beginning of your turn, you take 2d4 necrotic damage.	Staunch the bleeding by succeeding in 5 DC 16 Medicine Checks.
11	13%	M	Festering Wound	You have an infected wound. Every hour, your Maximum Hit Point Total is reduced by 1.	The infection heals naturally in 7 days, or 3 days if supplemented with Antibiotics.
12 - 13	21%	S	Open Wound	You have a bleeding wound. At the beginning of your turn, you take 1d4 necrotic damage.	Staunch the bleeding by succeeding in 2 DC 16 Medicine Checks.
14 - 15	11%	S	Major Scarring	You have been severely scarred.	Apply Scar Balm regularly for 21 days.
16 - 18	5%	S	Minor Scarring	You have been scarred.	Apply Scar Balm regularly for 7 days.

## Piercing

#	%	Tier	Injury	Effect	Resolving
3 - 4	2%	D	Lose an Eye	You have lost the use of one of your eyes. You have Disadvantage on Ranged Attacks, and Perception or Investigation Checks that rely on sight.	Your eye can be replaced. You will recover from the operation in 21 days.

#	%	Tier	Injury	Effect	Resolving
5	3%	D	Maimed Arm/Hand	You have lost a significant portion of one of your arms. In addition to the effects of a Deep Wound, you have Disadvantage on Strength Checks and Saving Throws, you can no longer hold anything in two hands, and you can only hold one object or item at a time.	Your lost flesh can be replaced. You will recover from the operation in 21 days.
6	4%	D	Maimed Leg/Foot	You have lost a significant portion of one of your legs. In addition to the effects of a Deep Wound, your speed is reduced by 20'.	Your lost flesh can be replaced. You will recover from the operation in 21 days.
7	7%	M	Punctured Lung	You have lost the use of one of your lungs. In addition to the effects of a Deep Wound, you may only take one of your Main Action, Bonus Action, or Move Action on your turn.	Your lost flesh can be replaced. You will recover from the operation in 21 days.
8 - 9	21%	M	Misc. Organ Damage	Your organs have sustained significant damage. You have Disadvantage on Constitution Saving Throws.	Your organs heal naturally in 21 days, or 7 days if supplemented with Heamox Balm.
10	13%	M	Deep Wound	You have a deep, bleeding wound. At the beginning of your turn, you take 2d4 necrotic damage.	Staunch the bleeding by succeeding in 5 DC 16 Medicine Checks.
11	13%	M	Festering Wound	You have an infected wound. Every hour, your Maximum Hit Point Total is reduced by 1.	The infection heals naturally in 7 days, or 3 days if supplemented with Antibiotics.
12 - 13	21%	S	Open Wound	You have a bleeding wound. At the beginning of your turn, you take 1d4 necrotic damage.	Staunch the bleeding by succeeding in 2 DC 16 Medicine Checks.
14 - 15	11%	S	Tetanus	You have contracted Tetanus. Your speed is reduced by 5', and you have Disadvantage on Dexterity Checks and Saving Throws.	The infection heals naturally in 7 days, or 3 days if supplemented with Antibiotics.
16 - 18	5%	S	Major Scarring	You have been severely scarred.	Apply Scar Balm regularly for 21 days.

## Acid

#	%	Tier	Injury	Effect	Resolving
3 - 4	2%	D	Lose an Eye	You have lost the use of one of your eyes. You have Disadvantage on Ranged Attacks, and Perception or Investigation Checks that rely on sight.	Your eye can be replaced. You will recover from the operation in 21 days.
5	3%	D	Maimed Arm/Hand	You have lost a significant portion of one of your arms. In addition to the effects of a Deep Wound, you have Disadvantage on Strength Checks and Saving Throws, you can no longer hold anything in two hands, and you can only hold one object or item at a time.	Your lost flesh can be replaced. You will recover from the operation in 21 days.
6	4%	D	Maimed Leg/Foot	You have lost a significant portion of one of your legs. In addition to the effects of a Deep Wound, your speed is reduced by 20'.	Your lost flesh can be replaced. You will recover from the operation in 21 days.
7	7%	D	Major Nerve Damage	You have sustained severe damage to your nervous system. You have disadvantage on Ability Checks, Attack rolls, and Constitution Saving Throws.	Your nervous structure will heal naturally in 7 days, or 3 days if supplemented with Heamox Balm.
8 - 9	21%	M	Minor Nerve Damage	You have sustained damage to your nervous system. You have disadvantage on Dexterity Checks and Constitution Saving Throws.	Your nervous structure will heal naturally in 21 days, or 7 days if supplemented with

#	%	Tier	Injury	Effect	Resolving
					Heamox Balm.
10	13%	M	Disabled Lung	You have lost the use of one of your lungs. You may only take one of your Main Action, Bonus Action, or Move Action on your turn.	Your lost flesh can be replaced. You will recover from the operation in 21 days.
11	13%	S	Severe Blisters	You have significant blistering on a portion of your body. You have disadvantage on Dexterity Checks, and when you take damage, you take an additional 1 necrotic damage.	The blisters heal naturally in 7 days, or 3 days if supplemented with Heamox Balm.
12 - 13	21%	S	Minor Blisters	You have blistering on a portion of your body. You have disadvantage on Dexterity Checks.	The blisters heal naturally in 21 days, or 7 days if supplemented with Heamox Balm.
14 - 15	11%	S	Major Scarring	You have been severely scarred.	Apply Scar Balm regularly for 21 days.
16 - 18	5%	S	Minor Scarring	You have been scarred.	Apply Scar Balm regularly for 7 days.

## Cold

#	%	Tier	Injury	Effect	Resolving
3 - 4	2%	D	Damaged Eye	You have sustained damage to one of your eyes. You have -2 on Ranged Attacks, and Perception or Investigation Checks that rely on sight.	Your eye can be replaced. You will recover from the operation in 21 days.
5	3%	D	Maimed Arm/Hand	You have lost a significant portion of one of your arms. In addition to the effects of a Deep Wound, you have Disadvantage on Strength Checks and Saving Throws, you can no longer hold anything in two hands, and you can only hold one object or item at a time.	Your lost flesh can be replaced. You will recover from the operation in 21 days.
6	4%	D	Maimed Leg/Foot	You have lost a significant portion of one of your legs. In addition to the effects of a Deep Wound, your speed is reduced by 20'.	Your lost flesh can be replaced. You will recover from the operation in 21 days.
7	7%	D	Major Nerve Damage	You have sustained severe damage to your nervous system. You have disadvantage on Ability Checks, Attack rolls, and Constitution Saving Throws.	Your nervous structure will heal naturally in 7 days, or 3 days if supplemented with Heamox Balm.
8 - 9	21%	M	Minor Nerve Damage	You have sustained damage to your nervous system. You have disadvantage on Dexterity Checks and Constitution Saving Throws.	Your nervous structure will heal naturally in 21 days, or 7 days if supplemented with Heamox Balm.
10	13%	M	Misc. Organ Damage	Your organs have sustained significant damage. You have Disadvantage on Constitution Saving Throws.	Your organs heal naturally in 21 days, or 7 days if supplemented with Heamox Balm.
11	13%	S	Severe Frostbite	Your limbs have sustained significant frostbite. Your speed is reduced by 5', and you have disadvantage on Dexterity Checks and Saving Throws.	Your frostbite heals naturally in 21 days, or 7 days if supplemented with Scar Balm.
12 - 13	21%	S	Minor Frostbite	Your limbs have sustained frostbite. You have Disadvantage on Dexterity Checks.	Your frostbite heals naturally in 7 days, or 3 days if supplemented with Scar Balm.
14 - 15	11%	S	Low Core Temp.	Your body is too cold. When you take cold damage, you take an additional 1d4 cold damage.	Spend 4 hours in a warm place.
16 - 18	5%	S	Shivers	You are shivering uncontrollably. You have -1 on Ranged Attacks and Dexterity Checks.	Spend 1 hour in a warm place.

## Fire

#	%	Tier	Injury	Effect	Resolving
3 - 4	2%	D	Lose an Eye	You have lost the use of one of your eyes. You have Disadvantage on Ranged Attacks, and Perception or Investigation Checks that rely on sight.	Your eye can be replaced. You will recover from the operation in 21 days.
5	3%	D	Damaged Eye	You have sustained damage to one of your eyes. You have -2 on Ranged Attacks, and Perception or Investigation Checks that rely on sight.	Your eye can be replaced. You will recover from the operation in 21 days.
6	4%	D	Major Nerve Damage	You have sustained severe damage to your nervous system. You have disadvantage on Ability Checks, Attack rolls, and Constitution Saving Throws.	Your nervous structure will heal naturally in 7 days, or 3 days if supplemented with Heamox Balm.
7	7%	D	3rd Degree Burn	You have sustained major burns on a portion of your body. You are vulnerable to fire damage, and you have disadvantage on Ability Checks and Constitution Saving Throws.	Your burns will heal naturally in 3 years, or 1 year if supplemented with Burn Cream.
8 - 9	21%	M	2nd Degree Burn	You have sustained significant burns on a portion of your body. You have disadvantage on Constitution Saving Throws, and when you take fire damage, you take an additional 1d4 fire damage.	Your burns will heal naturally in 21 days, or 7 days if supplemented with Burn Cream.
10	13%	M	Minor Nerve Damage	You have sustained damage to your nervous system. You have disadvantage on Dexterity Checks and Constitution Saving Throws.	Your nervous structure will heal naturally in 21 days, or 7 days if supplemented with Heamox Balm.
11	13%	S	1st Degree Burn	You have sustained minor burns on a portion of your body. When you take fire damage, you take an additional 1 fire damage.	Your burns will heal naturally in 7 days, or 3 days if supplemented with Burn Cream.
12 - 13	21%	S	Severe Blisters	You have significant blistering on a portion of your body. You have disadvantage on Dexterity Checks, and when you take damage, you take an additional 1 necrotic damage.	The blisters heal naturally in 7 days, or 3 days if supplemented with Heamox Balm.
14 - 15	11%	S	Minor Blisters	You have blistering on a portion of your body. You have disadvantage on Dexterity Checks.	The blisters heal naturally in 21 days, or 7 days if supplemented with Heamox Balm.
16 - 18	5%	S	Hair Loss	You have burnt away some or all of your hair.	Your hair will regrow naturally.

## Lightning

#	%	Tier	Injury	Effect	Resolving
3 - 4	2%	D	Cranial Trauma	You have sustained significant Cranial Trauma. Roll again on the <i>Psychic</i> table.	-
5	3%	D	Severed Arm/Hand	You have lost a significant portion of one of your arms. In addition to the effects of a Deep Wound, you have Disadvantage on Strength Checks and Saving Throws, you can no longer hold anything in two hands, and you can only hold one object or item at a time.	Your lost flesh can be replaced. You will recover from the operation in 21 days.
6	4%	D	Severed Leg/Foot	You have lost a significant portion of one of your legs. In addition to the effects of a Deep Wound, your speed is reduced by 20'.	Your lost flesh can be replaced. You will recover from the operation in 21 days.
7	7%	D	Major Nerve Damage	You have sustained severe damage to your nervous system. You have disadvantage on Ability Checks, Attack rolls, and Constitution Saving Throws.	Your nervous structure will heal naturally in 7 days, or 3 days if supplemented with

#	%	Tier	Injury	Effect	Resolving
					Heamox Balm.
8 - 9	21%	M	Minor Nerve Damage	You have sustained damage to your nervous system. You have disadvantage on Dexterity Checks and Constitution Saving Throws.	Your nervous structure will heal naturally in 21 days, or 7 days if supplemented with Heamox Balm.
10	13%	M	Kidney Failure	Your kidney is failing. When you take poison damage or are bloodied, you are poisoned until you finish a rest.	Your organs will heal naturally in 21 days, or 7 days if supplemented with Heamox Balm.
11	13%	M	Cardiac Injury	Your heart is failing. You gain a three levels of Exhaustion. At the beginning of your turn, you take 1 necrotic damage.	Your organs will heal naturally in 21 days, or 7 days if supplemented with Heamox Balm.
12 - 13	21%	S	Temporary Blindness	Your eyes are failing. You are Blinded.	Your eyes will clear in an hour.
14 - 15	11%	S	Muscular Damage	You have sustained damage to a portion of your muscular system. You have disadvantage on Strength Checks and Saving Throws.	Your muscular structure will heal in 21 days, or 7 days if supplemented with Heamox Balm.
16 - 18	5%	S	Shivers	You are shivering uncontrollably. You have -1 on Ranged Attacks and Dexterity Checks.	Spend 1 hour in a warm place.

## Necrotic

#	%	Tier	Injury	Effect	Resolving
3 - 4	2%	D	Spiritual Trauma	Your soul's connection to your body is weakened. You have disadvantage on Death Saves, and when you regain Hit Points, you gain half as many.	Become anew.
5	3%	D	Damaged Eye	You have sustained damage to one of your eyes. You have -2 on Ranged Attacks, and Perception or Investigation Checks that rely on sight.	Your eye can be replaced. You will recover from the operation in 21 days.
6	4%	D	Organ Necrosis	Your organs have sustained major damage. You have Disadvantage on Attack Rolls, Ability Checks, and Constitution Saving Throws.	Your organs heal naturally in 21 days, or 7 days if supplemented with Heamox Balm.
7	7%	D	Major Nerve Damage	You have sustained severe damage to your nervous system. You have disadvantage on Ability Checks, Attack rolls, and Constitution Saving Throws.	Your nervous structure will heal naturally in 7 days, or 3 days if supplemented with Heamox Balm.
8 - 9	21%	M	Minor Nerve Damage	You have sustained damage to your nervous system. You have disadvantage on Dexterity Checks and Constitution Saving Throws.	Your nervous structure will heal naturally in 21 days, or 7 days if supplemented with Heamox Balm.
10	13%	M	Kidney Failure	Your kidney is failing. When you take poison damage or are bloodied, you are poisoned until you finish a rest.	Your organs will heal naturally in 21 days, or 7 days if supplemented with Antibiotics.
11	13%	M	Festering Wound	You have an infected wound. Every hour, your Maximum Hit Point Total is reduced by 1.	The infection heals naturally in 7 days, or 3 days if supplemented with Antibiotics.
12 - 13	21%	S	Severe Blisters	You have significant blistering on a portion of your body. You have disadvantage on Dexterity Checks, and when you take damage, you take an additional 1 necrotic damage.	The blisters heal naturally in 7 days, or 3 days if supplemented with Heamox Balm.
14 -	11%	S	Muscular	You have sustained damage to a portion of your muscular system. You have	Your muscular structure will heal in 21 days, or 7

#	%	Tier	Injury	Effect	Resolving
15			Damage	disadvantage on Strength Checks and Saving Throws.	days if supplemented with Heamox Balm.
16 - 18	5%	S	Color Loss	Your body has become discolored. Interesting.	Your color will return in 3 days.

## Poison

#	%	Tier	Injury	Effect	Resolving
3 - 4	2%	D	Systemic Toxicity	Your organs have become poisoned. You have vulnerability to poison and acid damage, and you are under the Poisoned condition.	Your organs will heal naturally in 21 days, or 7 days if supplemented with Antibiotics.
5	3%	D	Severe Disease	You are severely diseased. You are under the Poisoned condition, and at the beginning of your turn, make a DC 16 Constitution Saving Throw. If you fail, you take 1d4 poison damage.	Your sickness will heal naturally in 21 days, or 7 days if supplemented with Antibiotics.
6	4%	D	Liver Failure	Your liver is failing. When you take poison damage or are bloodied, you are poisoned until you finish a rest, and you take an additional 1d6 poison damage.	Your organs will heal naturally in 21 days, or 7 days if supplemented with Antibiotics.
7	7%	D	Immunocompromised	Your immune system is compromised. You have vulnerability to poison and acid damage, and you have disadvantage on Saving Throws against effects that deal Poison damage.	Your immune system will heal naturally in 21 days, or 7 days if supplemented with Antibiotics.
8 - 9	21%	M	Liver Damage	Your liver is failing. When are bloodied, you are poisoned until you finish a rest.	Your organs will heal naturally in 21 days, or 7 days if supplemented with Antibiotics.
10	13%	M	Disabled Lung	You have lost the use of one of your lungs. You may only take one of your Main Action, Bonus Action, or Move Action on your turn.	Your lost flesh can be replaced. You will recover from the operation in 21 days.
11	13%	M	Minor Disease	You are diseased. At the beginning of your turn, make a DC 12 Constitution Saving Throw. If you fail, you take 1d4 poison damage.	Your sickness will heal naturally in 7 days, or 3 days if supplemented with Antibiotics.
12 - 13	21%	S	Severe Nausea	You are experiencing severe nausea. At the beginning of your turn, make a DC 16 Constitution Saving Throw. If you fail, you spend your Main Action vomiting.	Your nausea will desist in 7 days.
14 - 15	11%	S	Minor Nausea	You are experiencing minor nausea. At the beginning of your turn, make a DC 12 Constitution Saving Throw. If you fail, you spend your Main Action vomiting.	Your nausea will desist in 3 days.
16 - 18	5%	S	Tetanus	You have contracted Tetanus. Your speed is reduced by 5', and you have Disadvantage on Dexterity Checks and Saving Throws.	The infection heals naturally in 7 days, or 3 days if supplemented with Antibiotics.

## Psychic

#	%	Tier	Injury	Effect	Resolving
3 - 4	2%	D	Brain Death	Your brain is failing. You have disadvantage on Death Saves, Attack Rolls, Ability Checks, and Saving Throws.	Magic is your only hope.
5	3%	D	Lobotomization	Your frontal lobe is severely damaged. Your Intelligence and Wisdom Scores are both reduced by 8, and you have Disadvantage on Intelligence and Wisdom Ability Checks and Saving Throws.	Magic is your only hope.

#	%	Tier	Injury	Effect	Resolving
6	4%	D	Severe Memory Loss	You have forgotten an important memory (or series of memories) that makes you who you are. Adjust your alignment if applicable.	Magic is your only hope.
7	7%	D	Lasting Migraine	You are experiencing a constant and painful migraine. You have disadvantage on Intelligence and Wisdom Ability Checks and Saving Throws, and when you are in 'bright light', you also have disadvantage on Dexterity Checks and Saving Throws.	The migraine heals naturally in 21 days.
8 - 9	21%	M	Weakened Persona	You have sustained damage to your sense of self. You have disadvantage on Charisma Saving Throws, and you are significantly less likely to express yourself or your opinions.	The depression will desist in 21 days.
10	13%	M	Major Concussion	You have sustained a major concussion. You have Disadvantage on Intelligence and Wisdom Checks and Saving Throws.	The concussion heals naturally in 7 days.
11	13%	M	Disturbed Sleep	You are experiencing nightmares, and trouble sleeping. When you take a long rest, roll 1d4. If the result is 1, you do not gain the benefits of a long rest.	The nightmares will desist in 7 days.
12 - 13	21%	S	Temporary Blindness	Your eyes are failing. You are Blinded.	Your eyes will clear in an hour.
14 - 15	11%	S	Minor Concussion	You have sustained a minor concussion. You have Disadvantage on Wisdom Checks and Saving Throws.	The concussion heals naturally in 3 days.
16 - 18	5%	S	Minor Nausea	You are experiencing minor nausea. At the beginning of your turn, make a DC 12 Constitution Saving Throw. If you fail, you spend your Main Action vomiting.	Your nausea will desist in 3 days.

## Radiant

#	%	Tier	Injury	Effect	Resolving
3 - 4	2%	D	Cancerous Tumors	You have a number of cancerous tumors within your body. Every 24 hours, your Hit Point Maximum is reduced by 2.	Magic is your only hope.
5	3%	D	Blindness	Your eyes have been severely damaged. You are Blinded.	Your eyes can be replaced. You will recover from the operation in 21 days.
6	4%	D	Spiritual Trauma	Your soul's connection to your body is weakened. You have disadvantage on Death Saves, and when you regain Hit Points, you gain half as many.	Become anew.
7	7%	D	3rd Degree Burn	You have sustained major burns on a portion of your body. You are vulnerable to fire damage, and you have disadvantage on Ability Checks and Constitution Saving Throws.	Your burns will heal naturally in 3 years, or 1 year if supplemented with Burn Cream.
8 - 9	21%	M	2nd Degree Burn	You have sustained significant burns on a portion of your body. You have disadvantage on Constitution Saving Throws, and when you take fire damage, you take an additional 1d4 fire damage.	Your burns will heal naturally in 21 days, or 7 days if supplemented with Burn Cream.
10	13%	M	Minor Nerve Damage	You have sustained damage to your nervous system. You have disadvantage on Dexterity Checks and Constitution Saving Throws.	Your nervous structure will heal naturally in 21 days, or 7 days if supplemented with Heamox Balm.
11	13%	M	Illuminated	You are emitting a powerful light across and throughout your body. You emit a 20' radius of 'bright light', and a 20' radius of 'dim light' beyond that. If you have 'darkvision', you are Blinded.	Your illumination will desist in 7 days.



#	%	Tier	Injury	Effect	Resolving
12 - 13	21%	S	Temporary Blindness	Your eyes are failing. You are Blinded.	Your eyes will clear in an hour.
14 - 15	11%	S	Color Blindness	Your perception of color is failing. You have disadvantage on Perception and Investigation Checks.	Your colorblindness will desist in a day.
16 - 18	5%	S	Color Loss	Your body has become discolored. Interesting.	Your color will return in 3 days.

## Thunder

#	%	Tier	Injury	Effect	Resolving
3 - 4	2%	D	Cranial Trauma	You have sustained significant Cranial Trauma. Roll again on the <i>Psychic</i> table.	-
5	3%	D	Broken Arm/Hand	You have broken major bones in one of your arms. You have Disadvantage on Strength Checks and Saving Throws, you can no longer hold anything in two hands, and you can only hold one object or item at a time.	Your bones can be replaced. You will recover from the operation in 21 days.
6	4%	D	Broken Leg/Foot	You have broken major bones in one of your legs. Your speed is reduced by 15', and for every 5' you move, you take 1d4 necrotic damage.	Your bones can be replaced. You will recover from the operation in 21 days.
7	7%	D	Broken Ribs	You have broken a number of ribs. You have disadvantage on Strength Checks and Saving Throws, and for every 5' you move, you take 1d4 necrotic damage.	Your bones can be replaced. You will recover from the operation in 21 days.
8 - 9	21%	M	Deafened	You have sustained significant damage to your eardrums. You cannot hear.	Magic is your only hope.
10	13%	M	Major Concussion	You have sustained a major concussion. You have disadvantage on Intelligence and Wisdom Checks and Saving Throws.	The concussion heals naturally in 7 days.
11	13%	M	Sound Sensitivity	You have sustained significant damage to your eardrums. You are vulnerable to thunder damage, and you have advantage on Perception Checks that rely on hearing.	Your ears will heal naturally in 21 days.
12 - 13	21%	S	Tinnitus	You have sustained damage to your eardrums. You have disadvantage on Perception Checks that rely on hearing.	Your ears will heal naturally in 7 days.
14 - 15	11%	S	Severe Nausea	You are experiencing severe nausea. At the beginning of your turn, make a DC 16 Constitution Saving Throw. If you fail, you spend your Main Action vomiting.	Your nausea will desist in 7 days.
16 - 18	5%	S	Popped Socket	You have dislocated a joint. You have Disadvantage on Strength Checks and Saving Throws.	Spend an Action re-placing your joint.