

Rath RPG

Players Handbook



Erratic Eye Games

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Thank you for playing Rath RPG!

Rath RPG Players Handbook

1. What is Rath RPG?

Rath is a rules-light fantasy roleplaying game. You play adventurers exploring dangerous places, fighting monsters, and getting into trouble. The rules stay out of your way so you can focus on what your character does, not what the rulebook allows.

The game is dangerous. Characters can die. Smart play, teamwork, and knowing when to run matter more than character builds. There are no balanced encounters—some fights are unwinnable, and that's intentional.

Characters are simple. You're defined by three things:

- **Stats** — Six numbers that determine what you're good at
- **Aptitudes** — Special abilities from training or innate nature
- **Inventory** — What you carry, including equipped spells

Keywords tie your choices together. They're narrative descriptors (Dwarf, Fighter, Sailor) that justify advantage when relevant and help define who you are in the world.

2. The Basics

Tests

When you attempt something uncertain with consequences, roll a **test**:

d20 + relevant stat ≥ DC

The default target is **DC 12**. Meet or beat the DC to succeed (12+ with no modifier).

- **Natural 20:** Critical success — something extra good happens
- **Natural 1:** Critical failure — something goes wrong

Most things in Rath use this same roll. Attack a goblin? d20 + STR vs its armor. Pick a lock? d20 + DEX vs DC 12. Convince a guard? d20 + CHA vs DC 12.

Variable Targets: The DC 12 default applies to general tests. Combat rolls target the enemy's AC instead.

The Six Stats

Stat	Used For
STR	Melee attacks, lifting, breaking, physical power
DEX	Ranged attacks, dodging, climbing, sneaking
INT	Magic, resisting magic, recalling lore, crafting
WIS	Perception, tracking, navigation, finding secrets
CON	Resisting poison/sickness, added to healing and HP
CHA	Persuasion, deception, intimidation, charm

Stats typically range from 0 to 3 using the standard array, or 1 to 6 if rolling. They can reach up to 10 at high levels.

The Advantage Scale

Tests exist on a four-step scale:

Impossible → Disadvantage → Straight Roll → Advantage

Step	How to Roll	When It Applies
Impossible	Can't attempt	No tools, no training, physically can't be done
Disadvantage	2d20, take lower	Poor conditions, injuries, working against your nature
Straight Roll	1d20	Default for most tests
Advantage	2d20, take higher	Keywords apply, aptitudes help, favorable conditions

Moving on the Scale: - Keywords, aptitudes, good tools, and clever tactics move you **up** - Poor conditions, missing tools, and injuries move you **down** - Each factor moves you one step (a keyword moves you from straight to advantage, or from disadvantage to straight)

Stacking: Multiple factors in the same direction don't stack beyond one step—you can't get “double advantage.” But a factor that would grant advantage can cancel out a disadvantage, moving you back to a straight roll.

Cancellation: If you have factors pushing both up and down, they cancel one-for-one. One advantage and one disadvantage = straight roll.

Fortune Points

Fortune points let you push your luck. **Maximum 3.**

To use: After rolling any test, spend 1 Fortune to reroll and keep the higher result. You can spend Fortune on an ally's roll if you're in position to help—describe how.

Earning Fortune: - Start each session with 1 - Gain 1 when you roll a natural 20 - GM may award for heroic moments

General Gear 2 (d20)

d20	Item	d20	Item
1	Incense	11	Fishing rod
2	Sponge	12	Marbles
3	Lens	13	Glue
4	Perfume	14	Pick
5	Horn	15	Hourglass
6	Bottle	16	Net
7	Soap	17	Tongs
8	Spyglass	18	Lockpicks
9	Tar pot	19	Metal file
10	Twine	20	Nails

Quick Reference

Tests

$d20 + \text{stat} \geq DC 12$. Natural 20 = crit success. Natural 1 = crit failure.

Combat Turn

Move (near) + Action, OR Run (far)

Attack

$d20 + \text{STR/DEX} \geq AC$. Damage explodes on max roll.

At ⚡ HP

CON test DC 12. Pass = 1d6 HP and fight. Fail = out until danger passes.

Rest

Short (1 hr): 1d6 + CON HP. Long (8 hr): Full HP.

Leveling

Spend XP = current level. Gain aptitude at 3, 5, 7, 9.

For advanced aptitudes: See Advanced Aptitudes **For magic system:** See Advanced Magic

For GM tools: See the GM Handbook

Item	Price	Inventory Slots
Dog, hunting	5 sp	-
Hawk	10 gp	-
Cart	5 sp	2x animal
Wagon	2 gp	3x animals
Carriage	4 gp	3x animals

Vehicles: A cart doubles the pulling animal's capacity. A wagon or carriage triples the combined capacity of two animals. Example: Two mules (20 each) pulling a wagon = 120 slots.

Random Gear Tables

Dungeoneering Gear (d20)

d20	Item	d20	Item
1	Rope 50ft	11	Lantern
2	Pulleys	12	Lamp oil
3	Candles (5)	13	Padlock
4	Chain 10ft	14	Manacles
5	Chalk (10)	15	Mirror
6	Crowbar	16	Pole 10ft
7	Tinderbox	17	Sack
8	Grappling hook	18	Tent
9	Hammer	19	Spikes
10	Waterskin	20	Torches

General Gear 1 (d20)

d20	Item	d20	Item
1	Air bladder	11	Fake jewels
2	Bear trap	12	Blank book
3	Shovel	13	Card deck
4	Bellows	14	Dice set
5	Grease	15	Cook pots
6	Saw	16	Face paint
7	Bucket	17	Whistle
8	Caltrops	18	Instrument
9	Chisel	19	Quill & ink
10	Drill	20	Small bell

Understanding "L"

Throughout this book, "L" means your character level.

"L times per long rest" means once at level 1, twice at level 2, and so on. "Ld6 damage" means 1d6 at level 1, 2d6 at level 2, etc.

3. Creating a Character

Here's what you'll do:

1. **Choose 2 Aptitudes** — Your special abilities
2. **Choose Keywords** — Species, role, and optionally background
3. **Assign Stats** — Distribute numbers or roll them
4. **Calculate Derived Stats** — HP, AC, and inventory slots
5. **Choose Equipment** — Pick a pack or roll for gear

That's it. You can be ready to play in ten minutes.

4. Building Your Character

Step 1: Choose Aptitudes

Choose 2 **aptitudes** from the list below. These define what your character can do that others can't.

Skill Aptitudes are learned abilities—anyone can take them.

Inherent Aptitudes are innate traits that define your nature.

Your aptitude choices determine your species: - 2 Skill Aptitudes = Human - 1+ Inherent Aptitudes = Demihuman (Dwarf, Elf, Halfling, Beastfolk, etc.)

Aptitude Precedence: When an aptitude contradicts a general rule in this book, the aptitude takes precedence. Specific always beats general.

Skill Aptitudes

- **Melee Combat**
 - **Cleave:** Reduce enemy to 0 HP → free attack on another enemy in close range. Chain until you miss, run out of targets, or reach L attacks
 - **Protect:** Ally in close range hit → intercept as reaction, take the damage. With shield: CON test DC 12 for half damage

- **Resilient:** +2 HP per level. Advantage vs stunned/dazed/unconscious
- **Duelist:** Crit range 18-20. Advantage when fighting 1-on-1
- **Second Wind:** Once per short rest, action to recover $L \times 1d6$ HP
- **Berserker:** L times/long rest, rage as free action. While raging: +1 melee damage, advantage on STR tests. Ends when combat ends or you choose
- **Ranged Combat**
 - **Hawkeye:** Miss with bow → next attack has advantage
 - **Marksman:** Action to aim (give up attack) → next ranged attack has advantage + 1d6 damage
- **Assassin**
 - **Backstab:** Attack unaware target or with advantage → dagger deals extra damage dice (1 die at L1-4, 2 dice at L5-8, 3 dice at L9-10)
 - **Dagger Master:** Always have a dagger. Only dagger (no shield/other weapons): +1 AC, advantage vs larger weapons once per combat
- **Exploration**
 - **Break and Enter:** Advantage to pick locks and disable traps with thieves' tools. Complex traps/locks: roll normally. Can attempt without tools at disadvantage
 - **Move Silently and Unseen:** Advantage to sneak, hide, move quietly, remain undetected
 - **Wild Walker:** Advantage to track, hunt, forage, navigate in natural wilderness
 - **Dungeon Sense:** Advantage to detect traps, secret doors, unusual construction. Learn trap details when searching. Know depth and direction underground
- **Social**
 - **Silver Tongue:** Advantage on CHA to negotiate, improve reactions, convince (not against core interests)
- **Divine**
 - **Heal:** Once per short rest, tend creature 10 minutes → heal $(L+1)d6 + WIS$ HP
 - **Turn Undead:** L times/long rest, WIS test DC 12 → undead in near range with $HD \leq 2d6 + L$ flee for 1d4 rounds
- **Magic**
 - **Hedge Magic:** Minor magical tricks. INT test DC 12 to use (failure = nothing happens, no cost).
 - **Candlelight:** Floating light illuminates close range, lasts 1 hour
 - **Spark:** Ignite flammables or create small flame in palm
 - **Mend:** Repair small broken non-magical object (1 minute)
 - **Freshen:** Clean, warm, chill, or remove odors from touched object/creature

Light

Item	Price	Notes
Candle (UD8)	1 cp	Close range, extinguished by wind
Lantern	3 sp	Near range, protected flame
Lamp Oil (UD8)	5 cp	Refills lantern
Tinderbox	1 sp	Lights fires
Torch (UD6)	1 cp	Near range, can ignite things

Poisons & Antitoxins

Item	Price	Notes
Antitoxin (Basic)	5 gp	Remove 2d6 from poison
Antitoxin (Superior)	20 gp	Remove 4d6 from poison
Poison, Weak	10 gp	4d6 poison
Poison, Moderate	20 gp	6d6 poison
Poison, Strong	40 gp	8d6 poison
Poison, Lethal	80 gp	10d6 poison, illegal

Warning: Requires Poison Use aptitude to apply safely. 1 dose coats weapon for 3 attacks. Illegal in most areas.

Clothing

Item	Price	Notes
Poor	1 sp	Peasant, beggar
Standard	5 sp	Traveler, merchant
Winter	1 gp	Protection from cold
Noble	30 gp	Access to high society
Exotic	40 gp	Foreign, eye-catching
Furs	50 gp	Luxury, warmth

Food & Lodging

Item	Price	Item	Price
Travel Rations (UD8)	1 sp	Bed, per night	1 cp
Animal Feed (UD8)	4 cp	Private room	2 cp
Bread, loaf	1 cp	Meal	2 cp
Cheese, 1 lb	2 cp	Hot bath	2 cp
Wine/Ale, bottle	1 cp	Stabling	2 cp

Animals & Transport

Item	Price	Inventory Slots
Donkey/Mule	3 gp	20 slots
Horse, riding	10 gp	10 slots
Horse, war	100 gp	10 slots

Item	Cost	Slots
Pole 10ft	1 cp	1
Mirror	5 cp	-
Waterskin	1 cp	1
Scribe's Vellum (UD6)	50 cp	1
Quill & Ink (UD8)	20 cp	1

Tools & Gear

Item	Price		Item	Price
Air Bladder	5 cp		Manacles	1 sp
Bear Trap	2 sp		Metal File	5 cp
Bedroll	1 sp		Mirror (small)	2 gp
Bellows	1 sp		Musical Instrument	2 gp
Black Grease	1 cp		Nails (UD8)	5 cp
Block and Tackle	3 sp		Net	1 sp
Book (Blank)	3 gp		Oilskin Bag	5 cp
Book (Reading)	6 gp		Oilskin Trousers	1 sp
Bottle/Vial	1 cp		Padlock and Key	2 sp
Bucket	5 cp		Perfume	5 sp
Caltrops (UD4)	1 sp		Pick	1 sp
Chain (10 ft)	1 sp		Pole (10 ft)	5 cp
Chalk (UD6)	1 cp		Quill and Ink	1 cp
Chisel	5 cp		Rope (50 ft)	1 sp
Cookpots	1 sp		Sack	1 cp
Crowbar	1 sp		Saw	1 sp
Drill	1 sp		Shovel	1 sp
Face Paint (UD8)	1 sp		Small Bell	2 sp
Fake Jewels	5 sp		Soap	1 cp
Fishing Rod	1 sp		Spike (iron)	5 cp
Marbles (UD8)	5 cp		Spike (wood)	1 cp
Glue (UD6)	1 cp		Spiked Boots	5 cp
Grappling Hook	1 sp		Spyglass	10 gp
Hammer	1 sp		Tar (UD8)	1 sp
Holy Water	3 sp		Tent (personal)	5 sp
Horn	1 sp		Tent (3 man)	1 gp
Hourglass	3 gp		Thieves' Tools	1 gp
Incense	1 sp		Twine (300 ft)	5 cp
Iron Tongs	1 sp		Waterskin	5 cp
Ladder (10 ft)	1 sp		Whistle	5 cp
Large Sponge	5 cp			
Lens	1 gp		Healing Potion (UD6)	5 gp

Thieves' Tools: Required for picking locks and disabling traps. Break on failed attempt by 5+.

- **Trick:** Minor sensory effect—small sound, puff of smoke, brief shimmer
- **Chartomancer:** Cast spells from scrolls. When you cast from a scroll, make an INT test DC 12 to preserve it—success means the scroll survives, failure destroys it. Advantage if INT > scroll level, disadvantage if INT < scroll level. Casting requires both hands and can be interrupted (if hit while casting, INT test DC 12 or spell fails and scroll is destroyed). Scrolls take 1 inventory slot each. Start with one level 1 scroll of your choice.

Inherent Aptitudes

These define what your character *IS*, not what they've learned.

- **Sensory**
 - **Darkvision:** See near distance in pitch darkness
 - **NightVision:** See like daytime if any light exists (starlight counts). Not in total darkness
- **Physical**
 - **Natural Weapons:** Claws, teeth, spines. 1d6 + STR damage
 - **Natural Armor:** Scales, plates, hide. +2 AC. Can't wear manufactured armor. Can use shields
 - **Small:** Tiny (object-sized). Advantage to hide and fit through tight spaces. Ride medium creatures. -3 inventory slots (minimum 7). Weapons deal one die size smaller (d8 → d6, d6 → d4, minimum d4). **With Wings:** true flight
 - **Wings:** Glide short distances, break falls. Can't fly alone. **With Small:** true flight
- **Combat**
 - **Tough:** Advantage on STR tests
 - **Shifty:** Larger enemy misses → force them to attack another target in range (may target self)
 - **Hard to Pin Down:** Advantage on opposed DEX tests
 - **Underfoot:** Move through spaces of larger creatures. Larger enemies have disadvantage on opportunity attacks against you

Suggested Combinations

Concept	Aptitudes	Result
Fighter	Cleave + Resilient	Tough melee combatant
Thief	Break and Enter + Move Silently	Classic rogue
Ranger	Hawkeye + Wild Walker	Wilderness archer
Cleric	Heal + Turn Undead	Divine protector

Concept	Aptitudes	Result
Barbarian	Berserker + Resilient	Raging warrior
Assassin	Backstab + Dagger Master	Lethal striker
Hedge Witch	Hedge Magic + Silver Tongue	Minor magic and charm
Arcanist	Chartomancer + Dungeon Sense	Scroll-casting treasure hunter
Demihuman	Aptitudes	Result
Dwarf	Darkvision + Tough	Underground survivor
Elf	NightVision + Hard to Pin Down	Graceful and elusive
Halfling	Underfoot + Shifty	Nimble and tricky
Pixie	Small + Wings	True flight, tiny
Beastfolk	Natural Weapons + Natural Armor	Claws and hide
Goblin	NightVision + Underfoot	Sneaky tunnel-dweller

Step 2: Choose Keywords

Choose 2-3 **keywords** that describe your character:

1. **Species** (Required): Human, Dwarf, Elf, Orc, Halfling, Construct, Pixie, etc.
2. **Role** (Required): Fighter, Thief, Wizard, Ranger, Cleric, Barbarian, etc.
3. **Background** (Optional): Noble, Outlaw, Sailor, Merchant, Soldier, etc.

Using Keywords: When a keyword is relevant, you can argue for advantage. “As a Ranger, I should have advantage tracking this beast.” If the GM agrees, you get it.

Keywords are narrative, not mechanical. They describe who you are and open doors to advantage when it makes sense.

Step 3: Assign Stats

Choose **one method**:

Method 1: Plan Ahead

Distribute these values among your six stats: **3, 2, 2, 1, 1, 0**

Put your highest number in the stat most important to your concept.

Method 2: Roll the Bones

Roll **3d6 for each stat in order** (STR, DEX, INT, WIS, CON, CHA).

The **lowest die** = that stat’s value.

When done, you may **swap any two stats**.

100 coins fit in one inventory slot.

Weapons

Weapon	Damage	Slots	Cost	Notes
Dagger	d6	1	3 cp	Throwable (near)
Club/Staff	d6	1	1 cp	
Sword/Axe/Spear	d8	2	10 cp	d10 two-handed
Two-handed	d10	3	20 cp	Prone on crit
Sling	d4	1	1 cp	Near range
Bow	d6	2	25 cp	Far range
Crossbow	d8	3	30 cp	Far, ignores 2 AC, reload

Armor

Armor	AC Bonus	Slots	Cost	Notes
Light	+1	2	20 cp	
Medium	+2	3	60 cp	Disadvantage stealth
Heavy	+3	5	120 cp	Disadvantage stealth/swim
Shield	+1	1	10 cp	Can sacrifice for 15 DR
Helmet	+1	1	10 cp	

Usage Dice

Some supplies track depletion with usage dice:

d20 → d12 → d10 → d8 → d6 → d4 → depleted

When you use the item, roll its usage die. On 1-2, decrease die size. When d4 rolls 1-2, item is gone.

- Ammunition: Roll once after combat
- Light sources: Roll every hour

Adventuring Gear

Item	Cost	Slots
Rations (UD8)	5 cp	1
Torch (UD6)	1 cp	1
Lantern	10 cp	1
Oil (UD8)	2 cp	1
Rope 50ft	1 cp	1
Grappling hook	5 cp	1
Thieves’ tools	25 cp	1
Crowbar	2 cp	1
Hammer + spikes	2 cp	1

Conditions

Hazards like poison, fire, and disease inflict **conditions**—ongoing effects that persist until cured or fought off. Your GM tracks condition severity and tells you when to roll saves or take damage. Common conditions include poisoned, burning, bleeding, and diseased.

Rest and Recovery

Short Rest (1 hour in relative safety): - Recover $1d6 + \text{CON}$ HP - Use abilities that recharge on short rest

Long Rest (6-8 hours of sleep in safe location): - Recover full HP - All abilities recharge - Can spend XP to level up

Advancement

Earning XP: Gain 1 XP per session where something substantial happened.

Leveling Up: Spend XP equal to your current level during a long rest. - Level 1 → 2: 1 XP - Level 2 → 3: 2 XP - Level 3 → 4: 3 XP - (and so on...)

When You Level Up:

- Roll for HP:** Roll d8s equal to new level + CON. If higher than current max, that's your new max. If equal or lower, add 1 to current max.
- Increase One Stat:** +1 to any stat. No stat above 10 or above Level + 2.
- Gain Aptitude (at levels 3, 5, 7, 9):** Choose from Basic Aptitudes or ask your GM about Advanced options. Maximum 6 aptitudes total.

6. Equipment Reference

Currency

- Copper pieces (cp):** Common coin
- Silver pieces (sp):** 1 sp = 10 cp
- Gold pieces (gp):** 1 gp = 100 cp = 10 sp

Step 4: Calculate Derived Stats

Stat	Formula
HP (Hit Points)	$10 + \text{CON}$
AC (Armor Class)	$10 + \text{DEX} + \text{armor bonus}$
Inventory Slots	$10 + \text{CON}$

Some aptitudes modify these (Resilient adds +2 HP per level, Natural Armor adds +2 AC, Small reduces inventory slots).

Step 5: Choose Equipment

Option A: Pick a Gear Pack

All packs include **rations (UD8)** and **2d6+5 copper pieces**.

Pack	Contents
Combat	Medium armor (+2 AC, 3 slots), standard weapon (d8, 2 slots), shield (+1 AC, 1 slot), torches
Scout	Light armor (+1 AC, 2 slots), bow (d6, 2 slots), dagger (d6, 1 slot), rope 50ft, lantern
Caster	Staff (d6, 1 slot), candles, blank book, tinderbox, lantern
Specialist	Light armor (+1 AC, 2 slots), 2 daggers (d6, 1 slot each), lockpicks, rope 50ft, grappling hook

Option B: Roll for Equipment

Weapon (choose one):

Type	Damage	Slots	Notes
Simple (dagger, club, staff)	d6	1	
Standard (sword, axe, spear)	d8	2	d10 if two-handed
Two-handed (halberd, war hammer)	d10	3	Knock prone on crit
Bow	d6	2	Far range
Crossbow	d8	3	Far range, ignores 2 AC, action to reload

Armor (roll d20):

1-3	4-14	15-20
No armor	Light (+1 AC, 2 slots)	Medium (+2 AC, 3 slots)

Helmet and Shield (roll d20):

1-13	14-16	17-19	20
None	Helmet (+1 AC, 1 slot)	Shield (+1 AC, 1 slot)	Both (+2 AC, 2 slots)

Adventuring Gear: Roll twice on Dungeoneering, once on General 1, once on General 2. (See Equipment Reference at end of this book.)

Step 6: Traits (Optional)

Add personality by rolling or choosing:

d20	Physique	Speech	Virtue	Vice
1	Athletic	Blunt	Ambitious	Aggressive
2	Brawny	Booming	Cautious	Arrogant
3	Corpulent	Breathy	Courageous	Bitter
4	Delicate	Cryptic	Courteous	Cowardly
5	Gaunt	Drawling	Curious	Cruel
6	Hulking	Droning	Disciplined	Deceitful
7	Lanky	Flowery	Focused	Flippant
8	Ripped	Formal	Generous	Gluttonous
9	Rugged	Gravelly	Gregarious	Greedy
10	Scrawny	Hoarse	Honest	Irascible
11	Short	Mumbling	Honorable	Lazy
12	Sinewy	Precise	Humble	Nervous
13	Slender	Quaint	Idealistic	Prejudiced
14	Flabby	Rambling	Just	Reckless
15	Statuesque	Rapid-fire	Loyal	Rude
16	Stout	Dialect	Merciful	Suspicious
17	Tiny	Slow	Righteous	Vain
18	Towering	Squeaky	Serene	Vengeful
19	Willowy	Stuttering	Stoic	Wasteful
20	Wiry	Whispery	Tolerant	Whiny

5. Playing the Game

Combat

Initiative: Each round, roll 1d6. On 1-3, enemies act first. On 4-6, players act first. Reroll each round.

On Your Turn: - **Move** up to near distance + **take an action** (attack, cast, use item, etc.) - OR Run up to far distance (no action)

Attacking: Roll d20 + STR (melee) or DEX (ranged) vs target's AC. Meet or beat AC to hit.

Damage: Roll your weapon's damage die. Add STR to melee damage.

Exploding Damage: When you roll maximum on a damage die, roll again and add. Keep rolling if you keep hitting max.

Critical Hit (Natural 20): Target loses 1 AC until combat ends.

Fumble (Natural 1): Something goes wrong—drop weapon, slip, enemy gets advantage next attack. GM decides.

Combat Maneuvers

Two Weapons: After your first attack, make a second with disadvantage.

Sacrifice Shield: Destroy your shield to absorb up to 15 damage.

Stunts: Shove, disarm, trip, etc. Resolved with opposed tests (usually STR vs STR or DEX vs DEX).

Reactions

Some abilities let you act outside your turn as a **reaction**. You get one reaction per round. Common reactions:

- **Protect** (aptitude): Intercept an attack on a nearby ally
- **Opportunity Attack:** When an enemy leaves your reach, make one free attack

Distance

Abstract	Specific	Notes
Close	5-10 ft	Melee range
Near	20-30 ft	One move, bow range
Far	40-60 ft	Running distance
Distant	60+ ft	Beyond immediate combat

Injury and Death

Dropping to 0 HP: Make a CON test DC 12. - **Success:** Adrenaline rush! Gain 1d6 HP and keep fighting. - **Failure:** Out of action. Can only crawl. Can't act or be tended until danger passes.

When Danger Passes: Roll 2d6 on the Critical Injury Table:

2d6	Result
2-3	Dead — Make your final words count
4-6	Maimed — Permanent injury (GM determines). Gain 1d6 HP
7-9	Broken — Need 1 week bed rest. Gain 1d6 HP
10-11	Battered — Need 1 day rest. Gain 1d6 HP
12	Tough Bastard — Gain 2d6 HP, return to action!