

EXPANDED MORTAL WOUNDS VERSION 1.2

Permanent Wounds Suffered (1d6)								
1d20+	Modifiers	Condition & Recovery	6 [Lower Face/Head]	5 [Upper Face/Head]	4 [Legs/Feet]	3 [Arms/Hands/Shoulders]	2 [Lower Torso/Hips]	1 [Upper Torso/Chest/Neck/Head]
-6 or more		You were instantly killed.	A ghastly wound reveals your harsh demise.	Mangled bones and broken flesh betray your grisly end.	That's a bad way to go. What's left of you isn't pretty.	The bloody mess that was once your body is dimly recognizable.	A red stain and shards of bone are all that remain.	Not even the vultures could feed on you.
-5 — 0		You were instantly killed.	Your corpse is largely intact and ready for a noble funeral.	A ghastly wound reveals your harsh demise.	Mangled bones and broken flesh betray your grisly end.	That's a bad way to go. What's left of you isn't pretty.	The bloody mess that was once your body is dimly recognizable.	A red stain and shards of bone are all that remain.
1		You are mortally wounded. You die unless healed to 1hp within 1 round. If you are healed, you need 1 month's bed rest.	Your lips and tongue are severed or mangled (cannot speak, cast spells or use magic items involving speech, -4 to reaction rolls).  Your chin is destroyed (cannot speak, cast spells or use magic items involving speech, -4 to reaction rolls).	You are blinded (-4 to all attack throws, no line of sight for spells, movement reduced to 1/4 normal, -2 to surprise rolls).  You're deafened by a blow to the head (may not Hear Noise, benefit from effects that require hearing, such as the Bard's Inspire Courage, -2 to surprise rolls).	Both your legs are severed or crushed (DEX reduced to 3 for AC purposes, two crutches required, movement reduced by 60', cannot force march).  Both of your feet are severed or crushed (DEX reduced to 3 for AC purposes, two crutches required, movement reduced by 60', cannot force march).	Both your arms are severed or crushed (cannot climb, use weapons or items, open locks, remove traps, or any other similar actions).  Crippling blow through gap in shoulder all but destroys your internal organs (CON -3, minimum 3).	You spine is broken at the waist (as per legs severed, cannot reproduce, and must save v. Death each year or die from complications).  Horrifying blow to your midsection could be worse than it looks (save v. Petrification at -2, on success, your spine is broken, as above - on failure, you're upper and lower bodies are separated at the waist and you are very much dead).	Your spine is broken at the neck (DEX reduced to 3, cannot move, fight, use items, or cast spells, save v. Death each month or die from complications).  Head pierced, cloven, or dented (INT & WIS reduced to 3, cannot speak, use items, proficiencies, nor cast spells, save v. Death each month or die from complications).
2								
3			One of your ears is destroyed and there's a constant ringing in your head (-4 to Hear Noise & other hearing-related throws, -2 to surprise rolls).	Your helm is destroyed by the force of the blow (no saving throw - if no head protection, then you are blinded, as above).	Blow to legs destroys your lower armor (AC bonus from armor is halved, round down - if no armor, then both of your legs are destroyed, as above).	Massive blow to your shoulder causes a deadly injury (roll 1d6, lose left [1-3] or right [4-6] arm, STR -3, minimum 3, cannot climb, dual wield, or use two-handed weapons).	The attack results in a blood clot with complications and you now suffer from debilitating migraines (save v. Death at the beginning of each day or you are bedridden and can take no other actions).	Neck nearly destroyed (CHA reduced to 3, cannot speak, cast spells, or use magic items involving speech, save v. Death each month or die from complications).
4			Your windpipe is crushed (cannot speak, cast spells or use magic items involving speech, -4 to reaction rolls).	The attack severed or mangled your nose (cannot smell, talk funny, CHA reduced by 1/3, -4 to reaction rolls).	A random possession absorbed some of the blow (the item is destroyed, no saving throw).	Devastating blow to your upper back shoulder blades devastates your skeletal structure's stability (DEX -3, minimum 3).	All of the lower ribs on one side of your body are broken and have punctured your internal organs (only able to use a move at 1/2 speed or attack action with a -2 hit penalty each round, must rest 2 turns every 6, not both, may not force march).	Nervous system and internal organs wracked by the force of the blow (CON reduced to 3, bedridden, save v. Death each month or die from complications).
5			The back base of your skull is horribly mutilated (DEX reduced by 2, -1 to all attack throws).	A mighty blow to your forehead leaves a sizable dent (INT, WIS, and CHA reduced by 1).	Blood loss from the severing of your femoral artery causes major debilitation (All throws to Save -1, roll 1d6 for an additional -1 to one random save, [1] P&P, [2-3] P&D, [4] B&B, [5] S&W, [6] Spells).	Both your hands are severed or crushed (cannot climb, use weapons or items, open locks, remove traps, or any other similar actions)	Your armor stops the attack from outright killing you (save v. Petrification at -4 or armor is destroyed [add magic bonus, if applicable] - if no armor, then the bloody mess that was once your body is dimly recognizable, as above).	You find it difficult to rest (save v. Death or no natural healing for the night, this also includes healing via the Healing proficiency, a Healer may throw 14+ to help you overcome this and sleep through the night).
6		You are grievously wounded. You die unless healed to 1hp within 1 turn. If you are healed, you need 2 week's bed rest.	One of your ears is crushed/mangled (-1 to hear noise throws, -1 to surprise rolls).	One of your eyes is destroyed (-2 to missile attack throws).	One of your legs is severed or crushed (crutch or peg required, movement reduced by 30', DEX reduced by 1/3 for AC purposes).	One of your arms is severed or crushed (cannot climb, use shields, dual wield, or use two-handed weapons).	Both your legs are lamed (crutch required, movement rate reduced by 60', DEX reduced by 2/3 for AC purposes)	You are permanently addled from brain trauma (-2 on magical research and proficiency throws, -10% penalty on earned XP).
7			A precise strike to your upper lip has severed many nerves leaving you with a speech impediment and slight disfiguration (-2 to reaction rolls).	Your nose is severely damaged (-2 to throws involving smell, -2 CHA, -2 to reaction rolls).	One of your kneecaps is destroyed (crutch required, movement reduced by 30', DEX reduced by 1/3 for AC purposes).	Your weapon/shield absorbed some of the blow (roll 1d6 [1-3] weapon hand, [4-6] off-hand, then save v. Petrification at -2, on a failure the weapon/shield is destroyed [add magic bonus, if applicable] - if nothing in hand, your arm is severed/crushed, as above).	Your pelvis suffers major damage (crutch required, cannot reproduce, movement rate reduced by 60', -3 to reaction rolls if loss of manhood/womanhood is known).	Solid blow to the top of your head stupefies you (roll 1d6, [1-3] INT -3 [4-6] WIS -3, both results are minimum 3).
8			Your 4 upper and 4 lower front teeth are knocked out and your palate has hemorrhaged (-4 to reaction rolls with opposite sex and upper class NPCs).	Attack to head leaves you severely nearsighted (cannot see past 60' without the aid of eyeglasses).	One of your feet is severed or crushed (crutch or peg required, movement reduced by 30', DEX reduced by 1/3 for AC purposes).	Strike to upper arm causes considerable blood loss (CON -1, roll 1d6 [1-2] INT -1, [3-4] WIS -1, [5-6] CHA -1, all minimum 3).	Major nerve damage from blow to spine (affected as if by the reverse of the Haste spell, Slow).	Strike to head affects your speech center (as per the reverse of the Tongues spell, Garble).
9			Strike to head instills irrational fear of whoever (or whatever) caused this injury (-2 to all throws involving the inciting NPC or creature type).	Your helm stops the attack from outright killing you (save v. Petrification or helm is destroyed [add magic bonus, if applicable] - if no head protection, then one of your eyes is destroyed, as above).	A random possession absorbed much of the blow (save v. Petrification at -2 or the item is destroyed [add magic bonus, if applicable]).	One shoulder and its clavicle heavily injured (roll 1d6 [1-3] weapon hand, [4-6] off-hand, STR -1, DEX -1, both minimum 3).	Femoral artery severed causing brain damage from lack of oxygen (lose one random proficiency).	You suffer a major blow to the head (lose two random spells from your repertoire & -2 to all perception-based throws).
10			Your jaw was nearly sheered off and is broken (cannot speak, cast spells or use magic items involving speech, -2 to reaction rolls until the recovery condition is met, permanent -1 to throws involving speech).	Strike to the back of your head scrambles your brains (roll 1d6, [1-2] INT & WIS -1, [3-4] INT & CHA -1, [5-6] WIS & CHA -1).	Blood loss from the nicking of your femoral artery causes major debilitation (roll 1d6 for a -1 to one random saving throw, [1] P&P, [2-3] P&D, [4] B&B, [5] S&W, [6] Spells).	Collar bone broken with bleeding, open wound & arm on that side useless (cannot dual wield or use two-handed weapons, if you survive, at the end of week 4, and each week thereafter, roll a save v. Death with a cumulative +2 to eliminate this condition).	Your armor stops the attack from outright killing you (save v. Petrification at -2 or armor is destroyed [add magic bonus, if applicable] - if no armor, then your spine is broken at the waist, as above).	Unlucky you (roll completely different results twice again on the Mortal Wounds table - ignore this result and d20 results of -5 or less).
11		You are critically wounded. You die unless healed to 1hp within 1 day. If you are healed, you need 1 week's bed rest.	1d6 of your teeth are knocked out (-2 to reaction rolls with opposite sex and upper class NPCs).	One of your eyes is damaged (-2 to missile attack throws at medium and long range).	One of your knees is damaged (carrying capacity reduced by 6 stone, cannot force march).	One of your hands is severed or crushed (cannot dual wield or use two-handed weapons).	One of your legs is lamed (movement reduced by 30', DEX reduced by 1/3 for AC purposes).	Your heart and lungs are damaged (must rest for 2 turns every 6, wilderness movement reduced by 1/3, cannot force march, CON reduced by 1/3).
12			Your upper lip and palate are permanently cleft (-1 reaction rolls).	Blow to head gives you dyslexia (all forms of reading, including using scrolls and an arcane caster's 1 hour concentrated study, takes twice as long - magic research throws suffer a -1 penalty).	Your leg armor stops the attack from outright destroying your leg (save v. Petrification or armor is reduced by 2 AC [add magic bonus, if applicable] - if no leg armor, then one of your legs is severed/crushed, as above).	Your weapon/shield absorbed much of the blow (roll 1d6 [1-3] weapon hand, [4-6] off-hand, then save v. Petrification, on a failure the weapon/shield is destroyed [add magic bonus, if applicable] - if nothing in hand, your hand is severed/crushed, as above).	Your genitals are destroyed (cannot reproduce, movement rate reduced by 30', -3 to reaction rolls if loss of manhood/womanhood is known).	Blow to head results in a loss of memory (as per the Feeblemind spell - at the end of each month roll a save v. Death with a -2 penalty & if successful, memory returns).
13			A random, valuable object is lost during the attack (the character may make a throw to find secret doors to notice upon regaining consciousness and then again once each day after a full rest).	Attack to head leaves you severely farsighted (-2 to surprise rolls without the aid of eyeglasses).	A leg is horribly broken and will never fully recover (movement reduced by 20', -2 penalty to Special Maneuver throws).	You suffer an open, compound fracture of one of your arms that will never fully heal (STR -1, minimum 3, carrying capacity reduced by 3 stone).	Horrible blow to lower back means you just can't seem to dance like you used to (DEX -2, movement rate reduced by 10').	You nearly die outright from the beating (body aged in the process - 5 years if human, 10 years if dwarf, 20 years if elf).
14			You've contracted a blood fever from filth seeping into your open facial wounds (Maximum hp cut in half [round down - min: 1] until the recovery condition is met).	Your helm takes most of the blow (save v. Petrification at +2 or helm is destroyed [add magic bonus, if applicable] - if no head protection, then one of your eyes is damaged, as above).	A random possession absorbed much of the blow (save v. Petrification or the item is destroyed [add magic bonus, if applicable]).	Painful upper back shoulder damage keeps you from fully enjoying life (randomly select a Special Maneuver - the character can no longer initiate this maneuver and any defensive rolls involving said maneuver incur a -2 penalty).	Non-distinct internal injuries cause you no end of troubles (from here on out (CON -1, minimum 3, & -1 to morale and loyalty rolls due to your generally unpleasant demeanor).	You have a very bad concussion (lose a random spell from your repertoire & -1 to all perception-based throws).
15			Rent muscles result in unbearable pain and your jaw hanging open (cannot speak, cast spells or use magic items involving speech, -1 to reaction rolls until the recovery condition is met).	The crown of your head now has a nice, big lump that's getting bigger (roll 1d6 [1-2] INT -1, [3-4] WIS -1, [5-6] CHA -1).	You now have a noticeable limp (crutch required, movement reduced by 10', -2 to throws to impersonate another)	Heavy blow glances off of your collarbone and into the side of your face - your head is ringing (lose a cast of a spell from a random level & -1 to all throws until the recovery condition is met).	Broken lower ribs means you're not as spry as you used to be (movement rate reduced by 10' & -1 to saves vs. Petrification, Paralysis, Blast, & Breath).	You actually died from shock, but were miraculously revived through witchery that no one can explain (roll on the Tampering with Mortality table - factor in only the character's WIS modifier and the -1 for each side effect already suffered).
16		You are in shock. You recover with 1hp. You need magical healing and one night's bed rest; or 1 week's bed rest.	Ghastly visions of lost companions flicker before your eyes as you awaken.	You suffer minor scarring (no effect, but three minor scars become notable).	You suffer damage to your hips and lower back (cannot force march).	You suffer notable scarring (-2 to throws to impersonate another; 3 notable scars become gruesome).	Your genitals are damaged (cannot reproduce, -3 to reaction rolls if loss of manhood / womanhood is known).	You suffer gruesome scarring (impossible to impersonate another; +2 to intimidate others, -4 to all other reaction rolls).
17			The blow to your head was a doozy and you're left with a splitting headache.	You now suffer from light sensitivity (-1penalty to AC and all throws while in direct sunlight or its equivalent).	One of your hamstrings is damaged (movement reduced by 10', DEX reduced by 2 for AC purposes).	Your weapon/shield absorbed much of the blow (roll 1d6 [1-3] weapon hand, [4-6] off-hand, then save v. Petrification at +2, on a failure the weapon/shield is destroyed [add magic bonus, if applicable] - if nothing in hand, you suffer notable scarring, as above).	One of your hips is broken in several places (crutch required, movement reduced by 30', DEX reduced by 1/3 for AC purposes, starting at the end of week 4, and at the end of each week thereafter, roll a save v. Death with a cumulative +2 to eliminate this condition).	You never feel fully rested (recover only 1hp of natural healing per full day of rest.)
18			Now you know what it feels like to be run over by a <insert creature groups> of <insert creature name>.	Your nose is broken giving you raccoon eyes (-1 to all throws until the recovery condition is met).	The ferocity of the attack causes multiple deep lacerations (-2 penalty to initiative rolls).	Major nerve damage to one hand (-2 penalty to throws involving fine manipulation such as Open Locks, Remove Traps, Pick Pockets, Art, Craft, Disarm, etc).	Your spine is damaged (DEX -1 permanently, minimum 3, & cannot force march until the recovery condition is met).	You have 1d4 badly broken ribs and a cracked sternum, which will never fully heal (CON -1, -1 to initiative rolls).
19			Your spirit floated over the scene before deciding to rejoin your body. You are aware of everything that was happening in the immediate vicinity.	Your helm takes most of the blow (save v. Petrification at +4 or helm is destroyed [add magic bonus, if applicable] - if no head protection, then you suffer minor scarring, as above).	A random piece of equipment absorbed much of the blow (save v. Petrification at +2 or the item is destroyed [add magic bonus, if applicable]).	Shoulder joint damaged by force of blow (attack & Special Maneuver throws suffer a -1 penalty).	Nasty injury to rump causes no end of mirth and a limp (movement rate permanently reduced by 10', cannot sit or lie on back reducing natural healing to 1 hp/day until the recovery condition is met).	You hit the back of your head really hard as you went down and something was jarred loose - you now have bouts of mental loss (save v. Death at the beginning of each day or -1 INT & WIS until taking a full night's bed rest).
20			Rubbing your jaw, you woozily get back up, barely able to stand. You see two or three of everything.	There's a ringing in your ears (-1 to hear noise & surprise rolls until the recovery condition is met).	One of your knees is slightly damaged (carrying capacity reduced by 3 stone).	The power of the attack throws your shoulder joint out of alignment (save v. Death at the beginning of each day or -1 AC until you've had a full rest).	If not treated properly, an abdominal muscle tear will only get worse (at the end of a character's initiative in combat where he moved or attacked, or whenever a save that involves movement is required, take 1 hp of damage - this effect lasts until the recovery condition is met).	Uppercut causes you to bite through your tongue (-4 to rolls to impersonate another, -2 to all reaction rolls, and saves against your spells are made with a +2 bonus unless you spend double the amount of time casting the spell as you have trouble evoking the magical syllables).
21		You were knocked out. You recover with 1hp. You will need magical healing or 1 night's bed rest afterward.	A vision of afterlife haunts you, then fades as you awaken.	Ghastly visions of lost companions flicker before your eyes as you awaken.	You suffer minor scarring (no effect, but three minor scars equals one notable scar).	You lose 1d3 fingers on one hand (3 lost fingers on one hand makes hand useless).	You suffer notable scarring (-2 to throws to impersonate another; 3 notable scars become gruesome).	Your wounds heal stiff and scarred (-1 to all initiative rolls).
22			Your glass jaw helped you and the ground become better acquainted.	The Light appears at the end of a corridor. As you walk toward it, you are tempted, but you do not enter.	Your brush with death causes you to be rattled (-1 to attack throws until the recovery condition is met).	Your weapon/shield absorbed some of the blow (roll 1d6 [1-3] weapon hand, [4-6] off-hand, then save v. Petrification at +4, on a failure the weapon/shield is destroyed [add magic bonus, if applicable] - if nothing in hand, you lose 1d3 fingers, as above).	Your midsection armor is a lifesaver (save v. Petrification at +2, or your armor is reduced by 1 AC [add magic bonus, if applicable] - if no armor, you suffer a notable oddity in how you move, -2 to throws to impersonate another).	BONK! (you lose the ability to cast spells and use proficiencies until the recovery condition is met).
23			The ghost of a dead relative welcomes you with open arms, but you refuse the embrace of death.	What just happened? You were in a fight and then all of a sudden, you're waking up? Maybe more sleep is just the thing.	A muscle sprain has you limping (DEX -2 until the recovery condition is met).	Blow to upper arm left a really deep bruise — Ouch! That smarts when you're shaken awake (-2 to attack rolls or -2 AC until the recovery condition is met, you choose).	Great, now you have hip dysplasia, can this day get any worse? (save v. Death at the beginning of each day or DEX -1, minimum 3).	Everyone's eyes went wide as they saw you go down to what appeared to be a horrifying blow to the head (save v. Petrification at +2, if successful, you suffer minor scarring, otherwise, you suffer gruesome scarring, as above).
24			Moons and stars dance a circle around your head. That's going to leave a bump.	Usually you have to be up drinking all night to feel this bad.	Ouch, that's my foot! (movement reduced by 10' until the recovery condition is met).	Hard blow to your hand causes permanent fingernail damage (this is equivalent to two permanent minor scars and incur a -1 penalty to throws involving fine manipulation such as Open Locks, Remove Traps, Pick Pockets, Art, Craft, Disarm, etc, until the recovery condition is met).	You know that move where you thought you were a gymnast? Not so much — fall on tailbone when you go down (movement rate reduced by half and no sitting down until the recovery condition is met).	Stunning blow to upper back to you by surprise and now it's hard to breathe (-1 to all rolls until you meet the recovery condition).
25			Where did the fairies go? They were flitting about just out of reach a second ago.	As your eyes open, you see the wonderful face of your one true love. Then, it changes to be the less-wonderful face of the person standing over you, telling you to get back up.	The blow or your fall managed to damage a random piece of equipment (save v. Petrification at +4 or the item is destroyed [add magic bonus, if applicable]).	Chiropractic medicine has yet to be invented, which means the blow to your shoulder leaves you out of alignment (your encumbrance is calculated as if you're always carrying 1 stone more than you are).	The shock of the injury to your intestinal system changes something in your metabolism (roll 1d6 [1-3] must eat twice as much, [4-5] must drink twice as much, [6] both).	Your neck will never quite have the same range of motion (-1 to surprise rolls).
26+		You were just dazed. You recover immediately with 1hp. You do not need any bed rest.	The Choosers of the Slain pass you by, and you awaken.	A vision of afterlife haunts you, then fades as you awaken.	Ghastly visions of lost companions flicker before your eyes as you awaken.	You suffer minor scarring (no effect, but three minor scars equals one notable scar).	You lose 1d3 toes on one foot (3 lost toes on one foot makes leg lame).	You suffer lasting wounds that ache in bad weather (-1 to initiative rolls on cold or rainy days).
Modifiers (1d20):		Hit Points: +5 if hp are exactly 0; -2 if hp are at negative value equal from 1/4 to 1/2 max hp; -5 if hp are at negative value of 1/2 max hp or more Treatment: +1 per level of healing magic used in treatment; +2 if treated by character with Healing specialization Timing: +2 if treated within 1 round of injury; -3 if treated immediately after fight; -5 if treated up to 1 hour later; -8 if up to 1 day later; -10 if more than 1 day later Constitution: +/- CON modifier of unconscious character						