

# Everyman Minis Injuries and Scars



# Everyman Minis Injuries and Scars

**Author:** James Ballod  
**Cover Artist:** Jacob Blackmon  
**Development:** Alexander Augunas

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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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## Welcome to Everyman Minis!

From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

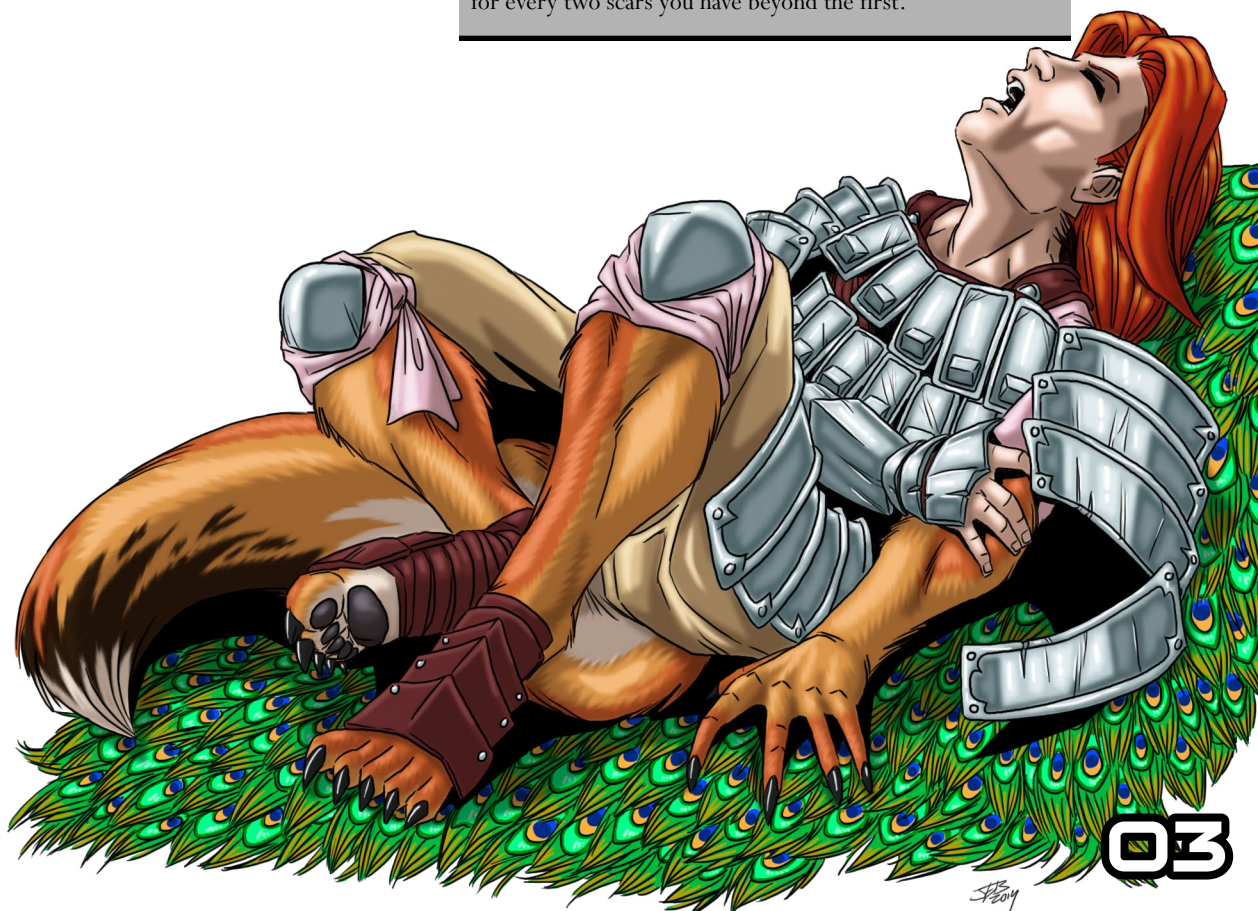
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~ Alexander Augunas

## Scars

Combat quickly maims its victims, leaving visible wounds that distinguish the combatant from ordinary civilians. Whenever you take an amount of hit point damage from a single attack that is equal to or greater than half your hit point total, you must succeed on a Fortitude save or gain a random injury (see page 4). The DC for this save is equal to  $15 + 1/2$  your Hit Dice (minimum 0). If you succeed, you instead gain a scar; roll on Table: Random Injuries (see page 4) to determine where your scar is located. Your GM determines the exact appearance of your scar, and may choose a result from Table: Random Injuries to better fit the attacker’s tactics and the themes of the campaign. A scar is a less serious injury than a minor injury (see page 4), and as scars are physical, not magical, spells of 6th level or lower cannot remove them unless specifically noted otherwise. *Regenerate* can remove a scar, but only if diamond dust worth 500 gp per scar to be removed is provided as a material component. When you die and are brought back to life by *raise dead*, any scars you had aren’t removed, although the GM can allow any number of scars to be removed from your body when you are brought back to life by *resurrection* or *true resurrection*.

Having one or more scars grants you a +1 bonus on Charisma-based skill checks against creatures who can see your scars and who would normally be impressed by them, given the circumstances. Having a scar can have the opposite effect against some creatures, however; granting you a –1 penalty on your Charisma-based skill checks. Against particularly squeamish individuals, this penalty can further increase by –1 for every two scars you have beyond the first.



## Dodging Death

In rare circumstances, an attack that would otherwise kill a character might instead leave them alive but maimed. Whenever a character is reduced to a negative number of hit points equal to their Constitution score or higher, they can attempt a DC 15 Fortitude save. If they succeed, they gain an injury and stabilize at a negative number of hit points equal to their Constitution score –1 instead of dying. A character cannot attempt this save when they are slain by a death effect, or when they die from a coup de grace.

To determine the injury you receive, roll 1d12 and compare the result to Table: Random Injuries. Alternatively, your GM may elect to simply choose an injury for you that fits the actions of the creature that gave you the injury or that fits the campaign. You always gain the minor injury associated with your result unless you already have a minor injury on that specific body part or you rolled a result of a 12, in which case you gain a severe injury instead. Unless noted otherwise, the effects of minor injuries and severe injuries stack; if you have a severe injury, you take the penalties for having both a minor and a severe injury even if you didn't have a previous injury.

Minor and severe injuries caused in this manner cannot be healed using typical means; the effects of these injuries are physical, not magical, and spells of 6th level or lower cannot remove or suppress the effects of a minor injury or severe injury unless specifically noted otherwise. *Regenerate* can remove these effects, but only if diamond dust worth 500 gp is provided as a material component. A creature that dies returns to life via *raise dead* retains any injuries it possessed, but creatures returning to life via *resurrection* or *true resurrection* are automatically healed of them.

## Injury Description

The following critical injuries occur to broad, general parts of your body. GMs can use these

### Arm Injuries

Arm injuries make it difficult to wield many weapons and tools proficiently.

**Minor Injury:** You take a –2 penalty on attack rolls using your injured arm's hand, and you take a –4 penalty to your Strength score for determining your carrying capacity, your Strength modifier on damage rolls made using weapons wielded in your injured arm's hand, and whether or not you can effectively use a composite bow. When attacking with a ranged weapon, treat your target as if it were one range increment further from you than it actually is. In addition, you take a –4 penalty on all skill checks that rely on the use of your injured arm, as well as all Acrobatics, Climb, Disable Device, Escape Artist, Craft, Ride, Sleight of Hand, Stealth, Survival, and Swim checks.

**Serious Injury:** Your arm is useless. You have one fewer hand for the purpose of wielding weapons and using equipment, and you automatically fail attack rolls and skill checks that require the use of the injured arm.

**Table: Random Injuries**

| d12 Result | Injured Limb*                              |
|------------|--|
| 1          | Ear  |
| 2          | Eye  |
| 3          | Locomotive                                 |
| 4          | Arm  |
| 5          | Groin                                      |
| 6          | Spine                                      |
| 7          | Neck                                       |
| 8          | Head                                       |
| 9          | Chest                                      |
| 10         | Vitals                                     |
| 11         | Heart                                      |
| 12         | Serious Injury (reroll and use the result) |

\* If you have multiple limbs of a given type, such as two arms or two heads, determine randomly which is injured.

### Chest Injuries

Injuries to your chest, hamper your body's metabolism, causing you to tire quickly and take more damage from wounds.

**Minor Injury:** You take a –2 penalty to your Constitution and a –2 penalty on Fortitude saves against effects that cause fatigue or exhaustion.

**Serious Injury:** Increase the penalty to your Constitution score and on saving throws against effects that cause fatigue or exhaustion from –2 to –4. In addition, increase any Constitution bleed damage or hit point bleed damage that you take by 50%.

### Ear Injuries

Injuries to your ears ravage your auditory senses, causing you to have difficulty detecting friend and foe alike via sound.

**Minor Injury:** You take a –4 penalty on all sound-based Perception checks, including against ambushing foes. You also take a –2 penalty on initiative checks, and your miss chance when attacking foes that you cannot see increases by 10%. (Apply this penalty after modifiers to your miss chance, such as Blind-Fight).

**Serious Injury:** You replace the minor injury penalties with those of the deafened condition, and your miss chance when attacking foes that you cannot see increases by 25%. (Apply this penalty after modifiers to your miss chance, such as Blind-Fight).

### Eye Injuries

Injuries to your eyes make it difficult for you to target foes and visualize your environment.

**Minor Injury:** You take a –4 penalty to sight-based Perception checks, as well as any skill check normally opposed by Perception (such as Disguise or Sleight of Hand). In addition, you take a –2 penalty on all ranged attack rolls, and you increase the penalties you take from attacking from more than one range increment by –1 per range increment.

**Severe Injury:** You cannot see anything beyond a number

of feet equal to 6 times your space (30 feet for most Medium and Small creatures). If all of your eyes are severely injured, you become permanently blinded.

### Groin Injuries

Injuries to your groin make walking and removing waste from your body painful.

**Minor Injury:** You take a  $-2$  penalty on all attack rolls, skill checks, Reflex saves, Will saves, and initiative checks.

**Serious Injury:** Increase your penalty on attack rolls, skill checks, Reflexes saves, Will saves, and initiative checks from  $-2$  to  $-4$ . In addition, you lose the ability to procreate.

### Head Injuries

Injuries to your head addle your mental facilities, and make you more susceptible to concussions and migraines.

**Minor Injury:** You take a  $-2$  penalty on saving throws against effects that cause the dazed, dazzled, nauseated, sickened, or stunned conditions. In addition, you take a  $-2$  penalty to one randomly determined mental ability score and a  $-1$  penalty to all other mental ability scores.

**Serious Injury:** Increase the penalties that you take on saving throws against effects that cause the dazed, dazzled, nauseated, sickened, or stunned conditions from  $-2$  to  $-4$ . In addition, you take a  $-4$  penalty to two randomly determined ability scores (including the previously determined one) and a  $-2$  penalty to the remaining mental ability score.

### Heart Injuries

Injuries to your heart make it difficult for you to breathe properly, causing you to quickly tire from strenuous action.

**Minor Injury:** You can take physically or mentally demanding actions (any action that you could not perform while resting) for a number of rounds each day equal to your Constitution score, but after that you must make a DC 10 Constitution check to continue taking physically or mentally demanding actions. You must check against each round in which you continue to take physically or mentally demanding action, and the DC of this check increases by 1 for each check you have made. When you fail this check, you become fatigued and sickened for a number of minutes equal to the DC of the Constitution check that you failed. If you are already fatigued, you are exhausted, and if you are already sickened, you are nauseated.

**Serious Injury:** You take a  $-10$  penalty to your Constitution score for the purpose of determining how long you take physically or mentally demanding actions before needing to make Constitution checks (see above).

### Locomotive Injuries

Injuries to locomotive limbs, such as legs or wings, make it more difficult for you to move about.

**Minor Injury:** Any movement speed requiring the injured leg or wing is reduced by 10 feet if your speed is 30 feet or higher, or 5 feet if your speed is 20 feet or lower. In addition,

you take a  $-4$  penalty on all skill checks that rely on your injured arm or wing for locomotion, as well as all Acrobatics, Climb, Disguise, Ride, Stealth, Swim, and Survival checks.

**Serious Injury:** Your leg or wing is useless. Each of your movement speeds that requires the injured leg or wing is reduced by half. If this reduces your base speed to 0 feet, you are prone and take a  $-4$  penalty on Reflex saves. You also take a  $-10$  penalty to your Strength score for the purpose of determining your carrying capacity unless you have something to lean on, like a crutch.

### Neck Injuries

Injuries to your neck make it difficult to breathe and speak.

**Minor Injury:** You take a  $-4$  penalty on skill checks and to the save DCs of your spells and abilities that require vocalizations of any kind (such as speech, singing, growling, or howling), as well as a  $-2$  penalty on effects that cause fatigue or exhaustion. In addition, any actions to use or maintain abilities that require verbal components (including spells and certain bardic performances) have a 20% fail chance, wasting the action.

**Severe Injury:** Every hour that you spent taking physically or mentally demanding actions (any action that you could not perform while resting), you must attempt a DC 15 Fortitude save or take 1 point of ability damage to all of your ability scores from oxygen deprivation. (This ability damage can be healed normally.) The DC for this saving throw increases by  $+1$  for each subsequent check made. Each hour that you take no physically or mentally demanding actions reduces this DC by 1 (minimum 15). Creatures that don't need to breathe are immune to this injury.

### Spine Injuries

Injuries to your spine leave you in incredible pain and may affect your ability to move.

**Minor Injury:** You take a  $-4$  penalty to your Strength and Dexterity scores, and a  $-2$  penalty on saving throws against pain effects.

**Serious Injury:** You are paralyzed in 1d4 limbs; locomotive limbs become paralyzed first, followed by arms. You count as having a serious injury with all paralyzed limbs. If all of your arms and locomotive limbs become paralyzed, you gain the paralyzed condition.

### Vitals Injuries

Injuries to your vitals make it easier to deal critical damage to you in a fight, and cause those attacks to severely wound you.

**Minor Injury:** You take a  $-4$  penalty to your AC against attacks to confirm critical hits, and critical hits confirmed against you deal 1d4 points of Constitution damage as bleed damage and cause you to become fatigued and sickened for  $1d6 \times 1d12$  minutes.

**Serious Injury:** Whenever you are critically hit, you take Constitution drain as bleed damage instead of Constitution damage and you are nauseated for 1d12 rounds before becoming sickened for the normal duration (see above).

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