ðeaTh, ðismemBermenT anð insaniTy

Rules adapted from a system by **Arnold Kemp** at the Goblinpunch blog.

HIT POINTS: Hit Points represent your ability to avoid Injuries. When HP reach zero, you start acquiring Injuries. HP never drop below zero and you do not die simply from having no HP. **Injuries** are long-lasting problems. Your number of Injuries is always **added to your Lethality score** and **deducted from any healing** you receive (from binding, cure spells, potions, etc).

LETHALITY SCORE: When damage would take HP below zero, this excess damage converts into Lethality: **add the excess damage to a die roll and the number of current Injuries**.

$$ \text{LETHALITY DIE} + \text{EXCESS DAMAGE} + \text{PREVIOUS INJURIES} $$

The Lethality Die depends on the Dungeon Level: 1d4 for 1st level, 1d6 for 2nd, 1d8 for 3rd, 1d10 for 4th and 1d12 for 5th and beyond.

The effects are on the table below: location can be chosen by the DM or rolled on 1d6; effects are cumulative (so *Skullcracked* also includes *Concussion* and counts as 2 Injuries):

Lethality	Arm (1)	Leg (2)	Torso (3-4)	Head (5-6)	Arcane	Burning	Poison *	Non-Lethal
1-10	Maimed	Maimed	Bleeding	Concussed	Corrupted	Burned	Nausea	KO
11-15	Mangled + Fatal Wound	Mangled + Fatal Wound	Crushed + Fatal Wound	Skullcracked + Fatal Wound	Cursed + Fatal Wound	Blinded + Fatal Wound	Coma + Fatal Wound	KO
16+	Lethality minus 15 Fatal Wounds							Coma

Unless otherwise stated, Injuries are removed by rest and therapy lasting for days equal to the score on the Lethality Die that imposed them.

BLEEDING: Above-average attributes lose all bonuses, average attributes gain penalties, below-average attributes double penalties

BLINDED: All attacks and saving throws at -4; maybe treated with a *Cure Blindness* spell but the Injury remains

BURNED: You cannot wear armour; gain +1 Trauma

COMA: Fall unconscious; after recuperation, recover roll 1d6: on 6+, remain in coma and check again at +1 after next recuperation

CONCUSSED: Your spells fail 50%; when rolling Initiative, treat 1-3 as 1 and 4-6 as no action, gain +1 Trauma

CORRUPTED: You cannot benefit from beneficial magic (healing, combat or saving throw boosts, removing curses, etc)

CRUSHED: Roll 1d6: (1) -1 Strength, (2) -1 Dexterity, (3) -1 Constitution, (4) -1 Charisma, (5) -1 Intelligence, (6) broken spine, paralysed, roll again after recuperating: if another (6) roll again after weeks of recuperating; paralysis is permanent if you roll (6) then as well

CURSED: Gain a random Curse and +1 Trauma; curses may be removed by a *Remove Curse* spell but still count as Injuries

FATAL WOUND: You fall unconscious (treat as KO) and will die in 3 rounds unless all Fatal Wounds are removed; a medic can treat 1 Fatal Wound as an action (magic treats 1 Fatal Wound per die of healing) and patient must save vs Death to overcome it or effort was wasted; Fatal Wounds that are treated successfully still count as Injuries.

K.O.: Fall unconscious for a number of rounds equal to the Lethality Die; still counts as an Injury when you wake up

MAIMED: A limb becomes useless: arms drop what they are holding and cannot wield weapons or shields (one-handed weapons used in off-hand suffer -2 penalty, spells fail 50%); maimed leg causes fall, needs help rising and walking (reduces movement by 50%)

MANGLED: You permanently lose a finger/toe; if Lethality Dice was maximum score, the limb is cut off or permanently destroyed

NAUSEA: Halved movement; when rolling Initiative, treat 1-3 as 1 and 4-6 as no action

SKULLCRACKED: Roll 1d6 for permanent loss: (1) -1 Intelligence, (2) -1 Wisdom, (3) -1 Charisma, (4) lose left eye (-2 to ranged attacks), (5) lose right eye (-2 to ranged attacks), (6) Coma (might be temporary)

POISON: On a failed save vs Poison, roll Lethality using die + Injuries + amount by which the Saving Throw was failed; supernatural poisons ALSO produce Arcane Injuries

CURE LIGHT WOUNDS/HEALING POTIONS will reduce the Lethality score if applied immediately but will not remove Injuries or Fatal Wounds if applied later. CURE SERIOUS WOUNDS/POTION OF EXTRA-HEALING can remove one Injury instead of restoring HP; CURE CRITICAL WOUNDS can remove 1d6 Injuries or one Fatal Wound; HEAL will remove *all* Fatal Wounds and Injuries.

SHIELDS/WEAPONS can be shattered to reduce Lethality caused by physical attacks: by destroying their shield or weapon, a PC can avoid rolling the Lethality Die and calculate Lethality only from excess damage and current Injuries (and Injuries suffered as a result last one day). A magic shield or weapon could be shattered to avoid all Injuries (but not Fatal Wounds).