

# DEATH DISMEMBERMENT AND INSANITY

## Death and Dismemberment

Hit Points represent a character's ability to keep incoming damage from damaging their flesh. Any damage that cannot be soaked up by their Hit Points becomes Lethal Damage. Whenever a PC takes Lethal Damage, roll on this table, referencing the Severity along the left side of the table and the Hit Location along the top.

You gain the listed Injury as well as all Injuries above it. Interpret results logically (e.g. a crushing blow can't actually sever a leg, but it can cripple it to the same effect).

**Hit Location = d6**

**Severity = 1d12 + Lethal Damage + number of current Injuries**

	1 Arm	2 Leg	3-4 Torso	5-6 Head	Acid/Fire	Eldritch	Lightning	Non-lethal
1+	Disabled X d	Disabled X d	Blood Loss X d	Concussed X d	Burned X d	Anathema X d	Burned X d	KO'd X rnd
11+	1 Fatal Wound Mangled	1 Fatal Wound Mangled	1 Fatal Wound Crushed	1 Fatal Wound Skullcracked	1 Fatal Wound Save vs Blind**	1 Fatal Wound Save vs Curse*	1 Fatal Wound Save vs Deaf**	-
16+	X-15 Fatal Wounds	X-15 Fatal Wounds	X-15 Fatal Wounds	X-15 Fatal Wounds	X-15 Fatal Wounds	X-15 Fatal Wounds	X-15 Fatal Wounds	-

\*Use the [random curse table](#). \*\*Blindness and deafness are permanent.

### Anathema

You cannot benefit from beneficial magic (including healing).

### Blood Loss

Your maximum HP is reduced by 1 for every HD you possess.

### Burned

You cannot wear armor.

### Concussed

Treat your initiative roll as if your Wis was 4. Your spells have a 1-in-6 chance of fizzling.

### Crushed

If you succeed on a save, you gain a cool scar. If you fail, roll a d6.

1. Permanently lose 1 Str.
2. Permanently lose 1 Dex.
3. Permanently lose 1 Con.
4. Crushed throat. You cannot speak louder than a whisper.
5. Crushed ribs. Treat Con as 4 when holding your breath.
6. Your spine is broken and you are paralyzed from the neck down. You can recover from this by making a Con check after 1d6 days, and again after 1d6 weeks if you fail the first check. If you fail both, it is permanent.

### Disabled

One of your limbs becomes unusable. A disabled arm cannot hold things, and any held item is dropped. A disabled leg cannot support your weight, and you fall prone; afterwards, your Movement is cut in half.

### Fatal Wound

You have 3 rounds to get rid of all your Fatal Wounds, or you die. You can attempt to remove a Fatal Wound at the end of each round by rolling a 1 on a d6. An adjacent ally can attempt to remove a Fatal Wound by spending a standard action doctoring you, and then rolling under half their Intelligence score. Magical healing does not restore HP while you have fatal wounds; instead every 2 points of magical healing removes 1 fatal wound. You are unconscious.

### Mangled

If you fail a save, a limb is permanently disabled/hacked off. If you succeed on this save, you merely lose a finger/toe.

### Skullcracked

If you succeed on a save, you gain a cool scar. If you fail, roll a d6.

1. Permanently lose 1 Int.
2. Permanently lose 1 Wis.
3. Permanently lose 1 Cha.
4. Lose your left eye. -1 to Ranged Attack.
5. Lose your right eye. -1 to Ranged Attack.
6. Go into a coma. You can recover from a coma by making a Con check after 1d6 days, and again after 1d6 weeks if you fail the first check. If you fail both, it is permanent.

Example: Morbo the Magician has 3 HP remaining when the goblin crits him for 10 damage. His HP absorbs 3 points, but the other 7 points are lethal damage. He rolls a d12 (getting a 9) and adds the 7 lethal damage to it for a final Severity of 16 severity. The DM rolls a d6 to for hit location, and gets a 2, indicating that the hit has landed on the leg. Severity 16 on the leg is Mangled, 2 Fatal Wounds, and 16 days of a Disabled leg. Morbo rolls a save to see if his leg was permanently Mangled and fails it. His fucking leg is fucking chopped off, so the 16 days of "Disabled leg" ends up being irrelevant. He is currently unconscious and bleeding out, and will almost certainly die unless his allies can staunch the bleeding with some doctoring checks in the next three rounds.

# Trauma and Insanity

Upon witnessing something horrific: Player gains 1-3 Trauma Points (usually 1).

Upon gaining any amount of Trauma Points: Player rolls a d20. If the result is equal-to-or-less-than their current Trauma Points, they suffer a breakdown. Breakdowns last for 1d20 rounds. Each time another player spends a standard action calming them down, reduce the duration by 1 round.

At the end of the Breakdown: If the player fails a save, they gain a permanent Madness and remove all Trauma Points.

For each week spend in peaceful surroundings, doing nothing adventure-related: Remove 1 Trauma Point.

## Breakdowns (d6)

1	Run away.	4	Faint.
2	Hide.	5	Paralyzed, stuttering.
3	Nausea. You cannot benefit from Lunch today.	6	Constant screaming. Roll for encounter.

## Madness (d10)

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### 1     Addiction

Whenever it is available, you must seek out [d4]: sex, drugs, gambling, or church attendance. A successful Wis check resists.

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### 2     Alien Hand Syndrome

One arm becomes an NPC. It's staring loyalty is 10, and it follows all the same rules as hirelings. (It must be convinced to do anything dangerous; it may turn against you if pushed too far.) Roll a random personality for it.

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### 3     Amnesia

Lose 1000 xp and recent memories. XP is restored when the memories are.

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### 4     Hallucinations

Unreliable senses; the DM will give you false descriptions of things if you are ever alone (without your allies to guide you). Since you are always doubting your senses, you are always surprised on the first round of combat unless a Wis check is made.

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### 5     Nightmares

No restful sleep unless a Wis check is made each night.

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### 6     Phobia (Proximal)

Permanently afraid of whatever thing or class of things caused the Insanity Point. When confronted with trigger, feels Fear for 1d6 rounds unless a Wis check is made.

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### 7     Phobia (Dungeon)

As #8, except against [d4]: being alone, claustrophobia, darkness, or heights.

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### 8     Psychosis

Cannot leave combat until all enemies are dead. A Wis check can be attempted once per combat the first time you attempt to resist.

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### 9     Split Personality

Roll up a new level 1 character that uses your current physical stats, but new mental stats. The class must be different from your current one. Each session, alternate between these two characters, each one tracking XP separately.

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### 10    Twitchy

The first time you take damage in each encounter, you must make a Wis save or spend the next round flipping out.

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Note: Even dropping a few Trauma Points on your party can cause a breakdown. If 5 PCs each gain a Trauma Point, there's a 23% chance that there will be at least 1 breakdown. If 5 PCs each gain a Trauma Point, and then another Trauma Point, there is a 54% chance that there will be at least 1 breakdown.