

Role Play Craft Presents: Injuries.

For the 5th edition of the world's greatest role-playing game.

Injuries are lingering affects that present additional challenges beyond the simple loss of hit points. They usually need treatment beyond resting or a Cure Wounds spell, and a few of them can leave you at a disadvantage without powerful magical healing.

Part of the treatment of many of these injuries involve a *Healer's Kit*. To use a *Healer's Kit*, you must be proficient with it. If a DC or **Wisdom (Medicine)** check is not called for in the entry, then no roll is needed to use the *healer's kit* for the stated purpose (such as blood loss). Also, whenever a table entry mentions that an injury can be healed with magical healing of a certain spell level or higher, that means that the spell must heal hit points when cast upon the subject. Non-hit point recovery spells are specifically named if needed (like *Minor Restoration*).

When an injury is received it is up to the DM and the Player to narrate and connect the injury to the context of the situation. A fire bolt attack causing the loss of an eye, for instance, can be described as the magical heat melting the eye from the socket. A magic missile causing an artery to hemorrhage can be described as the magical force tearing open a large split along the side of someone's neck, from which blood now streams in throbbing bursts.

Some of these injuries might not make sense for the context of the attack received. If this is so it is up to the DM and the Player to tweak or fluff the narrative of the injury to make sense. For instance, a Fireball spell might not cause a throat to be split open, but the severity of a throat and face burn might have the same mechanical effect. Alternatively, a DM might choose to reroll or choose a new injury that makes sense but matches in danger or severity. Another option is to mix injury effects or come up with your own on the spot (guidelines for this are after the tables).

Use these rules if you wish to make combat a little more dangerous, and to make the idea of dropping to 0 hit points quite a bit more frightening. Doing so might make your players more wary of recklessness in combat, though keep in mind that quite a few of these injuries (especially those on the Severe Injuries Table) might upset certain kinds of players.

As always, play to your table and communicate to your players that you are using such optional rules before playing them so that no one is blindsided.

You can gain injuries in two ways:

- **A Critical hit.** When you receive damage from a critical hit you must make a DC 10 **Constitution Saving Throw** or receive an injury from the **General Injuries table**. (You do not receive an additional injury if this also drops you to 0 hp.)
- **Dropping to 0 hp.** When your hit points are taken down to 0 you must make a DC 20 **Constitution Saving Throw** or receive an injury from the **General Injuries table**.

1d20 General Injuries

1	Severe Injury - Roll on the <i>Severe Injuries Table</i>
2-3	Festering Wound – Your wound is infected and festers quickly. Your hit point maximum is reduced by 1 every 24 hours the wound persists. If your hit point maximum drops to 0, you die. Someone can tend to the wound with a <i>Healer's Kit</i> and make a DC 10 Wisdom (Medicine) check once every 24 hours. After ten successes, the wound heals. Alternatively, someone can attempt to cure disease on the wound with either a spell or a magical class feature but must do so separately for each hit point your maximum hit points has been reduced by the wound. After doing so the wound stops festering and you can be healed as normal. You lose an additional hit point each round from blood loss until someone treats you with a <i>healer's kit</i> (unless the attack was such a nature as to not leave a bleeding wound, such as fire or acid).
4-5	Broken Leg – Your leg or foot suffers a fracture from the impact of the hit. Your speed on foot is halved, and you must use a cane or crutch to move. You fall prone after using the Dash action. You have disadvantage on all Dexterity checks and saving throws . The wound must be set with a <i>Healer's Kit</i> with a DC 10 Wisdom (Medicine) check before it can be healed. Once set magical healing of level 2 or higher can be used to cure the injury, or 6 weeks of rest. The effects of a broken leg linger until your next long rest after magical healing.
6-7	Broken Arm – Your arm or hand suffers a fracture from the impact of the hit. You can no longer hold anything with two hands, and you can hold only a single object at a time. The wound must be set by a <i>Healer's Kit</i> with a DC 10 Wisdom (Medicine) check before it can be healed. Once set magical healing of level 2 or higher can be used to cure the injury, or 6 weeks of rest. The effects of a broken arm linger until your next long rest after magical healing.
8-9	Broken Rib – Your ribs are fractured from the impact of the hit. You have disadvantage on Attack rolls and Ability checks while the injury lingers. Magical healing of level 2 or higher can be used to cure the injury, or 10 days of rest. A <i>Healer's Kit</i> may be used to tend the wound with a DC 10 (Medicine) check to reduce this to 5 days. The effects of the injury linger until your next long rest if healed with magic.
10-11	Limp – A muscle or nerve is damaged in one of your legs. Your speed on foot is reduced by 5 feet. You must make a DC 10 Dexterity saving throw after using the Dash action. If you fail the

save, you fall **prone**. You have disadvantage on *Dexterity checks* and *saving throws* unless you are using a cane or staff. Seven days of rest or magical healing of level 1 or higher removes the limp.

12-13 Wounded Eye – One of your eyes is damaged, though not destroyed. You have disadvantage on *Wisdom (Perception)* checks that rely on sight and on ranged attack rolls. Ten days of rest must be spent to heal the injury, though this can be reduced to seven with a *Healer's Kit* on a successful *DC 10 Wisdom (Medicine)*. *Minor Restoration* also removes the injury.

14-15 Concussion – Your head takes a blow that causes some temporary mental disadvantages. You have disadvantage on *Intelligence, Wisdom, and Charisma ability rolls* and *saving throws*. Ten days of rest or *Minor Restoration* removes the injury.

16-17 Lost Finger - You lose a randomly determined finger from one of your hands. If you lose three or more fingers in this manner your hand is considered *Mutilated*, see the *Severe Injuries Table*. All fingers on a hand can be magically grown back with the *Regeneration* spell. You lose an additional hit point each round from blood loss until someone treats you with a *healer's kit* (unless the attack was such a nature as to not leave a bleeding wound, such as fire or acid).

18 Lost Teeth - You lose 1d6 teeth. Teeth can be magically grown back with the *Regeneration* spell.

19 Gnarly Scar - You are disfigured to the extent that the wound can't be easily concealed. You have disadvantage on *Charisma (Persuasion)* checks and advantage on *Charisma (Intimidation)* checks. Magical healing of 6th level or higher, such as *Heal* and *Regenerate*, removes the scar. You lose an additional hit point each round from blood loss until someone treats you with a *healer's kit* (unless the attack was such a nature as to not leave a bleeding wound, such as fire or acid).

20 Broken Nose - Your nose is broken, causing no mechanical effects other than some discomfort. Magical healing of 1st level or higher can be used to cure the injury, or five days of rest. Once it is healed people can notice that your nose has been broken before. You lose an additional hit point each round from blood loss until someone treats you with a *healer's kit* (unless the attack was such a nature as to not leave a bleeding wound, such as fire or acid).

1d20 Severe Injuries

1 Throat Split Open - You are bleeding out of a throat wound. Your hit points are reduced to 0 and your first failed **Death Saving Throw** causes you to die unless the injury can be treated with a *Healer's Kit*, which is a DC 15 **Wisdom (Medicine)** check.

2 Cracked Skull - Your hit points are reduced to 0, you receive a concussion (see **General Injuries** table) and you remain unconscious for 1d0 days or until you can be treated with a *Healer's Kit*, which is a DC 15 **Wisdom (Medicine)** check; in that case you awake after a long rest. Upon waking make a **Constitution saving throw** against a DC 15.

If you fail, roll **1d4**:

1. You have disadvantage on Intelligence checks and saving throws
2. You have disadvantage on Wisdom checks and saving throws
3. You have disadvantage on Charisma checks and saving throws
4. You forget the last 1d100 days. If you roll 100 or any doubles, roll again, adding to the number of days for each roll you must do this way.

This injury lingers for life (except the concussion, which follows its normal rules) or until *Greater Restoration* is used on you.

3 Artery - A major artery has been split open. You are reduced to 0 hit points and you are considered to have already failed a **Death Saving Throw**. The next failure counts as a Critical Failure unless the injury can be treated with a *Healer's Kit*, which is a DC 15 **Wisdom (Medicine)** check. Your maximum Hit Points are reduced by five until you have rested for seven days or receive magical healing of level 3 or higher.

4-5 Eye Gouged - One of your eyes is effectively destroyed. You have disadvantage on **Wisdom (Perception)** checks that rely on sight and on ranged attack rolls. Magic such as the *Regenerate* spell can restore the lost eye. If you have no eyes left after sustaining this injury, you're **blinded**. Your maximum Hit Points are reduced by five until you have rested for seven days or receive magical healing of level 3 or higher. You lose an additional hit point each round from blood loss until someone treats you with a *Healer's Kit* (unless the attack was such a nature as to not leave a bleeding wound, such as fire or acid).

6-9 Leg or Foot Mutilated - Your leg or foot is maimed beyond use. Your speed on foot is halved, and you must use a cane or crutch to move unless you have a peg leg or other prosthesis. You fall

prone after using the **Dash** action. You have disadvantage on **Dexterity checks** made to balance. Magic such as the *regenerate* spell can restore the lost appendage. Your maximum Hit Points are reduced by five until you have rested for seven days or receive magical healing of level 3 or higher, or until someone treats the appendage with a *Healer's Kit* to sever and clean the stump for better healing. You lose an additional hit point each round from blood loss until someone treats you with a *healer's kit* (unless the attack was such a nature as to not leave a bleeding wound, such as fire or acid).

10-13 Arm or Hand Mutilated - Your arm or hand is maimed beyond use. You can no longer hold anything with two hands, and you can hold only a single object at a time. Magic such as the *Regenerate* spell can restore the lost appendage. Your maximum Hit Points are reduced by five until you have rested for seven days or receive magical healing of level 3 or higher, or until someone treats the appendage with a *Healer's Kit* to sever and clean the stump for better healing. You lose an additional hit point each round from blood loss until someone treats you with a *healer's kit* (unless the attack was such a nature as to not leave a bleeding wound, such as fire or acid).

14-19 Internal Injury - Whenever you attempt an action in combat, you must make a DC 15 **Constitution Saving Throw**. On a failed save, you lose your action and can't use reactions until the start of your next turn. If the failure is a critical, you are reduced to 0 Hit Points. The injury heals if you receive magical healing of level 3 or higher, or if a *Healer's Kit* is used on the wound with a DC 15 **Wisdom (Medicine)** check followed by ten days of rest. You lose an additional hit point each round from blood loss until someone treats you with a *healer's kit* (unless the attack was such a nature as to not leave a bleeding wound, such as fire or acid).

20 Nasty Wound - You receive a savage flesh wound. Your maximum Hit Points are reduced by five until you have rested for seven days or receive magical healing of level 3 or higher. You lose an additional hit point each round from blood loss until someone treats you with a *healer's kit* (unless the attack was such a nature as to not leave a bleeding wound, such as fire or acid).

Coming up with your own injuries (remember the following guidelines):

- Broken bones need to be set with a healer's kit, which is a DC 10 Wisdom (Medicine) check, before they can be healed.
- The effects of a broken bone linger until the character's next long rest if it is healed with magic.
- Bleeding wounds cause the character to lose 1 hp every round until someone can treat them with a *healer's kit* to staunch the bleeding, which requires no ability check.
- The level of magical healing needed is based on the severity of the wound. 1st level for minor flesh wounds, 2nd level for fractures or major flesh wounds, 3rd level for serious muscle and internal wounds, and so on. Restoring a lost part of the body requires the Regenerate spell. For conditional effects, minor and major restoration can be used.
- Certain wounds might reduce maximum hit points, meaning these injuries have left the character in vulnerable state of health. Mutilations and particularly savage wounds should cause this.
- Severe wounds should have multiple or nested effects. Getting rid of this kind of wound entirely should be hard (level 3-6 magical healing), but it should also have effects that need treated right away (such as bleeding or maximum hit point reduction).