

Injuries and status ailments

No injuries/ ailments:

- No Damage or very little damage.

Minor injuries/ ailments (victim fails a Con roll for 10+ with 6-9) In the terms of healing these count as 1 ailment each :

- **Cuts** (1D4 bleed damage for 1D4 minutes / rotations)
- **Bruises.**(Take D4 of extra damage to every blunt or impact attack)
- **Basic poison** (D4 poison damage for 1D4 minutes / rotations)
- **Exhaustion** (Roll disadvantage on endurance and reactive rolls.)
- **Vision / hearing impairment** (Roll disadvantage on perception rolls)
- **1st degree burn** (take D4 extra damage whenever hit by fire or energy damage).
- **Frost burns** (Take 1D4 extra damage whenever hit by cryo damage).

Major injuries/ ailments (victim fails a Con roll for 10+ with 5-2) In the terms of healing these count as 1 ailment each :

- **Bleeding wounds** (1D6 bleed damage for 1D6 minutes / rotations)
- **Internal Trauma** (Makes injured body part roll disadvantage on Con rolls, Take D6 of extra damage to every blunt or impact attack)
- **2nd degree burn** (take D6 extra damage whenever hit by fire or energy damage)
- **Active poison** (1D6 poison damage for 1D6 minutes / rotations)
- **Frost burns** (Take 1D6 extra damage whenever hit by cryo damage).

Serious injuries/ ailments (victim fails a Con roll for 10+ with 1 or a Con requirement for 15+ with 10 or less, or a Con requirement of 20+ with 19 or under) In the terms of healing these count as 2 ailments each :

- **3rd / 4th degree burns** (Roll disadvantage on Dex or move speed depending on where the burns are, victim takes 1D8 extra damage when getting hit by fire or corrosive)
- **Large wounds** (D8 bleed damage for 1D8 minutes / rotations)
- **Advanced poison** (ailment that deals 1D8 poison damage for 1D8 minutes / rotations)
- **Broken bones** (can't use limb easily without dealing damage to oneself, users broken bones also roll disadvantage whenever hit and take an extra 1d8 when struck).
- **Head trauma** (Roll disadvantage on all int, wis, and cha related stats, as well as Con if the victim gets hit on the head)
- **Frostbite** (Roll disadvantage on Dex or move speed depending on where the frostbite is, victim also takes 1D8 from every hit from cryo damage).
- **Rot** (Remove 1d6 from max health, victim feels ill).

Extreme injuries/ ailments (victim fails a Con roll for 15+ with 1 or a Con requirement for 20+ with 10 or less) In the terms of healing these count as 2 ailments each :

- **5th / 6th degree burn** (burnt to a crisp and can remove parts of the body permanently).
- **Severance** (removal of limbs or extremities and victim take 1D10 bleed for every minute the wound is still open)
- **Deafened** (removal of hearing and cannot roll audio based perception)
- **Blind** (character cannot see and cannot roll vision based perception)
- **Anosmic** (no sense of smell, cannot roll scent based perception)
- **Hearts injury** (user goes into "Fatal moments")
- **Brain injury** (user goes into "Fatal moments")
- **Advanced Rot** (removes 1D10 of max health from user and has to roll another Con, if victim fails to get 15+, victim goes into fatal moments)
- **Frozen** (Immobilises either the being that has this ailment or immobilises the limb, if not cured and then stuck by an impact or blunt attack the part that is affected by this ailment shatters.)

Fatal moments:

- To go into fatal moments a character must either get a severe or extreme injury or ailment whilst on 1 Hp or less, this can even occur if the target failed to roll Con with a 5 increment difference against their attacker.
- Whilst in this status the character has three tokens representing their life, each time it this characters turn they must roll Con (with survival if they have it) each time they fail they lose a token.
- If the character loses all 3 tokens the character dies.
- The character can still die without losing any tokens if their health drops below their maximum health in the minus numbers.
- If the user gets an 18 or above on their Con rolls they can get up, move and even attack, however, they will be rolling every roll with disadvantage.
- This status cannot be removed no matter how high this characters Con rolls are, and can only be saved by being healed.

(Simplified Injury table)

If a character takes significant damage, roll to determine the injury severity and effect. Dice in the effect column determines damage and time limit.

Injury / ailment severity	Damage taken	Roll requirement	Affect
Minor	Up to 1.5x the vitality	10+	D6 (+4)
Major	2x the vitality	15+	D8 (+8)
Serious	3x the vitality	20+	D10 (+12)
Extreme	4x the vitality	25+	2d10 (+16)

Damage sensitivity Effects:

(Burns, frostbite, bruises, etc.)

- Minor: +4
- Major: +8
- Serious: +12
- Extreme: +16

Continuous damage Effects:

(Poison, Bleeding, etc.)

- Minor: D6 per turn
- Major: D8 per turn
- Serious: D10 per turn
- Extreme: 2d10 per turn (ongoing)

Extreme ailments last until cured.

Simplified consequences

Severity	Consequences
Minor	Bruises, minor cuts, light fatigue, mild burns, mild poison symptoms.
Major	Deep cuts, fractures, moderate pain, moderate burns, vomiting, dizziness.
Serious	Broken bones, severe bleeding, intense pain, severe burns, paralysis, extreme nausea.
Extreme	Severed limbs, internal damage, incapacitation, life-threatening burns, organ failure from poison.

Suffocation/ Drowning

Upon being in a situation that would call into question whether or not a player character can breathe, the player must roll endurance or survival. Upon failing a 15 or higher the character begins to take damage as seen on the table underneath, each turn the user fails the damage dice are stacked from each separate failure, until the character's health is at, or below, 0; or of course if they are not drowning or suffocating.

Roll	Damage
14-10	d6
9-5	d8
4-2	d10
1/ Nat 1	D12 (or double the dice of the ailment based on the requirement)