

Expanded rules for permanent injuries

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Foreword

As explained in the rules under *Bleeding out* and *Recovering the body* (p. 93), this is a kind of injury that will just not heal properly resulting in losses to either STA, STR or AGL and with a nasty scar to boot. Healing from rest and *Lay on hands* ability (p. 30) have no effect on these injuries.

Presented below, is (hopefully) a more interesting way to deal with permanent injuries, by adding some flavor and variety to the results, as well as being an aid in character development.

In addition, these rules can be used on NPCs if you would like for them to have a disability or flaw and can't be bothered to come up with one yourself. For a more modern approach, a player can be allowed a roll on the table for an extra die during character generation. For characters that have survived their teens, it certainly doesn't seem unreasonable for them to be marked or scarred in some way from the brutal life most are living. However, if you find these very optional rules heretical, cumbersome or taking some of the fun out of the game, please disregard!

Yes, I know Judges are supposed to be neutral arbitrators, but I have found it hard to ignore my own sadistic tendencies in these matters. I'm sure I'm not the only one, so for the satisfaction of us wretched and wicked who find pleasure in broken things, this is also for you.

General rules

Injury result will depend on type of damage and severity. Use only the highest results if you feel comfortable with them, as they should be reserved for the most severe cases. The balance of the campaign needs to be taken into account and should the PCs lack access to the appropriate resources for healing, you might want to go easier on them.

- The *Restore Vitality* spell (p. 278) is probably the easiest way to heal these injuries and a result of 20+, should even work on mental disorders occurring from a permanent injury.
- *Lay on hands* will not heal blindness, deafness etc. if it's a permanent injury. However, sacrifices, questing or deals with divine or demonic powers should go a long way. At the Judge's discretion, of course.
- When reduced below 1 HP, a successful first aid roll or *Lay on hands* will stabilize the subject if he is *Bleeding out*. You should set a DC value on the first aid check reflecting the severity of the injury.
- The basic rules don't mention negative HP, but if you do keep track of negative HP, you may substitute the DC value with the negative HP value.

- Characters above level 0 are considered trained in first aid (add INT modifier), but only one try is allowed.
- Consciousness is regained only when healed up to 1 HP.
- If the character was saved by *Recovering the body*, a more severe result on the injury table is warranted.
- Should the injury also come from a critical (pp. 81-86), try to find a result on the table that fits the critical.

Damage types

- 1 - Cutting/slashing
- 2 - Crushing/tearing
- 3 - Impaling
- 4 - Fire/frost
- 5 - Electricity
- 6 - Poison/disease
- 7 - Drowning/asphyxiation

You can then either pick a fitting injury or roll randomly. Note that the highest results (marked *) are for the most severe cases only.

When using the table, first check for damage type, then roll a d100 to see which part of the body is affected.

Permanent injury table

	Cut	Crush	Impale	Burn	Electric	Poison	Drown
Brain damage	1-5	1-15	1-9	-	1-15	1-10	1-75
Face	6-10	16-33	10	1-2	16	-	-
Eyes	11-15	34	11-20	3	17	11	-
Traumatized	16-25	35-44	21-30	4-23	18-27	12-21	76-95
Cardio	26-30	45-49	31-54	24-25	28-42	22-30	96-100
Gastro	31-40	50-59	55-75	-	43-52	31-92	-
Motoric	41-95	60-99	76-99	26-31	53-73	92-99	-
Skin	96-100	100	100	32-100	74-100	100	-

Brain damage: Reduced cognitive abilities, motor skills, loss of senses, or personality change. Typically occurs from hits to the head, drowning/asphyxiation or being dead for a while.

D15	Injury description	Effect
1	Mental frailty. The character has lost some of his steel.	Will -1
2	Slowed reactions.	Reflex -1
3	Wobbly legs. Walks like a drunk. The city guard may misunderstand.	Move -10'
4	Profound personality change. Subject may not be aware of change.	Alignment change
5	Loss of smell and taste. May cause depression in Halflings.	No smell or taste, -4 to cooking
6	Uncoordinated movements.	Agility -1
7	Apart from the obvious, these persons aren't aware of their own voice level.	Deafness
8	Drags his feet like a zombie.	Halved Move, Melee -1
9	Not as quick in the uptake.	Intelligence -1
10	Grunting and hissing allowed.	Mute
11	Roll vs. INT to remember things. Including spells.	Dementia
12*	All mental skills and knowledge, including spells, are lost. Even his own name. Learning not impaired.	Amnesia
13*	Much dumber than before. May result in change of interests.	Intelligence -2
14*	Coordination has taken a serious hit.	Agility -2
15*	Lost vision on both eyes. Blind fighting skill will help.	Blindness, -6 to attack and AC -4

Facial injury: Unattractive or scary appearance. Sense of smell, hearing and Fortitude may also be affected.

D5	Injury description	Effect
1	Missing ear and damaged hearing.	Hearing -4

2	Take a pick of missing front teeth/lips and/or a crooked jaw.	Personality -1
3	Missing nose. Exact details depend on damage type.	Personality -1, no smell
4*	The trauma has rearranged the face. Makes a funny/annoying noise when breathing and looks really weird/scary.	Personality -2
5*	As above, only worse. Drool and snot are constantly dripping from the facial orifices.	Personality -2, Fortitude -1, no smell

Eye injury: Reduced peripheral vision, depth perception or degrees of blindness. Eye(s) may actually be missing or just damaged.

D5	Injury description	Effect
1	Night-blindness.	-1d to attack and -4 to spotting in low light situations
2	Double vision.	Attack -1, -2 to spotting
3	Lost vision on one eye.	Reflex -1, Attack -1
4	Blurred vision.	-1d to attack, -4 to spotting
5*	Lost vision on both eyes.	Blindness, -6 to attack and AC -4

Traumatized: A bad psychological reaction to physical or mental trauma makes the nerves frail and the mind weak.

D5	Injury description	Effect
1	Subject quickly finds a cure for his frail nerves.	Alcoholism or other addiction
2	Nightmares. Poor sleep and reduced mental fortitude.	Will -1
3	Develops phobia towards offender/situation. Will run away screaming if failure.	Will -1 and phobia with DC 10
4	As above	Will -2 and phobia with DC 15
5*	As above	Will -3 and phobia with DC 20

Damaged cardiovascular/respiratory system: Reduced stamina from injury to windpipe, arteries, lungs or heart.

D5	Injury description	Effect
1	Damaged windpipe.	Fortitude -1 and can only whisper
2	Partly collapsed lung.	Stamina -1
3	Damaged arteries cause dizziness when exerting.	-1d to attack after first round of combat
4*	Water on the lung. Always short of breath.	Stamina -2
5*	Weakened heart. Will faint after STA rounds of combat. Other strenuous activities will result in fainting spells as well. Regains consciousness after 1 turn.	Stamina -2

Damaged gastrointestinal system: Reduced stamina, personality and/or fortitude. May express itself as indigestion, gluttony, flatulence, incontinence or even sterility. May also become susceptible to poisons.

D5	Injury description	Effect
1	Damaged or missing sex organ. May be known or express itself as low self-esteem.	Personality -1 and sterile/barren
2	Damaged liver.	Fortitude -1, double damage from poisons including effects from alcohol
3	Damage to lower intestines causing severe flatulence or incontinence.	Personality -1
4	Damaged intestines. Poor absorption resulting in fatigue. Subject becomes gluttonous as he never gets his energy up.	Stamina -1, double cost for food/drink
5*	Damaged intestines and chronic belly aches causing mental weariness. Subject becomes very particular in his diet.	Stamina -1, Will -1, double cost for food/drink

Damaged motor system: Reduced physical abilities. Joints, tendons, muscles or nerves may be affected. Neck/back problems or arms, fingers, legs, feet or toes may be missing.

D12	Injury description	Effect
1	Busted knee. Obvious limp.	Reflex -1, Move -10'
2	Shaking hand due to neurological damage. Can't keep a steady aim. Off-hand not affected.	Ranged -1, Lockpicking -2
3	Busted elbow. Off-hand not affected.	Melee -1
4	Missing toes. Slight limp.	Move -5', Climbing -2
5	Missing fingers. Off-hand not affected.	Attack -1, Lockpicking -2, Climbing -2
6	Missing hand. Off-hand not affected. Can strap a shield to the arm, or attach a modified punching dagger: 1d4, hook: 1d3, torch holder etc.	Climbing -4
7	Damaged rib cage makes subject slower and less flexible.	Agility -1
8	Missing arm. Off-hand not affected.	Strength -1, Climbing -4
9*	Hips don't lie. Damaged pelvis area.	Agility -2
10*	Busted back. Excruciating pain when exerting.	Strength -2
11*	Missing foot. Without prosthesis (peg leg), move is only 10" and can only hop or crawl.	Move -10', Agility -1, Strength -1, Climbing -2
12*	Missing leg. Without prosthesis; as in missing foot.	Halved move, Agility -2, Strength -1, Climbing -4

Skin horribly scarred, scabs or open, non-healing wounds: Reduced personality and/or will. Typically caused by burns, torture, disease or some other unpleasantness

D4	Injury description	Effect
1	Open, unhealing wound.	Fortitude -1
2	Open, unhealing and painful wound causing mental weariness.	Fortitude -1, Will -1
3	Prominent scarring/scabs.	Personality -1
4*	Repulsive scarring/scabs.	Personality -2