

■ Injury Chart

- 1-cracked foot- movement decreased by 5 ft
- 2-cracked ribs- disadvantage on strength checks/saves
- 3-head wound- disadvantage on wisdom checks/saves
- 4-infection- -5 max HP
- 5-swollen eye- -2 on ranged attack rolls
- 6-torn bicep- -1 melee damage
- 7-concussion- disadvantage on intelligence checks/saves
- 8- cracked femur-disadvantage on dexterity checks/saves
- 9-coughing blood- disadvantage on con checks/saves
- 10-internal bleeding- **all** dice heal $\frac{1}{2}$ as much.
- 11-ugly wound – disadvantage on charisma checks
- 12-throat wound-10% failure chance when casting spells.
- 13-ankle sprain- Can't dash
- 14-disoriented- lose reaction
- 15-wounded lung/winded- lose bonus action
- 16-broken fingers- disadvantage with two handed weapons/ can't use shield.
- 17-dazed- disadvantage on initiative
- 18-torn quad- -1 ac
- 19-shakes- -1 on attack rolls
- 20-roll on sub chart. Lose that limb
 - 1- finger of left hand
 - 2- finger of right hand
 - 3- toe of left foot
 - 4- toe of right foot
 - 5-nose
 - 6- ear
 - 7- scarred face
 - 8- left thumb
 - 9-right thumb

- 10-big toe left foot
- 11- big toe right foot
- 12- left foot
- 13- right foot
- 14-left leg
- 15-right leg
- 16-eye
- 17-right hand
- 18-left hand
- 19-internal organs (disadvantage all con rolls, death saving throws, $\frac{1}{2}$ max hp)
- 20- head