

DEATH DISMEMBERMENT AND INSANITY

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Death and Dismemberment

Monsters die at 0 HP. Important NPCs drop to Dying at 0 HP, and die instantly at -3. When a PC runs out of HP, they are at 0 HP and can't take any further damage without risk of death and dismemberment. Further damage (in excess of a PC's HP) is lethal damage, and incurs a roll on the Death and Dismemberment table.

An injury heals one day's worth of healing every day, or every 1 HP of magical healing that you receive.

Severity = 1d12 + lethal damage + (2 * current injuries)

Death and Dismemberment

	1/2 – Arm/Leg	3 – Torso	4 – Head
1-4	Disarmed/Prone	Winded	Dazed 1 rnd
5-6	Disabled 1 d	Gored 1 d	Concussed 1 d
7-8	Disabled 2d6 d	Gored 2d6 d 1d12 rnds*: Dying	Concussed 2d6 d KO'd 1d6 rnds
9-10	Disabled 2d6 w	Gored 2d6 w 1d6 rnds*: Dying	Concussed 2d6 w KO'd 1d6 min
11-12	Ruined + Dying	Crushed + Dying	Cracked + Dying
13+	Instantly slain. Ignore hit location and describe however most appropriate. Ask player for last words.		

*Prevent Dying by taking a turn to staunch the bleeding.

Death and Dismemberment, pt 2

	Non-Lethal	Fire/Acid	Falls
1-4	No injury.	No injury.	Prone
5-6	Dazed 1 rnd	Burned 1 d	Disabled 1d
7-8	KO'd 1d6 min	Burned 2d6 d	Disabled 2d6 d
9-10	KO'd 1d6 min	Burned 2d6 w Blinded 1d6 d	Disabled 2d6 w
11-12	KO'd 2d6 min	Burned 2d6 w Blinded	Disabled 2d6 w Dying
13+	KO'd 2d6 min	Instantly slain, as above.	

Blinded: You can't see. If your blindness is permanent, you can make a Save to recover sight in one eye.

Burned: -1 maximum HP per HD.

Concussed: Dazed 1 round. 1-in-6 spell failure chance. Initiative is halved.

Cracked: Concussed 2d6 weeks. Save or permanently lose 1 point of Int, Wis, or Cha (random). 30% chance of coma. Characters in a coma get two chances to recover, after 1d6 days and 1d6 weeks.

Crushed: Gored 2d6 weeks. Save or permanently lose 1 point of Str, Dex, or Con (random). 30% chance of paralysis (equal chance of paraplegy or quadripleg). Paralyzed characters get a saving throw to recover fully after 1d6 days and 1d6 weeks. If both fail, permanent.

Dazed: Waste a turn trying to synchronize your blinks.

Dead: Say your last words and give your character sheet an appropriate burial.

Disabled: Disarmed or Prone (depending on hit location). Disabled limbs cannot be used. A disabled leg gives -6 to Movement. Getting a disabled leg knocks you Prone. Getting a disabled arm Disarms you.

Disarmed: Drop whatever is held in that hand. Items held in both hands have only a 50% chance to be dropped.

Dying: You are unconscious and will die unless someone stabilizes you. Stabilizing someone requires rolling a d20 and getting half your Int or less, with a -1 penalty for every round spent Dying. Regaining any amount of HP will automatically stabilize you. If no one stabilizes you, you have a 10% chance of stabilizing yourself after an hour. Unstabilized characters die.

Gored: Winded. -1 maximum HP per HD.

KO'ed: Unconscious.

Prone: On the ground. Standing up takes a turn.

Ruined: Make a save. On a success, your limb is Disabled for 2d6 weeks. On a failure, your limb is permanently Disabled.

Winded: -2 to Attack and Defense until you spend a round catching your breath.

Trauma and Insanity

Upon witnessing something horrific: Player gains 1-3 Trauma Points. They can make a Wis check to reduce the amount gained by 1. If they've seen it before, they automatically succeed at this Wisdom check.

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 lose all Trauma Points and suffer a Breakdown. Breakdowns last for 1d20 rounds. Each time another player spends a round calming them down, reduce the duration by 1 round.

At the end of the Breakdown: Player makes a Save. If they fail, they gain a permanent Madness.

Breakdowns (d6)

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|------------------------|--|
| 1 Run away. | 4 Fainting. |
| 2 Hide. | 5 Paralyzed, stuttering. |
| 3 Run away and hide. | 6 Constant screaming.
Roll for encounter. |

DM's Tip: This isn't CoC. Even dropping a few Trauma Points on your party can cause a breakdown or two. Most traumatic things should probably only give a single Trauma Point (or none with a successful Save).

- If 5 PCs all gain a Trauma Point, there's a 33% chance that there will be at least 1 breakdown.
- If 5 PCs all gain 2 Trauma Points, and then gain another Trauma Point, there a 41% chance that there will be at least 1 breakdown.
- If 5 PCs all gain a Trauma Point, and then gain another Trauma Point, there is a 55% chance that there will be at least 1 breakdown.

For each week spent in relaxing, non-threatening surroundings, reduce your Trauma Points by 1.

Madness (d10)

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|----|---------------------|--|
| 1 | Addiction | Must seek out [sex, drugs, or alcohol, equal chance of each] when possible unless a Wis check is made. |
| 2 | Alien Hand Syndrome | One arm becomes an NPC. Make a reaction roll to determine starting attitude. |
| 3 | Amnesia | Lose 500 xp and recent memories. XP is recovered when memories are. |
| 4 | Hallucinations | Unreliable senses. Zone out all the time. Always surprised for the first round of combat unless a Wis check is made. |
| 5 | Kleptomania | Compulsively steals at least one then from vendors when in town unless a Wis check is made. |
| 6 | Nightmares | No restful sleep unless a Wis check is made each night. |
| 7 | Paranoia | Unable to have normal interactions with anyone. -5 to reaction rolls. Cannot have hirelings. |
| 8 | Phobia | When confronted with trigger, will freeze in fear for 1d6 rounds unless a Wis check is made. |
| 9 | Psychosis | Cannot leave combat until all enemies are dead. A Wis check can be attempted once per combat to resist. |
| 10 | Twitches | -1 to Dex-Attack and relevant Skill checks. |