

INJURY TABLE

ROLL 1D6 (ADD 1 FOR EACH EXISTING INJURY)	RESULT
1-2	Heavy Blow: You are knocked prone. During your next turn, you must spend one die from your dice pool to clear your head enough to think straight before you perform any other actions.
3	Slowed: Your injury is slowing you down, is slowing pain when you move. When you perform an action to move, you move at half your normal speed (rounded down).
4	Nasty Cut: You are bleeding badly. You cannot increase your dice pool limit through time, normal healing, or by straining yourself until this injury is healed.
5	Concussed: You take a powerful blow to the head. Until this injury is healed, you suffer a -1 penalty on all dice rolled when performing all complex actions using Wits, Intuition, Knowledge, or Lore .
6	Injured Arm: Until this injury is healed, any simple actions that would be performed using this limb are now complex actions, and you suffer a -1 penalty on all dice rolled when performing any actions that were already complex actions that use Athletics, Agility, Ranged Combat, and Melee Combat .
7	Injured Leg: Until this injury is healed, any simple actions that would be performed using this limb are now complex actions (including moving), and you suffer a -1 penalty on all dice rolled when performing any complex actions using Athletics, Agility, and Melee Combat .
8-9	Severely Injured: Your injuries are so severe that you can barely function. Until this injury is healed, suffer a -2 penalty on all dice rolled when performing any complex actions. This injury requires 2 successes to heal.
10	Dire: Your dice pool limit is reduced to 0, and your dice pool limit may not be increased until this injury is healed. This injury requires 3 successes to heal. If you do not receive medical treatment within the next hour, you die.
11+	Dead: You are dead.

TRAUMA TABLE

ROLL 1D6 (ADD 1 FOR EACH RESULT OF 1 ROLLED ON A HORROR DIE FOR THIS CHECK)	RESULT
1-2	Subtle Strangeness: You see something out of the corner of your eye. If you look, nothing is there. Or perhaps catch a whiff of a strange smell. This could be pleasant, repellant, or some odd combination (blood and cinnamon, or lavender and spoiled milk). There is no further effect, but you'd better be on your guard...
3-4	Shocked: You are so struck by something you see, smell, hear, or otherwise sense, that it leaves you taken aback for a brief moment. You must discard one of your dice from your pool if possible. If you have no dice in your pool to discard, you must add 1 to the results of any further rolls on this table for the remainder of this session.
5-7	Stunned: The horrors you have been exposed to leave you unable to react or respond. You must discard all of your dice from your pool if possible. If you have no dice in your pool to discard, you must add 1 to the results of any further rolls on this table for the remainder of this session.
8-10	Mind Undone: Your will is overpowered by the horrors around you. You must add 1 to the results of any further rolls on this table for the remainder of this session.
11+	Lost Forever: Something terrible and utterly final has happened to you. You have come to realize that you came from the sea, and to the sea you must return. You attempt to find the nearest body of water and swim out to meet your destiny. You are lost forever.