



INJURIES TABLE

ROLL 1d6 (ADD 1 FOR EACH EXISTING INJURY)	RESULT
1	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.
2	Slowed: The injury has slowed you down, either by hurting your legs or by leaving you in pain when you move. When you move, you move at half the speed you normally do.
3	Nasty Cut: You are bleeding badly. You cannot increase your dice pool limit higher than 3 by means of time, normal healing, or straining yourself until this injury is healed.
4	Concussed: You take a powerful blow to the head. Until this injury is healed, you suffer a -1 penalty on each die rolled when performing any complex action using Wits , Intuition , Knowledge , or Lore .
5	Injured Arm: Until this injury is healed, any simple action you perform using this limb becomes a complex action, and you suffer a -1 penalty on each die rolled each time you perform any other complex action that uses Athletics , Agility , Ranged Combat , or Melee Combat . At your GM's discretion, you may not be able to perform certain actions at all.
6	Injured Leg: Until this injury is healed, any simple action you perform using this limb (including moving) becomes a complex action, and you suffer a -1 penalty on each die rolled each time you perform any other complex action that uses Athletics , Agility , or Melee Combat . At your GM's discretion, you may not be able to perform certain actions at all.
7	Loss of a Sense: One of your senses (sight, smell, or hearing) is no longer functional. You cannot use that sense. The sense affected may be randomly determined by rolling 1d3 (1: sight; 2: smell; 3: hearing), or the GM may choose the result. This injury is difficult and requires two successes to heal.
8	Severely Injured: Your injuries are so severe that you can barely function. Until this injury is healed, you suffer a -2 penalty on each die rolled each time you perform a complex action. This injury is difficult and requires two successes to heal.
9	Comatose: Your dice pool limit is reduced to zero, and your dice pool limit may not be increased until this injury is healed. This injury is difficult and requires two successes to heal.
10	Dire: Your dice pool limit is reduced to zero, and your dice pool limit may not be increased until this injury is healed. This injury is very difficult and requires three successes to heal. If you do not receive medical treatment within the next hour, you die.
11+	Dead: You are dead (While in the Town of Promise, death may not be so simple. See Death in Promise on page 16).



★ **TRAUMAS TABLE** ★

ROLL 1d6 (ADD 1 FOR EACH 1 ROLLED ON A HORROR DIE)	RESULT
1-2	Subtle Strangeness: You see something out of the corner of your eye, like a shadow, or a small creature ducking quickly out of sight. If you look at it directly, nothing is there. Or perhaps, whatever you are eating or drinking seems suddenly rancid or spoiled for a moment. Or maybe, you catch a whiff of a strange smell. It might be pleasant, repellent, 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	Shocked: You are so struck by something you see, smell, hear, or otherwise sense that you are briefly taken aback. You must discard one of your dice from your dice pool if possible. If you have no dice in your dice pool to discard, you must add 1 to the results of any further rolls on this table for the remainder of this session.
4	Stunned: The horrors you have been exposed to leave you unable to react or respond. You must discard all of your dice from your dice 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	Overcome by Horror: The horror of what you know looms in your mind, reducing you to your baser instincts. Unless you spend 1 insight, you must trigger the negative side of your personality trait.
8-10	Mind Undone: Your will is overpowered by the horrors around you. Unless you spend 2 insight, you must trigger the negative side of your personality trait (found in each character portfolio). Further, if the negative effects would normally last until the end of your next turn, they instead last until the end of the current scene. If they would normally last until the end of the current scene, they instead last for the remainder of the current session. Additionally, 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. Perhaps your mind has irrevocably shattered, leaving you a muttering husk of your former self. Maybe you realize that you came from the sea, and that to the sea you must return. You attempt to find the nearest body of water and swim out to meet your destiny. Or possibly you've simply decided that in a world beset by horror, your only hope is to swear allegiance to the dark and terrible powers and hope to be spared. You either vanish, become unable to continue your investigations, or are doomed to return as a deadly adversary pitted against those you once called friends. Whatever the case, you are lost forever.

