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Lingering injuries 5e dmg

Persistent Injury Damage Types Acid Bludgeoning Cold Fire Force Lightning Necrotic Piercing Poison Psychic Radiant Slashing Thunder It's up to you to decide when to check for a persistent injury. A creature can suffer a persistent injury in the following circumstances: When it takes a critical hit. When it falls to 0 strike points, but is not killed outright. When he fails a death savings stream by 5 or more. To determine the nature of the injury, determine the type of damage that triggered the injury and roll on the appropriate chart below that corresponds to the type of damage. If several types of damage have caused the injury, use the type that caused the majority of the damage, or randomly determine the type of damage to use when driving for persistent injury. These tables assume a typical humanoid physiology, but you can adapt the results for creatures with different body types. If you choose, you can also allow wounds that require regeneration or other high-level magics to heal naturally, given a substantial amount of time. d20 Persistent injuries 1 Blindness. Your eyes are destroyed; you win the blinded state. Magic such as the spell of regeneration can restore your view. 2 Partial blindness. Your eyes are damaged; You have a downside on wisdom (perception) checks that rely on the view and on the remote attack rollers. Magic such as regenerated fate can heal the damage to your eyes. If you have ever suffered partial blindness, you are blinded. 3 Hand destroyed. You can no longer hold anything with two hands, and you can only hold one object at a time. Magic such as the spell of regeneration can restore the lost appendix. 4 Foot or leg destroyed. Your walking speed is reduced by half, and you must use a crutch or cane to move. You fall prone after using the Dash action. You have a disadvantage on dexterity controls made to balance. Magic such as the regeneration spell can restore the damaged appendix. 5-7 Major neuralgia. You are constantly suffering from nerve damage. Every time you try a combat action, you have to do a DC 15 Constitution save throw. On a failed record, you lose your action and can't use the reactions until the start of your next round. Magical healing of the 6th or higher level, such as healing and regenerating, heals neuralgia, or if you spend twenty days doing nothing but rest that it solves on its own. 8-10 Minor neuralgia. This has the same effect as the major neuralgia above, except that the DC record is 10, and it only takes ten days to solve its own. 11-13 Horrible disfigurement. You have acid burns as the scars cannot be easily concealed. You have drawbacks on charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks. Magical healing of the 6th level or more, such as healing and regenerating, eliminates the acid burning scar. acid. Bulbs. You have severe blisters. You have a drawback on dexterity controls. The blisters heal if you receive a magical healing. Alternatively, someone can look after the bulbs and do a DC 15 Wisdom (Medicine) check once every 24 hours. After seven successes, the blisters heal. 17-20 Minor disfigurement. You have acid burn scars, but they have no negative effect. Magical healing of the 6th level or more, such as healing and regenerating, eliminates acid burning scars. d20 Persistent injuries 1 Brain injury. You've suffered a brain injury. You have drawbacks on intelligence, wisdom and charisma checks, as well as

intelligence, wisdom, and rescue charisma throws. If you fail a life-saving throw against bludgeoned damage, force damage, or psychic damage, you are also stunned until the end of your next round. Magic such as the spell of regeneration can restore your full brain function. 2 Broken leg. Your walking speed is halved, and you must use a cane or crutch to get around. You fall prone after using the Dash action. You have a disadvantage on dexterity controls made to balance. If your leg is splint with a successful DC 15 Wisdom (Medicine) check, then magical healing of 6th or higher level, such as healing and regenerating, repairing the broken leg, or it will heal naturally in 8 weeks. If it is not splinted before it is cured or allowed to heal, the effects remain until it is crushed and splinted. 3 Broken arm. You can no longer hold anything with two hands, and you can only hold one object at a time. If your arm is splint with a successful DC 15 Wisdom (Medicine) check, then magical healing of 6th or higher level, such as healing and regenerating, repairing the broken leg, or it will heal naturally in 8 weeks. If it is not splinted before it is cured or allowed to heal, the effects remain until it is crushed and splinted. 4 Internal injuries. Every time you try a combat action, you have to do a DC 15 Constitution save throw. On a failed record, you lose your action and can't use the reactions until the start of your next round. Magical healing of the 6th or higher level, such as healing and regenerating, healing the wound, or if you spend ten days doing nothing but resting, it will heal naturally. 5-7 Broken ribs. This has the same effect as the internal injury above, except that the DC save is 10. 8-10 Major Concussion. You have drawbacks on intelligence controls, wisdom controls, and charisma controls, as well as jets Constitution to maintain concentration. Magical healing from level 6 or higher, such as healing and regenerating, cures concussion. Alternatively, it heals alone in four weeks. 11-13 Minor concussion. You have drawbacks to intelligence checks. Concussion heals if you receive a magical cure; alternatively, he heals on his own in two weeks. If you already have a minor concussion, you have a major concussion. 14-16 Severe bruises. You suffer severely on a large part of your anatomy. Every time you suffer baton blows or force damage, you suffer an extra bludgeoning or force damage. The bruises heals if you receive a magical healing. Alternatively, it heals alone in 2 weeks. 17-20 Broken nose. Your broken nose is sore, but has no side effects. Any magical healing repairs your nose, although it can heal twisted if it is twisted when healing is applied. d20 Persistent injuries 1 Eye damage. One of your corneas is damaged by frostbite. You have a downside on wisdom (perception) checks that rely on the view and on the remote attack rollers. Magic such as the regeneration spell can restore the damaged cornea. If you do not have corneas that remain intact after suffering this injury, you are blinded. 2 Systemic damage caused by frostbite. You have a disadvantage on strength, dexterity, and controls of constitution ability and strength, dexterity, and economy constitution throws. Magic such as the spell of regeneration heals this damage. 3 Gangrene of the Hand. You can no longer hold anything with two hands, and you can only hold one object at a time. Magic such as the regeneration spell can restore the crushed appendix. 4 Gangrene of the foot. Your walking speed is halved, and you must use a cane or crutch to get around. You fall prone after using the Dash action. You have a disadvantage on dexterity controls made to balance. Magic such as the regeneration spell can restore the crushed appendix. 5-7 Major neuralgia. You have constant and painful nerve damage on a large part of your body. Every time you try a combat action, you have to do a DC 15 Constitution save throw. On a failed record, you lose your action and can't use the reactions until the start of your next round. Magical healing of the 6th or higher level, such as healing and regenerating, curing neuralgia, or if you spend twenty days doing nothing but resting, it resolves on its own. 8-10 Minor neuralgia. This has the same effect as the major neuralgia above, except that the DC record is 10, and it will resolve on its own in ten days. 11-13 Horrible disfigurement. You have burn scars as far as can not be easily hidden. You have drawbacks on charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks. The magical healing of the 6th level or more, such as healing and removes burn scars. 14-16 Blisters. You have severe blisters. You have a drawback on dexterity controls. The blisters heal if you receive a magical healing. Alternatively, someone can look after the bulbs and do a DC 15 Wisdom (Medicine) check once every 24 hours. After seven successes, the blisters heal. 17-20 First degree burns. You have superficial but painful burns. Every time you take fire damage, you take an extra point of damage. Magical healing heals burns; Burns they'll heal on their own in two weeks. If you already have first degree burns, you suffer from second degree burns. d20 Persistent injuries 1 Brain injury. You've suffered a brain injury. You have drawbacks on intelligence, wisdom and charisma checks, as well as intelligence, wisdom, and rescue charisma throws. If you fail a life-saving throw against bludgeoned damage, force damage, or psychic damage, you are also stunned until the end of your next round. Magic such as the spell of regeneration can restore your full brain function. 2 Explosive failure of the hand. You're losing a hand. You can no longer hold anything with two hands, and you can only hold one object at a time. Magic such as the spell of regeneration can restore the lost appendix. 3 Explosive grounding of the foot. You're losing a foot. Your walking speed is reduced by half, and you must use a cane or crutch to move unless you have an ankle leg or other prosthesis. You fall prone after using the Dash action. You have a disadvantage on dexterity controls made to balance. Magic such as the spell of regeneration can restore the lost appendix. 4 Kidney failure. When you complete a long rest, you must succeed in a Constitution saving launch DC 15 or win the poisoned condition until you have completed a long rest. Magic such as the spell of regeneration can cure your kidney failure. Alternatively, someone can deal with kidney failure and do a DC 15 Wisdom (Medicine) check once a week. After ten successes, kidney failure is resolved. 5-7 Arc Flash. Roll on the fire table. 8-10 Heart injuries. You get a level of exhaustion that cannot be removed by normal means. If you fail a savings stream against fear or fear effects, you gain another level of exhaustion that can be removed by normal means. Magic such as regenerated fate can cure your heart damage. 11-13 Degradation of skeletal muscle. You have drawbacks on force controls and force saving throws. Magic such as the spell of regeneration can cure your muscle breakdown. Alternatively, it will resolve on its own in 6 weeks. 14-16 Muscle spasms. You have a drawback on dexterity controls. Magical healing heals your muscle spasms. Alternatively, they will resolve themselves in 2 weeks. 17-20 Flash Burns. You have superficial burns. You become red like a lobster, but otherwise do not suffer from mechanical effects. Magical healing heals your flash burns. Alternatively will heal on their own in 2 weeks. d20 Persistent wounds 1 Spiritual wounds. You have intense apathy and depression. You have drawbacks on intelligence, wisdom, and controls ability to charisma and intelligence, wisdom, and charisma save throws. Magic such as the spell of healing or regeneration can resolve your spiritual wound, but such spells must be cast by a cleric, druid, or any other class that uses divine magic. 2 Hand assailed. You're losing a hand. You can no longer hold anything with two hands, and you can one object at a time. Magic such as the spell of regeneration can restore the lost appendix. 3 Striped foot. Your walking speed is halved, and you must use a cane or crutch to get around. You fall prone after using the Dash action. You have a disadvantage on dexterity controls made to balance. Magic such as the spell of regeneration can restore the lost appendix. 4 Major organ necrosis. Every time you try a combat action, you have to do a DC 15 Constitution save throw. On a failed record, you lose your action and can't use the reactions until the start of your next round. Magical healing of the 6th level or more, such as healing and regenerating, heals the necrosis of the major organs. 5-7 Minor organ necrosis. This has the same effect as the necrosis of the major organs above, except that the DC record is 10. 8-10 Necrotic punch. You smell rotten flesh. You have drawbacks on charisma (Persuasion) checks. The magical healing of the 6th level or more, such as healing and regenerating, removes the smell. 11-13 Necrotizing injury. Your maximum strike point is reduced by 1 every 24 hours as the wound persists. If your maximum strike point drops to 0, you will die. The wound heals if you receive a magical healing. Alternatively, someone can deal with the injury and do a DC 15 Wisdom (Medicine) check once every 24 hours. After ten successes, the wound heals. 14-16 Inflammation. Your muscles are irritated and inflamed. You have a drawback on force controls. Magic healing solves inflammation. Alternatively, he will resolve himself in two weeks. 17-20 Necrotic discoloration. You get white and grey spots on your cheeks. The stains have no negative effect. Magical healing from the 6th level or more, such as healing and regenerating, eliminates stains. d20 Persistent injuries 1 Losing an eye. You have a downside on wisdom (perception) checks that rely on the view and on the remote attack rollers. Magic such as the spell of regeneration can restore the lost eye. If you no longer have eyes after suffering this injury, you are blinded. 2 Injuries to the throat. You get a level of exhaustion that cannot be removed by normal means. You also have a drawback on constitutional controls. Magic like regenerated spell can heal your throat wounds. 3 Injury to the groin. Your walking speed is halved, and you must use a cane or crutch to get around. You can't take Dash action. You're also sterile. Magic as well as regenerated spell can heal the wound to the groin. 4 Heart damage. You get a level of exhaustion cannot be removed by normal means. If you fail a savings stream against fear or fear effects, you gain another level of exhaustion that can be removed by normal means. Magic such as regenerated fate can cure your heart damage. 5-7 Organ damage. Every time you try a combat action, you have to do a DC 15 Constitution save throw. On a failed record, you lose your action and can't use the reactions until the start of your next round. Magic Magic as the spell of regeneration can cure your organ damage. Alternatively, someone can deal with organ damage and do a DC 15 Wisdom (Medicine) check once a day. After ten successes, the damage to the organs is resolved. 8-10 Pierced Stomach. When you complete a long rest, you must succeed in a Constitution saving launch DC 10 or win the poisoned condition until you complete a long rest. The magical healing of the 6th or higher level, such as healing and regenerating, heals the pierced stomach, or if you spend ten days doing nothing but resting, it heals on its own. 11-13 Horrible Scar. You are disfigured to the extent that the wound cannot be easily concealed. You have drawbacks on charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks. The magical healing of the 6th level or more, such as healing and regenerating, removes the scar. 14-16 Festering Plague. Your maximum strike point is reduced by 1 every 24 hours as the wound persists. If your maximum strike point drops to 0, you will die. The wound heals if you receive a magical healing. Alternatively, someone can deal with the injury and do a DC 15 Wisdom (Medicine) check once every 24 hours. After ten successes, the wound heals. 17-20 Minor scar. The scar has no negative effect. The magical healing of the 6th level or more, such as healing and regenerating, removes the scar. d20 Persistent injuries 1 Systemic damage. You have a disadvantage on strength, dexterity, and controls of constitution ability and strength, dexterity, and economy constitution throws. Magic such as the spell of regeneration heals this damage. 2 Major liver damage. When you complete a long rest, you must succeed in a Constitution saving launch DC 15 or win the poisoned condition until you have completed a long rest. In addition, every time you take damage caused by the poison, you take 3 (1d6) additional toxic damage. Every time you drink alcohol or take another medication, you take 3 (1d6) damage caused by the poison. Magic as the spell of regeneration can cure your liver failure. 3 Minor liver damage. When you complete a long rest, you must succeed in a Constitution saving launch DC 10 or win the poisoned condition until you complete a long rest. In addition, every time you take damage caused by the poison, you take 2 (1d4) additional damage caused by the poison. Every time you drink alcohol or take another drug, you take 2 (1d4) damage caused by the poison. Magic as the spell of regeneration can cure your liver failure. Alternatively, someone can deal with kidney failure and do a DC 15 Wisdom (Medicine) check once a week. After ten successes, kidney failure is resolved. 5-7 Minor kidney failure. This has the same effect as the major kidney failure above, except that the DC record is 10 and only six six (Medicine) check the successes are needed to solve kidney failure. 8-10 Heart injuries. You get a level of exhaustion that cannot be removed by normal means. If you fail a savings stream against fear or fear effects, you gain another level of exhaustion that can be removed by normal means. Magic such as regenerated fate can cure your heart damage. 11-13 Vertigo. You have a drawback on dexterity controls. Magic like regenerated spell can cure your vertigo. Alternatively, it will resolve on its own in 8 weeks. 14-16 Nausea. You have a drawback on constitutional controls. Magical healing cures your nausea. Alternatively, it will resolve on its own in 4 weeks. 17-20 Minor Nausea. You have to pass a DC 10 Constitution economy throw away before you can consume food. Magical healing cures your nausea. Alternatively, it will resolve on its own in 1 week. d20 Persistent injuries 1 Brain injury. You've suffered a brain injury. You have drawbacks on intelligence, wisdom and charisma checks, as well as intelligence, wisdom, and rescue charisma throws. If you fail a life-saving throw against bludgeoned damage, force damage, or psychic damage, you are also stunned until the end of your next round. Magic such as the spell of regeneration can restore your full brain function. 2 Indefinite madness. Roll over the Indefinite Madness table in the Dungeon Masters Guide. 3 Severe headache. You have a downside on wisdom checks and wisdom savings throws. If you fail a life-saving throw against bludgeoned damage, force damage, or psychic damage, you are also stunned until the end of your next round. Magic like regenerated spell can cure your severe headaches. 4 Phobia. You develop a debilitating fear of something in the situation from which you gained your injury. For example, if you have been damaged by a mind flayer, you might have a fear of octopus. The DM will decide. When you are faced with your phobia, you have inconvenience on all capacity controls and saving throws. Magic like regenerated spell can cure your phobia. 5-7 Long-term madness. Roll on the long-term Madness table in the Dungeon Masters Guide. Your madness lasts twice as long. 8-10 Weak Character. You have suffered damage to your sense of self. You have drawbacks on Charisma controls. Magic such as regenerated spell can heal your weak character. Alternatively, it will heal on its own in four weeks. 11-13 Minor headaches. You have a wisdom controls. Magical healing cures your minor headaches. Alternatively, they will resolve themselves in two weeks. 14-16 Inappropriate volume. You can't regulate your volume. You scream when you intend to whisper, and whisper when you intend to scream. Magical healing heals your inappropriate volume. 17-20 Short-term madness. Roll on the Madness table for the short term in the Dungeon Masters Guide. Your madness lasts twice as long. d20 Persistent injuries 1 1 Your eyes are destroyed; you win the blinded state. Magic such as the spell of regeneration can restore your view. 2 Partial blindness. Your retinas are damaged; You have a downside on wisdom (perception) checks that rely on the view and on the remote attack rollers. Magic such as the spell of regeneration can restore the lost eye. If you have ever suffered partial blindness, you are blinded. 3 Third degree burns. You have drawbacks on capacity controls and constitutional economy throws. If you fail a savings jet against an effect that causes fire damage, you also get the state dizzy until the end of your next turn. Magic such as the spell of regeneration heals this damage. Alternatively, someone can take care of the burns and do a DC 15 Wisdom (Medicine) check once a week. After ten successes, the burns heal. If you already have third degree burns, you suffer from fourth degree burns according to the fire chart. 4 Second degree burns. You have disadvantages on strength, dexterity, and controls of the Constitution. Magic such as the spell of regeneration heals this damage. Alternatively, they will heal on their own in 4 weeks. If you already have second degree burns, you suffer from third degree burns. 5-7 Large skin tumors. You develop several large painful skin tumors. You have drawbacks on controls of charisma and wisdom. Magic like regenerated spell heals your large skin tumors. If your large skin tumors are not healed within six months, you develop systemic damage depending on the poison table. 8-10 Small skin tumors. You develop several small painless skin tumours. You have drawbacks on Charisma controls. Magic like regenerated spell heals your small skin tumors. If your small skin tumours are not healed within a year, you develop large skin tumours. 11-13 Cloques. You have severe blisters. You have a drawback on dexterity controls. The blisters heal if you receive a magical healing. Alternatively, someone can look after the bulbs and do a DC 15 Wisdom (Medicine) check once every 24 hours. After seven successes, the blisters heal. 14-16 First degree burns. You have superficial but painful burns. Every time you take fire damage, you take an extra point of damage. Magical healing heals burns; alternatively, they will heal on their own in 2 weeks. If you already have first degree burns, you suffer from second degree burns. 17-20 hair and cosmetic damage. The hair visible on your body burns, but will grow back as usual. If you have tattoos exposed, they fade as if they were exposed to 10 years of sunlight. d20 Persistent injuries 1 Losing an eye. You have a downside on wisdom (perception) checks that rely on the view and on the remote attack rollers. Magic such as the spell of regeneration can restore the lost eye. If you no longer have eyes after suffering this injury, you are blinded. 2 Lose an arm or a hand. You can no longer hold anything with two hands, and you can hold one object at a time. Magic such as the spell of regeneration can restore the lost appendix. 3 Lose a foot or a leg. Your walking speed is reduced by half, and you must use a cane or crutch to move unless you have an ankle leg or other prosthesis. You fall prone after using the Dash action. You have a disadvantage on dexterity controls made to balance. Magic such as the spell of regeneration can restore the lost appendix. 4 Paralyzed. Your walking speed is reduced by 5 feet. You have to do a dc 10 Dexterity save throw after using the Dash action. If you fail to register, you fall prone. Magic like regenerated spell can heal your severed hamstrings. 5-7 Major internal injuries. Every time you try a combat action, you have to do a DC 15 Constitution save throw. On a failed record, you lose your action and can't use the reactions until the start of your next round. Magical healing from the 6th or higher level, such as healing and regenerating, heals internal wounds; alternatively, if you spend ten days doing nothing but resting, he heals on his own. 8-10 Minor internal injuries. This has the same effect as the major internal damage above, except that the DC save is 10. 11-13 Horrible Scar. You are disfigured to the extent that the wound cannot be easily concealed. You have drawbacks on charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks. The magical healing of the 6th level or more, such as healing and regenerating, removes the scar. 14-16 Festering Plague. Your maximum strike point is reduced by 1 every 24 hours as the wound persists. If your maximum strike point drops to 0, you will die. The wound heals if you receive a magical healing. Alternatively, someone can deal with the injury and do a DC 15 Wisdom (Medicine) check once every 24 hours. After ten successes, the wound heals. 17-20 Minor scar. The scar has no negative effect. The magical healing of the 6th level or more, such as healing and regenerating, removes the scar. d20 Persistent injuries 1 Brain injury. You've suffered a brain injury. You have drawbacks on intelligence, wisdom and charisma checks, as well as intelligence, wisdom, and rescue charisma throws. If you fail a life-saving throw against bludgeoned damage, force damage, or psychic damage, you are also stunned until the end of your next round. Magic such as the spell of regeneration can restore your full brain function. 2 Deafness. Your eardrums have been destroyed; you win the deafened condition. Magic that the regeneration spell can restore your hearing. 3 Partial deafness. Your eardrums have been damaged; you are hard of hearing. You have a downside on any capacity check that requires hearing. Magic such as the spell of regeneration can restore your hearing. 4 Severe headache. You have a downside on wisdom checks and wisdom savings throws. If you fail a life-saving throw against bludgeoned damage, force damage, or psychic damage, you are also stunned until the end of next round. Magic like regenerated spell can cure your severe headaches. 5-7 Internal injuries. Every time you try a combat action, you have to do a DC 15 Constitution save throw. On a failed record, you lose your action and can't use the reactions until the start of your next round. The magical healing of the 6th or higher level, such as healing and regenerating, heals the internal wound, or if you spend ten days doing nothing but resting, it heals on its own. 8-10 Major Concussion. You have drawbacks on intelligence controls, wisdom controls, and charisma controls, as well as constitutional savings jets to maintain concentration. Magical healing from level 6 or higher, such as healing and regenerating, cures concussion. Alternatively, it heals alone in four weeks. 11-13 Minor concussion. You have drawbacks to intelligence checks. Concussion heals if you receive a magical cure; alternatively, he heals on his own in two weeks. If you already have a minor concussion, you have a major concussion. 14-16 Minor headaches. You have a drawback on wisdom controls. Magical healing of the 6th level or more, such as healing and regenerating, heals headaches. Alternatively, they will resolve themselves in two weeks. 17-20 Severe bruises. You suffer from severe bruising on much of your anatomy. Every time you suffer baton blows or force damage, you suffer an extra bludgeoning or force damage. The bruises heals if you receive a magical healing. Alternatively, it heals alone in 2 weeks. Week.

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