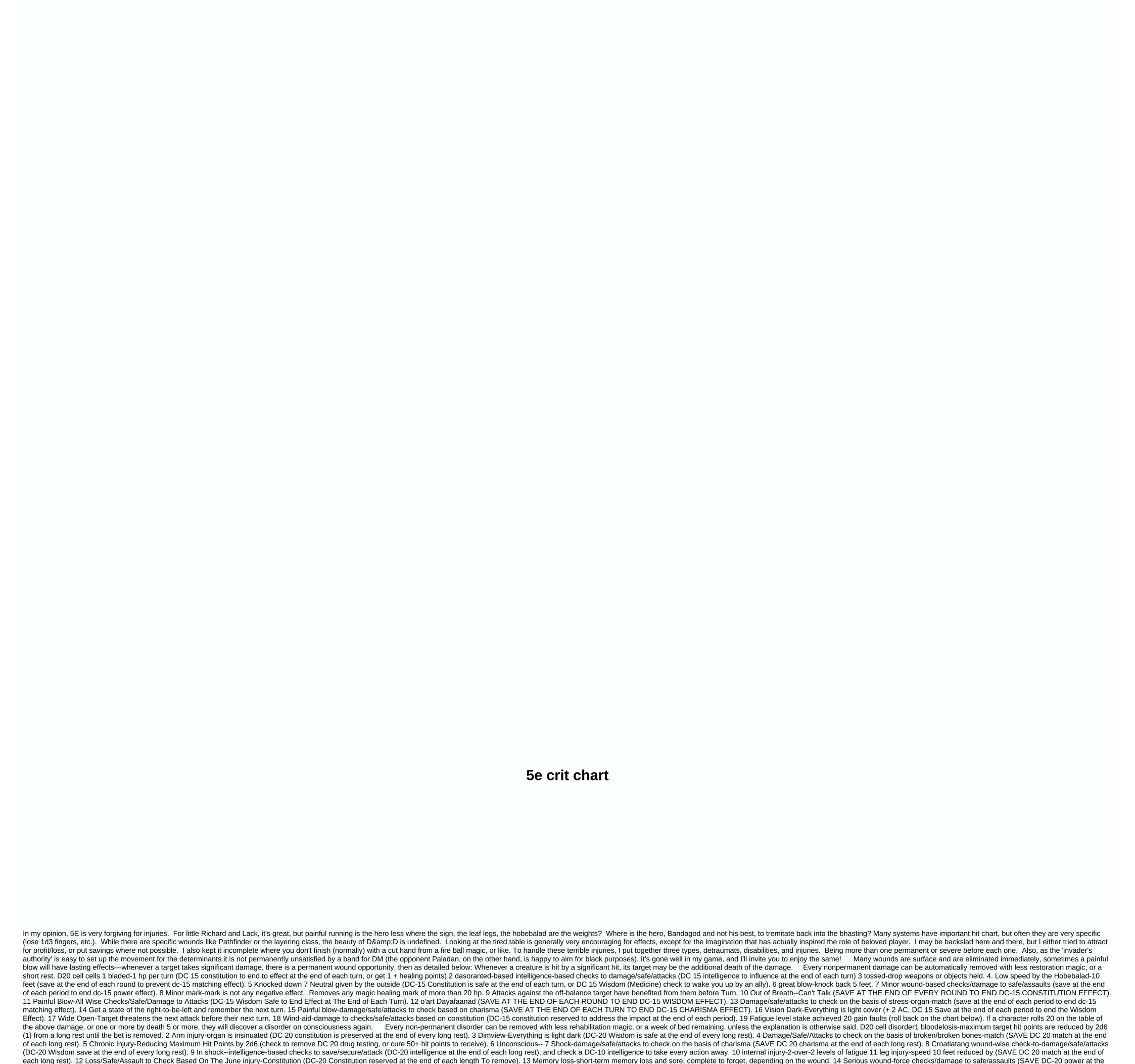
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Trauma – Get a Form of Permanent Madness (DMG). Once again the injury table and the fault stool roll 18 on the table. The injury rolls 19 again on the table. The injury rolls 20 again three times on the table. Table.

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end of each long rest). 15 Back-to-back-capacity solutions (save DC-20 power at the end of each long rest). 16 Terrible sign-you are wasting to such an extent that wounds cannot be easily hidden. You have to check the charisma (threat) on the charisma (motivation) check and damage on the benefit. 40+ hit points removed with 20+ magic healing points with a successful DC or 15 wisdom (medicine). 19 Get a careful-to-stay condition. Each goal goal can try a DC 15 check to re-effect the constitution. 20 get injury (roll on the bottom chart) a character on the injury table takes more than a 20 roll, or one his liquid to state on the injury table takes more than a 20 roll, or one his points in a blow, or a light to-stay condition. Each goal can try a DC 15 check to re-effect the constitution. 20 get injury (roll on the bottom chart) a character on the injury table takes more than a 20 roll, or one his new than a 20 roll or his new than a 20 roll or his new than a 20 roll or his new th