

- 1** Lose an Eye
 - 2** Lose an Arm or a Hand
 - 3** Lose a Foot or Leg
 - 4** Limp
 - 5** Internal Injury
 - 8** Broken Ribs
 - 11** Horrible Scar
 - 14** Festering Wound
 - 17** Minor Scar
- (DMG p 272)*

Old school!

AC 19-AC (20-AC if 2e) cap 22

Trained mod HD/2+2 cap 12

AV HD/2+12 cap 22

AV 30 - THACO cap 22

Save DC HD/2+8

Bad stat 0 / 10 / 14

3e, 3.5e, PF

AC (AC+touch AC)/2 cap 22

Prof +3 (regardless of level)

AV mod + 13 cap 22

Save DC mod + 10

TiAoE c(x/5), c(Cone/10), c(Line/30) ±1d3