

Lingering Injuries

1	Lose an Eye	You have disadvantage on Wisdom (Perception) checks that rely on sight. If you have already lost an eye, you are permanently blinded.
2	Lose an Arm or Hand	You can no longer hold anything with two hands, and you can only hold a single object at a time.
3	Lose a Foot or Leg	Your speed on foot is halved, and you must use a cane, crutch, or prosthetic leg. You fall prone after using the Dash action. You have disadvantage on ability checks made to balance.
4	Limp	Your speed on foot is reduced by 5 feet. You must make a DC 10 Dexterity Saving Throw after using the Dash Action, or fall prone.
5-7	Internal Injury	Whenever you take an action and move in a round of combat, you must make a DC 15 Constitution Saving Throw or lose hit points equal to your Proficiency Bonus.
8 - 10	Broken Rib	Whenever you take an action and move in a round of combat, you must make a DC 10 Constitution Saving Throw or lose hit points equal to your Proficiency Bonus.
11 - 13	Horrible Scar	You are disfigured to the extent that the wound can't be easily concealed. When interacting with creatures who can see you, you have disadvantage on Charisma (Persuasion) checks and advantage on Charisma (Intimidation) checks.
14 - 16	Festering Wound	Your Hit Point Maximum is reduced by a number equal to your Proficiency Bonus.
17 - 19	Minor Scar	The scar doesn't have any adverse effects, but is a good excuse to tell a story.
20	Roll Twice	-