

Brutal Consequences System

Critical Hits and High Damage

Whenever a player or a creature scores a critical hit or deals damage equal to or greater than half of the target's maximum hit points in a single attack, trigger the Brutal Consequences System. This also is triggered when a creature rolls a natural 1 on a saving throw made by another creature.

Severity Check

After determining the damage, the attacker must make a "Severity Check." This is a d20 roll, adding their ability modifier (whichever is applicable).

Severity Check	Consequence
10 or lower	Minor
11-15	Moderate
16-19	Major
20 or higher	Severe

Effects

Minor Consequence

Roll a d6 to determine which of the following injuries the target is given.

1. Sprained Limb (-5ft movement until healed)
2. Minor concussion (disadvantage on Intelligence checks until healed)
3. Shallow cut (bleeding, 1d4 damage at the start of the turn until a successful DC 10 Medicine check. This effect ends after 1 minute. If you take any actions that over exert yourself then the wound opens again.)
4. Broken Ankle (disadvantage on Dexterity checks until healed)
5. Bruised Ribs (disadvantage on Constitution saving throws until healed)
6. Temporary blindness (blinded condition for 1 round)

Moderate Consequence

Roll a d6 to determine which of the following injuries the target is given.

1. Broken bone (-10 ft movement until healed)
2. Deep cut (bleeding, 1d6 damage at the start of the turn until a successful DC 15 Medicine check)

3. Moderate concussion (disadvantage on all checks requiring concentration until healed)
4. Torn ligaments (disadvantage on Strength and Constitution saving throws until healed)
5. Limb immobilized (disadvantage on attack rolls until healed)
6. Vision impairment (Blind beyond 30 feet)

Major Consequence

1. Fractured Spine (-15ft movement until healed)
2. Internal Organ Damage (while under the effects of this consequence you have the poisoned condition. This effect can only be healed in the way described in the section of how to heal consequences below.
3. Nerve Damage (disadvantage on Strength, Dexterity, and Constitution saving throws until healed)
4. Internal bleeding (cannot rest until they receive 25 points of magical healing and have a -2 to all constitution saving throws)
5. Partial paralysis (movement requires a DC 10 dexterity check every 10 ft moved. If the target fails this saving throw, they fall prone and cannot move again until their next turn.)
6. Major Concussion (Until healed you gain a -1 to D20 tests. For each consecutive day that this effect is not healed you gain an additional -1 to D20 tests.)

Severe Consequence

Roll a d6 to determine which of the following injuries the target is given.

1. Severed limb (can no longer hold any objects or stand on that limb)
2. Severe Concussion (disadvantage on attacks rolls, saving throws, and ability checks)
3. Destroyed Eyeball (disadvantage on perception checks and you gain the effects of Deep Cut.)
4. Maimed face (disadvantage on all charisma checks when talking to someone you haven't met before. This is mitigated if wearing a full face covering.)
5. Near-death Experience (receive both the Maimed face and Destroyed Eyeball)
6. Multiple Organ Failure (gain a level of exhaustion and require 20 points of healing every day or gain one additional levels of exhaustion for every 10 points of healing not received)

How to Heal the Consequences

With a Healer's Kit, you can use an Utilize action to expend one of its uses to heal an injury that requires a Wisdom (Medicine) check, without needing to make a Wisdom (Medicine) check.

Minor Consequences: Heal with a Short Rest or 25 magical healing. CR 0+
Healer's Kit DC 20

Moderate Consequences: Heal with a Long Rest or 40 magical healing CR 5+
Healer's Kit DC 25

Major Consequences: Heal with one week of bed rest or 75 magical healing. CR 10+
Healer's Kit DC 30

Severe Consequences: 100 magical healing, a long and costly process, or potentially a quest to remove. CR 15+

If the Environment Fights Back

The environment can cause a brutal consequence. In this case the DM rolls a D20 with no modifier to determine how bad the consequence is. The DM then chooses the consequence of that level that suits the best for the situation.