

# MIKE JACK'S INJURY GENERATOR

When you roleplay, do you want to go a little deeper than just trading blows for hit points? Do you want to explore the fallout from breaking a bone or losing a limb? You can find everything you need in **Mike Jack's Injury Generator**.

## GM Generators

Sometimes as a GM (or as a player) you need a random list to apply to a situation. Mike Jack the GM uses and shares these frequently enough that it just made sense to create these helpful guides and make them available for everyone.

These lists are primarily based in D20 systems, like DnD 3.0, DnD 3.5, or Pathfinder. But the concepts and flavor text could be applied to other systems, even if the mechanics have to be adjusted.

Look for other helpful guides like...

- Mike Jack's *Injury Generator*
- Mike Jack's *Curse Generator*
- Mike Jack's *Medieval Profession Generator*
- Mike Jack's *NPC Generator*

You can find more RPG and other content from Mike Jack at [MikeJackStoumbos.com](http://MikeJackStoumbos.com)

## Injury Generator

***You will need:*** A 10-Sided Die and something terrible to happen to a character...

Whatever your adventuring party might encounter, including injuries is a great way of increasing the risks and adding interesting consequences. Injuries are treated differently than hit points, because they affect players on a longer-term basis than a single combat and the time needed to heal by conventional means, and they have direct mechanical consequences on gameplay—(this is particularly helpful for dealing with players who think that they lead a charmed life and can heal from all hit point damage). Injuries can include things like a broken arm or a tiny cut that you keep reopening, but all injuries from great to small can add some real(ish) world consequence and a greater depth of role-playing for the players.

The injury list goes in groups of 10, ranked by severity. The GM may select an injury based on the nature of the combat or choose a starting level of injury and let the player roll a D10.

- Very Severe Injuries
- Severe Injuries
- Moderate Injuries (Recommended)
- Minor Injuries
- That's Gonna Leave a Mark
- **\*\*Critical Injuries\*\***

If you're not sure, start with the **Moderate Injuries** and work your way up or down. Because of the structure of the injury generator, the most severe injuries have been placed first except for the very rare *Critical Injuries* which may include death. If you are looking for potentially fatal injuries, scroll to the end.

**You might be Injured if you:**

- Lose 25% of hit points from a single attack,
- Lose 50% of hit points in a single round,
- Are grappled/bitten/etc. by a creature that would probably leave a lasting mark,
- Suffer a long fall or a mild-to-serious collision or crushing,
- [use your imagination]

These are just a few suggestions and should be adapted and modified for your players and campaign. *Also Recommended: In addition to the direct effects of the injury, treat any successful hits to the site of a current injury as automatic critical threats.*

Once you have chosen a list, simply roll one 10-sided die (D10), and apply the result. Have fun!

**Very Severe Injuries - The wound will never fully heal...**

1. *Prognosis looks poor... Move to the **\*\*Critical Injuries** list and reroll.*
2. Lost a leg - *Considered bleeding out if not tended to.* Leg completely removed; affects speed and most physical actions (-4 or -2); coordination can be relearned to account for a missing leg, but move speed on a crutch or peg leg is never more than half.
3. Lost arm - *Considered bleeding out if not tended to.* Arm completely removed just below the shoulder; affects most physical actions that require balance/counterbalance (-4 or -2). *Determine if main hand or off hand (50% chance or GM's choice); if needed, can learn to make off-hand main-hand (takes time and training).*
4. Lost hand - *Considered bleeding out if not tended to.* Hand completely removed just above the wrist. *Determine if main hand or off hand (50% chance or GM's choice); if needed, can learn to make off-hand main-hand (takes time and training).* Character may begin using a hook, claw, minor manipulator, robotic hand, or buckler at the site of the removed hand.
5. Lost hearing - Both eardrums were punctured and the character is completely deaf; loss of listen skill and aural awareness; penalties to perform and diplomacy checks until trained with the hearing loss; may begin to learn a sign language or to read lips.
6. Lost eye - One eye has been removed or so badly damaged that it cannot function. Penalty to spot checks and visual awareness. You are permanently considered flanked on the side without an eye.
7. Minor Brain Damage - Lose a level; lose access to a random knowledge; when addressing a memory 20% chance of not being able to access that memory.
8. Internal Bleeding - Character cannot be fully healed with hit point restoration, loses 1 HP per minute (or 60 per hour), requires minor surgery to fix.

9. Major Laceration - You have one or more sizable gashes that are deep as well as long (describe as needed). Bleed damage 5/round (very fast) until tended to; requires stitches, possibility of infection, high possibility of reopening the wound until fully healed (40% chance per major encounter for 2d6 days).
10. *Prognosis looks positive... Move to the **Severe Injuries** list and reroll.*

### **Severe Injuries** - You'll live, but you might be down for the rest of the episode

1. *It's worse than it looks... Move to the **\*\*Critical Injuries** list and reroll.*
2. Broken leg - Broken bone in the leg; affects speed and most physical actions (-4 or -2); coordination can be relearned to account for a missing leg, but move speed on a crutch or peg leg is never more than half.
  - a. *Heals after 4d6 days, time can be halved by skilled healer, can be mended by spells that reset bones; can develop into a long-term or permanent Clergyman's Knee if not set properly—see Clergyman's Knee in the minor injuries.*
3. Broken arm - Broken bone in the upper arm; affects tasks that would usually require that arm, particularly dealing with carrying/holding/[strength-based] (-4 or -2).
  - a. *Determine if main hand or off hand (50% chance or GM's choice); if needed, can learn to make off-hand main-hand (takes time and training).*
  - b. *Heals after 3d6 days, time can be halved by skilled healer, can be mended by spells that reset bones; can develop into a long-term or permanent Blacksmith's Elbow.*
4. Broken wrist - Broken bone at the wrist; affects tasks that would usually require that arm, particularly dealing with fine motor skills and manipulation (-4 or -2).
  - a. *Determine if main hand or off hand (50% chance or GM's choice); if needed, can learn to make off-hand main-hand (takes time and training).*
  - b. *Heals after 3d6 days, time can be halved by skilled healer, can be mended by spells that reset bones; can develop into a long-term or permanent Weaver's Wrist.*
5. Partial Hearing Loss - One ear has lost part-to-most of its hearing capacity; -2 or -4 to listen skill and reduced general aural awareness; RP minor penalties to perform and diplomacy checks until trained with the hearing loss; RP inability to reliably hear direction.
6. Moderate Laceration (Torso) - You have a sizeable gash along your torso (describe in detail as needed); bleed damage 3/round until patched or 1/round with pressure; requires stitches, possibility of infection. Future physical exertion could have a change of reopening the wound (20% chance per major encounter for 1d6 days). Will leave a major scar. *See scars...*
7. Moderate Laceration (Face) - You have a slash along your face (describe in detail as needed); bleed damage 2/round until patched or 1/round with pressure; requires stitches, possibility of infection. Each day, has a chance of reopening (20% chance per day for 1d6 days). Will leave a major scar. *See scars...*
8. Moderate Laceration (Arm) - You have a slash along your arm; bleed damage 1/round; requires stitches, possibility of infection. Has a chance of reopening if used; -2 to all rolls

made with that arm until healed; (10% chance to reopen per encounter used for 1d6 days). Will leave a major scar. *See scars...*

9. Moderate Laceration (Leg) - You have a slash along your leg; bleed damage 1/round; requires stitches, possibility of infection. Has a chance of reopening if used; -5 to speed and -2 to skills that rely on your legs; (10% chance to reopen per encounter used for 1d6 days). Will leave a major scar. *See scars...*
10. *It's not as bad as it looks... Move to the **Moderate Injuries** list and reroll.*

### **Moderate Injuries** - You'll live, but you're not gonna forget this one

1. *Dude... You're Bleeding - Move to the **Severe Injuries** list and reroll.*
2. Clergyman's Knee (trick knee) *permanent* - This ailment can never be cured; you have a slightly offset gait and are prone to a limp if the injury is aggravated. On any failed Jump, Climb, or Tumble checks, you have a chance of aggravating your knee and suffer from **Sprained Ankle** conditions until the next full night's rest; aggravation can also occur after a long walk/hike or a long combat.
3. Blacksmith's Elbow (bad elbow) *permanent* - This ailment can never be cured; you have an arm that is prone to reinjury and aggravation. During major exertions of strength using that arm, you have a 20% chance of gaining **Sprained Elbow** conditions until the next full night's rest; aggravation occurs at GM's discretion.
4. Weaver's Wrist (aggravated wrist) - (see above, but apply **Sprained Wrist**.)
5. Concussion - You are considered Shaken for 1d6 days; in addition, you have a 20% chance of being unable to focus enough to act in a timely manner (20% skip your turn every turn). Rest is important; if you would suffer another injury while in concussion state, you have a high chance of developing minor brain damage (see **Minor Brain Damage**).
6. Sprained Ankle - -5 move speed; -2 to all skills that involve your legs; heals in 1d6 days unless it is seriously aggravated (GM's discretion) and the clock resets; Will or Fortitude Save needed to walk on due to pain.
7. Sprained Elbow - -2 to attack rolls and Str checks/skills that require use of that elbow; heals in 1d6 days unless it is seriously aggravated (GM's discretion) and the clock resets; Will or Fortitude Save needed to use due to pain.
8. Sprained Wrist - -2 to attack rolls and Dex checks/skills that require use of that wrist; heals in 1d6 days unless it is seriously aggravated (GM's discretion) and the clock resets; Will or Fortitude Save needed to use due to pain.
9. A Slash But Not A Gash - You were lucky! A nearly-major gash didn't go very deep, created some surface bleeding and a scar but you'll be okay. Bleed damage 1/round for 10 minutes; stops with pressure or a bandage. Small chance of infection. Will leave a scar.
10. *It's Only A Flesh Wound... Move to the **Minor Injury** list and reroll.*

### **Minor Injuries** - It might really be only a flesh wound

1. *Might Want to Get That Looked At... Move to the **Moderate Injury** list and reroll.*

2. Mister Nine-Fingers - One down, take your pick (or have the GM do it for you). If you're feeling brave, roll a D10. -2 on very specific finger dexterity checks only, unless you lost a pointer finger or a thumb. You are used to it after 1d6 days (no penalty, but a good story).
3. Back Spasm - -2 to all physical checks until the next full rest or until you visit a chiropractor or massage therapist.
4. Kick to the Jewels - A hit to a particularly sensitive spot has you down for a round and not willing to reengage immediately; -2 to all checks for the duration of the encounter, and you must make a Fortitude or Will Save to be able to get back into the fight after one round down.
5. Stubbed Toe - -5 to move speed and -2 to Jump, Climb, and Tumble until the next full rest.
6. Jammed Finger - -2 to attacks and dexterity based checks/skills until next full rest.
7. Got Your Bell Rung - You are disoriented and Shaken for the rest of the encounter and possibly for the day (GM's discretion); -2 additional to any attempts to focus or employ mental skills for that duration of the encounter.
8. Damn, that Smarts! - You took a wound that did no damage below the skin, like a burn or a bad scrape, but it hurts; Fortitude or Will Save at the beginning of each round to see if you are willing to participate in a combat; out of combat, treat as Shaken due to distraction.
9. Local Bruising - You feel generally fine, but one spot is very sensitive to the touch or to the hit; if you are hit again in the same spot for the next 1d4 days, it is an automatic critical hit, and you may need to make a Fortitude or Will Save to endure the pain.
10. It's all in your head - Physically you are fine, but you think that you have one of the injuries from another part of the list that relates to your most recent hit. You will act as if you have taken another random injury until you succeed in a Will save against fear or you are able to be convinced that you have not actually been hurt.

### **That's Gonna Leave a Mark -** Come one, come all, to the kickass scar emporium

You will get an awesome scar! You might have a scar due to another injury on the previous list or it might be its own fun anecdote. Determine where or how you got the cut that will lead to the scar, or roll from the mini-chart below:

1. Nicked the Ear, a part of your ear looks like it was in a catfight.
2. Permanent Haircut, about four inches of your scalp cannot grow hair through the scar-tissue.
3. Gnarly Face Scar, just above the left eye and into your hairline.
4. Right Cheek Scar, like an elven maiden riding through a forest chased by riders in black.
5. Split Lip, one lip has been split so aggressively that it will heal with a major indent to indicate where the gap used to be.
6. New Cleft in Your Chin, whether or not you had a cleft in your chin before, you have one now, slightly offset and a little bit diagonal, and which won't grow facial hair.
7. Neck Scar, which looks much worse than it actually is.
8. Giant Torso Scar—why yes, those spots go all the way down.

9. Crooked Jagged Arm Scar, extending all the way to the hand so it's visible out your sleeve.
10. Well-Hidden Leg Scar, unless you want to show people...?

### **\*\*Critical Injuries\*\*** - Warning: Dead Ahead

*Disclaimer: These are probably too extreme to introduce to most campaigns at random or without. Many of these are effectively death or at the very least retirement for adventurers. The most **Critical Injuries** are recommended if you are retiring a character without killing them or setting the stage for a miraculous healing feat.*

1. Fast Death - The character has 1d10 minutes remaining before they die of a combination of injuries. This is their opportunity for last words.
2. Slow Death - The character has 1d10 hours remaining before they die of a combination of injuries. There might be a miraculous intervention available that can save them, but HP healing is not enough. If healed/revived, character takes a random severe injury.
3. Broken Neck - No feeling or function below the neck; RPed (recommend retiring the character from adventuring).
4. Broken Back - No feeling or function below the ribcage; RPed.
5. Comatose - Character is in a coma for an unknown number of days. Each day, players roll a Fortitude and Will save to recover at a very high DC that *might* go down over time (GM's discretion); both must be passed successfully, double natural 20s will immediately revive the character; a natural 1 on either die results in total death. *If the character's mind can be reached through dreams or some other means, they might be more likely to recover.*
6. Major Brain Damage - Possibility of lapsing into a coma (10% chance per day; 20% whenever the injury chart needs to be rolled again), gaps in memory and ability, loss of 1d4 levels; also RPed.
7. Major Internal Bleeding - Character cannot be fully healed with hit point restoration, loses 10 HP per minute (or 600 per hour), requires surgery to fix.
8. Collapsed Lung(s) - Character has lost the ability to effectively take full breaths, cannot sustain combat for more than 3 rounds before needing to rest; attempts to physically exert for any length of time could be followed by Will or Fortitude saves.
9. Massive Nerve Damage - Character has lost the ability to feel partly or fully in different parts of their body and suffers from difficult coordination and some disorientation. The character takes -2 to all physical rolls (permanently), cannot feel 1d4 of their limbs, has a natural resistance to pain, but may not be aware of the damage they have taken.
10. *Recovery is in your future - Go to the **Very Severe Injuries** list and roll for one of those instead. Your character remains in a coma for a day and then wakes to find that they have injury from that list.*

## About the Mike Jack

Mike Jack Stoumbos is writing many genres and styles. In addition to role-playing guides, he writes science fiction and fantasy stories, as well as academic content. If you liked this generator, please subscribe to Mike Jack on social media. In addition to letting him know that you are using the content, feel free to make requests in comments or direct messages. Every LIKE and SHARE helps build his profile as a writer. Thank you!

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*May your travels be memorable,  
And your adventures unbelievable*