

Call of Cthulhu Damage Table

Damage Category	10%	25%	50%	75%	<100%	100% + 2	>100% + 2
Avg Hit Points	2	3	6	9	11	14	16+
Head	1: <i>Minor damage. Nasty bruise or bump. Shallow cut to head or throat.</i> If bleeding, it will usually stop on its own but may require stitches for proper healing.		1: <i>Shattered jaw or sinus area, or cracked skull.</i> -25% for Listen, Spot Hidden and all communication skills. Possible temporary blindness or deafness. Bleed externally for 1 HP per minute.	1: <i>Bloody wound to the neck. Major artery nicked.</i> Voice box severely damaged on failed Luck roll. Bleed for 2 HPs per minute.			1 - 2: <i>Penetrating damage to the brain. Penetrating damage to the neck, severing the spine. Severed carotid artery, dying in a messy spray of blood.</i> Instant death.
Arms	2 - 3: <i>Minor cut or major bruise. Arm may be badly bruised or sprained. May have minor fracture to the finger.</i> If bleeding it will usually stop on its own. May require stitches for proper healing.	1 - 2: <i>Limb damage. Serious gash to the limb. Minor fracture of the arm or shoulder.</i> Penetrating strike to the hand with a 10% chance of losing a finger. Bleed for 1 HP per 10 minutes. All physical skills using arms or hands at -25%.	2 - 3: <i>Compound fracture of the arm, and/or major arterial damage.</i> Limb no longer usable. Bleed externally for 1 HP per minute.				
Body	4 - 7: <i>Bruising or minor bleeding.</i> If bleeding, it will usually stop on its own. May require stitches for proper healing. May have grazed rib.	3 - 7: <i>Cracked rib resulting from graze.</i> Bleed for 1 HP per 10 minutes. Movement is halved. All physical skills modified by -25%.	4 - 7: <i>Penetration of body, with no vital organs hurt.</i> -25% for all physical skills. Bleed for 1 hit point per minute externally or 1 HP per 10 minutes internally (internal bleeding on a failed Luck roll).	2 - 7: <i>Abdominal or chest wound. Punctured lung or torn liver/spleen.</i> Bleed for 2 HPs per minute externally or 1 HP per 5 minutes internally (internal bleeding on a failed Luck roll). Movement rate is halved, but without aid a Luck roll per 10 minutes restarts bleeding.	2 - 0: <i>Major organ damage. Heart or lung failure.</i> Lose 2 HPs per minute external bleeding and 1 HP per 5 minutes internal bleeding.	1 - 8: <i>Major fatal organ damage. Ripped aorta or damaged heart. Heavy internal bleeding. Heart failure. Major abdominal damage, resulting in severe bleeding, shock and heart failure.</i> Patient will die unless brought back to positive hit points.	3 - 0: <i>Severe damage to the heart. Severe damage to liver or abdominal arteries, causing immediate shock with no chance of repairing the damage.</i> Instant death.
Legs	8 - 0: <i>Minor cut or bad bruise. Pulled/sprained muscle or twisted ankle.</i> If bleeding, it will usually stop on its own. May require stitches for proper healing.	8 - 0: <i>Limb damage. Minor fracture of the leg on a failed Luck roll. Bad gash causing bleeding for 1 HP per 10 minutes. Movement is halved. All skills using limb at -25%.</i>	8 - 0: <i>Compound fracture of the leg. Broken pelvis or hip.</i> Limb no longer usable. -25% for all physical skills. Movement is reduced to a slow painful crawl. Bleed externally for 1 HP per minute.	8 - 0: <i>Bloody wound to the leg.</i> Bleed for 2 of HPs per minute. Movement is 1/4 regular rate, but makes it impossible to receive First Aid.		9 - 0: <i>Wound to the femoral artery.</i> Death from bloodloss will occur within CON combat rounds unless a First Aid roll staunches the blood. Constant pressure must be applied or the victim will die.	
First Aid Effects	Bandaging the wound makes the wound little more than an annoyance.	Bandaging stops the bleeding and makes the limb 100% usable again.	Bandaging stops the external bleeding, but not any internal bleeding. Splinting a break eases pain somewhat and restores some movement to the limb (movement rate becomes 1/4 normal).	Bandaging and compress stops external bleeding only. Pressure must be constantly applied by patient or doctor, or a tourniquet must be used. Patient can move on their own, but a failed Luck roll restarts the bleeding.	CPR keeps the patient alive and must be constant until the patient gets to a doctor. Any interruption of more than 1 minute requires a Luck roll; failing it puts the patient into cardiac arrest. A failed Luck roll indicates spinal damage, and paralysis.	CPR restarts the heart. Bandaging and pressure stops the bleeding. Pressure and/or CPR must be applied constantly until patient receives medical attention. Patient may bleed internally for 1 HP per 5 minutes. Patient dies unless brought back to positive HPs.	None. The character is dead and beyond recovery.