

Burning Wheel Alternate Wound Tolerances

Use these in place of or even in combination with the current wound tolerance penalties listed in the Burning Wheel. When a third Superficial wound is taken, the “+3” obstacle penalty is immediately replaced with -1D. All other wound/recovery/Steel mechanics remain exactly the same as described on pages 113-118 of The Burning Wheel.

Superficial Wounds +1 Ob

Superficial wounds are small injuries that cause sudden and eye-watering amounts of pain. But the shock from these wounds quickly fades as does the pain. Getting one’s thumb smashed by a hammer, a black eye, a slice on the arm that leaves the flesh hanging by a flap, or a good knock to the head all fall into this category.

Taking a Superficial wound gives the character a +1 Ob penalty.

Light Wounds -1D

Light wounds are minor injuries that cause pain and debilitation. A broken nose, a dislocated shoulder or jaw, a patch of burned flesh, a smashed thumb, and cracked ribs are all examples of a Light wound.

Light wounds subtract -1D from the character’s stats and skills.

Midi Wounds -2D

Midi wounds are debilitating injuries that are not life-threatening, but still extremely painful. Broken arms and legs, large portions of burned flesh, puncture wounds, deep incisions from saber cuts, missing fingers, missing ears are all Midi wounds.

Midi wounds subtract -2D from the character’s stats and skills.

Severe Wounds -3D

Severe wounds are life-threatening, painful and often maiming injuries. A character who receives a Severe wound is in danger of bleeding to death. Shattered or crushed limbs, missing hands, arrow and spear wounds to the chest or abdomen, punctured eyeballs, or severe burns covering most of the body are all examples of Severe wounds.

Severe wounds subtract -3D from the character’s stats and skills. Untended Severe wounds continue to bleed.

Traumatic Wounds -4D

Traumatic wounds are life-threatening and crippling. Limbs torn from their moorings, viscera spilled out on the ground, crushing blows to the skull, or blows powerful enough to turn bones to jelly all represent Traumatic wounds.

Traumatic wounds subtract -4D from the character’s stats and skills. Untended Traumatic wounds continue to bleed.

Mortal Wounds Dying

Mortal wounds represent the delicate point at which it all becomes too much for the character. Decapitation or major cranial trauma, damage to the heart, or widespread destruction of the internal organs all represent various Mortal wounds.

Mortal wounds instantly knock a character flat. There is no die penalty—the character is down.