

“BRING OUT YOUR DEAD”

DISEASE IN YOUR H/20 FANTASY GAMES



DISEASE, can lay low the most powerful warrior or mage, where magic, swords and poisons cannot. In H/20 Fantasy there are few ways to effectively treat or deal with Disease and even fewer ways to make one's self immune to their detrimental effects.

As stated on pages 130 and 131 of the H/20 Fantasy Guidebook ALL Diseases, like Poisons have a Rating from 5-40 and just like poisons a character can be exposed in one of four ways INJURY, INGESTED, INHALED OR CONTACT. Some diseases have secondary effects besides the reduction of Core Abilities or Vigor, these are defined by individual diseases effects.

All Diseases have the following statistics:
Rating: (this is the Difficulty that the

affected or exposed Character must test his Endurance against to fight off or avoid the disease effect);
Exposure: (this is how a character can come in-contact with a disease); **Incubation:** (The time the first symptoms show after exposer to disease);
Disease Effect / Secondary Effect: (this is what an exposed character suffers on a failed disease test).

Black Pox: A nasty disease that occurs from the bites of vermin or rabid creatures, crusty black sores appear near the infected injury and then spread daily until a victim's entire body is covered in the crusty black sores. Even when cured many have lasting puckered scars.

Black pox: Rating 10 Injury;
Incubation: 24 hours after injury;
Disease Effect / Secondary Effect: 24 hours after exposer the infected victim suffers a cumulative -1 Penalty to Charm each day for 10 days. Once treated the victim must pass an Endurance 10 test or permanently have their Charm Core Ability Max reduced by 1

HACK AID #3: EXPANSION MATERIAL FOR YOU H/20 FANTASY GAMES

Crypt Cough: This foul and deadly disease is contracted through prolonged exposure (daily exposure for one week's time) to crypts, tombs, burial chambers, mass graves and the undead. Breathing in the foul and filthy air that is common in such places. The disease fills the lungs with an ashy residue that at first seems like a rasping cough, but eventually weakens the bones and lung tissue resulting in coughing fits that rupture internal organs and eventually the victim chokes on his own blood after many times breaking his own back.

Crypt Cough: Rating 10 Inhaled; **Incubation:** prolonged contact with a crypt-like environment of the undead; **Disease Effects / Secondary Effects:** -10 Endurance daily until victim reaches 0 Endurance than Victim is subject to an Automatic PUNCTURED LUNG HACKTASTIC INJURY, that cannot be healed until Disease is Cured

Dirt Nap Flu: This deadly disease is sometimes mistaken as the common cold, until the victim falls dead. It spreads through inhaled air as well as contact and is responsible for mass deaths in over crowded slums in many of the larger cities.

Dirt Nap Flu: Rating 40 Inhaled or Contact; **Incubation:** 24 hours after first exposure; **Disease Effects / Secondary Effects:** - 40 Vigor each day until death occurs.

Dungeon Rot: This debilitating rash occurs because of the nasty conditions of a dungeon. It most times occurs on the feet or under armor padding of adventurers that do not have time to bathe. It is a painful, raw red rash that

makes the wearing of boots, clothing and armor almost unbearable.

Dungeon Rot: Rating 5 Contact; **Incubation:** 24 hours after a week's worth of Dungeon-like conditions; **Disease Effects / Secondary Effects:** -5 Agility daily until treated.

Gutter Trots: This foul disease is contracted through prolonged contact to filthy conditions (such as garbage, sewage etc) or drinking unclean water or eating rotted food.

Gutter Trots: Rating 10 Contact or Ingested; **Incubation:** 6 hours; **Disease Effects / Secondary Effects:** -5 Endurance and -5 Brawn until cured

Never Dream Fever: This strange illness is the result of fatigue or going five days without sleep. After which a victim is a carrier and any contact with the diseased victim can spread the disease. Never Dream Fever makes it almost impossible to sleep, it requires a +20 Savvy test to will yourself to sleep, this test must be taken each hour you are attempting to sleep, each failed attempt results in 5 Savvy loss.

Never Dream Fever: Rating 20 Contact or Situation (5 straight days without sleep); **Incubation:** Instantaneous after contact; **Disease Effects / Secondary Effects:** Unable to sleep and -5 Savvy each failed test, made hourly