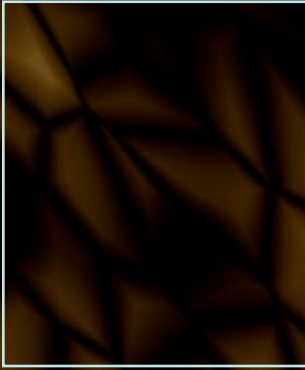


Brain Fever

35



Disease 0 / 5 Days

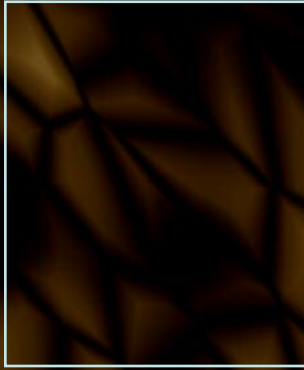
Virility: +3.
Duration: 5 Days
Effect: Target has an actual -2 Wisdom Characteristic.
Commonality: Uncommon

DIS ILLUSTRATION ©

Brain Fever

Common Cold

15



Disease 0 / 2 Days

Virility: +1.
Duration: 2 Days.
Effect: Target loses one Independents or one Action every round.
Commonality: Common

DIS ILLUSTRATION ©

Common Cold

Diseases

Guidelines

Disease development has been effected by the mystic energies of Grandilar. Their effects sometimes appear to be magical, but no disease is magic.

Characters resisting Diseases by rolling 2d6 and adding their Fortitude or Disease Resistance to get their resistance total.

The Disease rolls 2d6 and adds Virility to get its disease total.

Ties are won by the Disease.

Diseases list their Duration, Effect and Commonality on the card. The player role-plays her disease.

Gamemasters will assess players attempts to mitigate the disease and give bonuses, or add difficulty, based on their actions and the situation.

Diseases are common and can be stacked on an unlucky target.

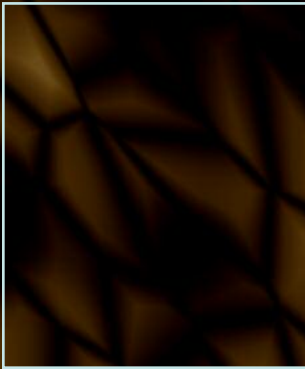
They may be attached to creatures, items or places.

DIS ILLUSTRATION ©

Go Time Universal Guide.

Volcanic Stomach

45



Disease 0 / 2 Days

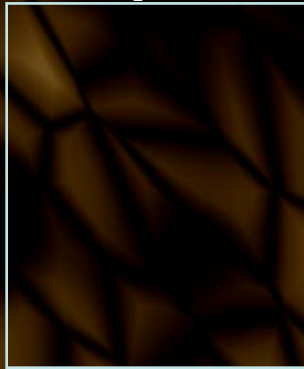
Virility: +2.
Duration: 2 Days.
Effect: Target rolls morning, afternoon and evening. Failure means violent sickness taking D6-1 disease damage.
Commonality: Common

DIS ILLUSTRATION ©

Volcanic Stomach

Feverish Spasms

50



Disease 0 / 2 Days

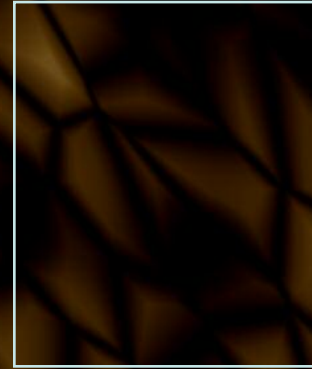
Virility: +3.
Duration: 3 Days.
Effect: Target rolls under pressure, such as combat rounds. Failure causes all rolls this round to be halved.
Commonality: Rare

DIS ILLUSTRATION ©

Feverish Spasms

Muscle Cramps

40



Disease 0 / 5 Days

Virility: +1.
Duration: 2 Days
Effect: Targets muscles cramp reflexively throughout the body. Painful.
Commonality: Uncommon

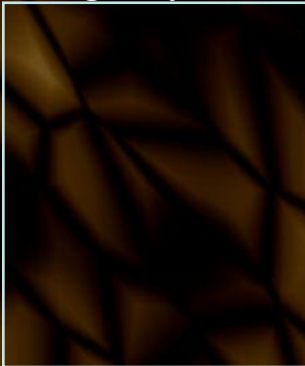
DIS ILLUSTRATION ©

Muscle Cramps

STR -6
COR -3
DEF 0
SPD -3
WIS 0
HP 0
CAP -3

Dancing Dizzy

60



Disease 0 / 1 Day

Virility: +4.
Duration: 1 Day
Effect: Ranged, Perception, Movement and Stealth contest rolls are halved.
Commonality: Uncommon

DIS ILLUSTRATION ©

Dancing Dizzy