

Infections, Chance of contracting:

If a creature is wounded, or it has been stated that its skin has been broken in any way there will always be a chance of infection occurring. The following are the circumstances and chances for infections to occur:

<u>Probable cause for infection</u>	<u>%Roll needed to contract infection</u>
Wound ignored	20+
Wound wrapped but not washed	30+
Wound washed but not wrapped	40+
Wound washed and wrapped	80+
Wound tended with healing magic	00

Special

Infection will occur in up to 72 hours. For every day after an infection begins, there will be a -2 to strike an opponent during a combat situation (this penalty will also be enforced for other things, such as Dex. and Coord. avoidance-rolls -- this is up to the G.M.). This penalty will slowly increase by -2, for every day that passes, until the infection is dealt with. A level #1 sickness will occur when the penalty to strike another opponent reaches -20. A level #2 at -40, and level #3 at -60. See: "Sickness, Explanation of:" in the S section of this book.