

# Sickness, Explanation of:

There are many forms and levels of sickness, and also many ways to penalize a person while sick. The G.M. must determine if a character will contract a sickness (on the character sheet there is an avoidance-roll for SICKNESS). If the chance for sickness proves positive, you must then decide how bad the sickness is. You decide this based on the durability of the character. The more constitution and strength a character has the better chance he or she will have to overcome sickness, or the effects lessened.