

Fevers, Concerning:

There are three degrees of fever. They are as follows:

Level #1

Contract: Time from contracting the fever to beginning the penalties: Up to 36 hours.

Effects: -30 to strike opponent.

30% movement (rounded down).

Penalty: Lowest of two checks for damages inflicted upon opponents while in combat.

Maximum strikes are the best of two rolls, instead of three.

Check: Time to heal from fever: 1-D6 days.

Level #2

Contract: Time from contracting the fever to beginning the penalties: Up to 24 hours.

Effects: -50 to strike opponent.

50% movement (rounded down).

Penalty: Lowest of three checks for damages inflicted upon opponents while in combat.

Maximum strikes are considered as a normal strike.

Check: Time to heal from fever: 2-D6 days.

Level #3

Contract: Time from contracting the fever to beginning the penalties: Up to 18 hours.

Effects: -70 to strike opponent.

70% movement (rounded down).

Penalty: Lowest of four checks for damages inflicted upon opponents while in combat.

Maximum strikes are considered as a normal strike, yet rolling twice keeping the lowest roll for damages.

Check: Time to heal from fever: 3-D6 days.