

Character Update Cards

<p style="text-align: center;">You Feel Fine <i>Character Update</i></p> <p>Symptoms: there are none</p> <p>Effects: no effects</p> <ul style="list-style-type: none"> • The GM might have given you this card to make the other players paranoid. • There is no need for you or your character to act any differently. • Do not let anybody see this card. <p><i>[Will you be the survivor that gets to tell their story?]</i></p>	<p style="text-align: center;">You Feel Terrible <i>Character Update #1</i></p> <p>Symptoms:</p> <ul style="list-style-type: none"> • high fever • moderate body aches • splitting head ache <p>Effects:</p> <ul style="list-style-type: none"> • -2 to DX, IQ, skills, and self-control rolls <p style="text-align: right;"><i>[see irritating Conditions, B428]</i></p>
<p style="text-align: center;">You Are Paranoid <i>Character Update #2</i></p> <p>Additional Symptoms:</p> <ul style="list-style-type: none"> • severe body/head aches <p>Effects when $VT \leq \frac{2}{3}$ your healthy value:</p> <ul style="list-style-type: none"> • -4 to DX, IQ, skills, and self-control rolls • IQ roll to keep yourself from <i>fleeing/hiding</i> <p style="text-align: right;"><i>[see irritating Conditions, B428]</i></p>	<p style="text-align: center;">You Are Bleeding <i>Character Update #3</i></p> <p>Additional Symptoms:</p> <ul style="list-style-type: none"> • terrible body/head pain • bleeding, your wounds don't heal <p>Effects when $VT \leq \frac{1}{2}$ your healthy value:</p> <ul style="list-style-type: none"> • -6 to DX, IQ, skills, and self-control rolls • IQ roll to keep from <i>trying to kill everybody</i> • Lose wound HP every min., or 1 HP/day if not wounded (e.g. nose bleed). <p style="text-align: right;"><i>[see irritating Conditions, B428]</i></p>
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Character Update Cards

You Feel Fine Character Update

Symptoms: there are none

Effects: no effects

- The GM might have given you this card to make the other players paranoid.
- There is no need for you or your character to act any differently.
- Do not let anybody see this card.

[Will you be the survivor that gets to tell their story?]

You Feel Terrible Character Update #1

Symptoms:

- high fever
- moderate body aches
- splitting head ache

Effects:

- -2 to DX, IQ, skills, and self-control rolls

[see irritating Conditions, B428]

You Are Paranoid Character Update #2

Additional Symptoms:

- severe body/head aches

Effects when $VT \leq \frac{2}{3}$ your healthy value:

- -4 to DX, IQ, skills, and self-control rolls
- IQ roll to keep yourself from *fleeing/hiding*

[see irritating Conditions, B428]

You Are Bleeding Character Update #3

Additional Symptoms:

- terrible body/head pain
- bleeding, your wounds don't heal

Effects when $VT \leq \frac{1}{2}$ your healthy value:

- -6 to DX, IQ, skills, and self-control rolls
- IQ roll to keep from *trying to kill everybody*
- Lose wound HP every min., or 1 HP/day if not wounded (e.g. nose bleed).

[see irritating Conditions, B428]

You Are Hearing Voices Character Update #4

Additional Symptoms: still sick & homicidal

Effects when $VT \leq \frac{1}{3}$ your health value:

- -6 to DX, IQ, skills, and self-control rolls
- FP max at $\frac{1}{3}$ your healthy value
- IQ roll to keep yourself from killing everybody
- Lose wound HP every min., or 1 HP/day if not wounded.
- You hear voices in your head; like you are overhearing plots to kill or capture you

[see irritating Conditions, B428]

You Are Having Hallucinations Character Update #4

Additional Symptoms: still sick & homicidal

Effects when $VT \leq \frac{1}{3}$ your health value:

- -6 to DX, IQ, skills, and self-control rolls
- FP max at $\frac{1}{3}$ your healthy value
- IQ roll to keep yourself from killing everybody
- Lose wound HP every min., or 1 HP/day if not wounded.
- You have visions of people sneaking up on you.

[see irritating Conditions, B428]

You Are Feeling Hyper-stimulated Character Update #4

Additional Symptoms: still sick & homicidal

Effects when $VT \leq \frac{1}{3}$ your health value:

- -6 to DX, IQ, skills, and self-control rolls
- FP max at $\frac{1}{3}$ your healthy value
- IQ roll to keep yourself from killing everybody
- Lose wound HP every min., or 1 HP/day if not wounded.
- Movement is too sudden; lights are too bright; sounds are too loud.

[see irritating Conditions, B428]

You Are Experiencing Vertigo Character Update #4

Additional Symptoms: still sick & homicidal

Effects when $VT \leq \frac{1}{3}$ your health value:

- -6 to DX, IQ, skills, and self-control rolls
- FP max at $\frac{1}{3}$ your healthy value
- IQ roll to keep yourself from killing everybody
- Lose wound HP every min., or 1 HP/day if not wounded.
- You are having dizzy spells.

[see irritating Conditions, B428]