

# PERSISTENT ILLNESS

Some time ago, perhaps as a child, you suffered a terrible illness. It nearly killed you, but you somehow survived; it has, however, permanently damaged you in such a way medical science and natural healing can never repair. Alternatively, you might be still caught in the grip of a disease that will eventually kill you, but will allow you a few years of health before it finally takes you.

## Effect

You are often debilitated by your illness, perhaps wracked with a cough that leaves blood on your handkerchief, or suddenly overcome with pain. As a Minor Bad Trait, your illness occurs every time you roll a double 1 on a dice roll; you automatically fail the action and are unable to do anything but cough or groan for another D6 rounds. As a Major Bad Trait the bouts of illness are no more severe, but occur when you roll any double on a dice roll (not including additional dice added for Story Points).

[bad](#), [minor](#), [major](#), [characters](#)

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