Two Bit Tables

Sickly Symptoms

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Sickly Symptoms

Diseases are the bane of all living beings. They bring weakness, injury and possibly death and we can't even see them. For those that would take up the life of an adventurer, disease is an ever-present threat. Unsanitary camps, the jaws of filthy creatures and spoiled rations all threaten to cause sickness. Unfortunately, in game this threat often just manifests as an abstract loss of stats or life. Well, never fear, your friends here at Healing Fireball Publications are here with a collection of symptoms to spice up the diseases in your world.

Table I: Body Part[1]

d20	Body Part
1	Hair
2-3	Face
4-5	Eye/Vision
6-7	Nose/Ears
8-9	Mouth/Jaw
10-11	Limbs/Joints
12-13	Hands/Feet
14-15	Skin
16-17	Digestion
18	Heart/Lungs
19	Body
20	Mental

Table II: Hair

D20	Hair
1-4	Hair turns white
5-8	Clumps of hair fall out of head
9-12	Body hair falls out
13-16	Hair gets thin and brittle
17-20	Excessive hair growth

[1] The Body Part table can be used to determine effected parts for Fantastic symptoms marked with the [1].

Table III: Face

D20	Face
1-2	Cheeks swollen and painful
3-4	Cheeks sunken and hollow
5-6	Cheeks turn blue
7-8	Lips turned blue
9-10	Lips drawn and pale
11-12	Lips chapped and dry
13-14	Lips are swollen
15-16	Eyelids swell shut
17-18	Eye sockets puffy and sore
19-20	Eyes are sunken and dark

Table IV: Eyes/Vision

d20	Eyes/Vision
1-2	Vision becomes hazy/foggy
3-4	Vision becomes blurry
5-6	The whites of the eye turn yellow
7-8	Eyes are bloodshot
9-10	Blindness
11-12	Eyes sensitive to light
13-14	Cataracts develop
15-16	Hemorrhaging causes bloody tears
17-18	White spots dance in field of vision
19-20	Eyes cloud over white

Table V: Nose/Ears

D20	Nose/Ears
1-2	Nose runs profusely
3-4	Nose bleeds
5-6	Nose stuffed
7-8	Dry nose
9-10	Sinus pressure
11-12	Deaf
13-14	Ear infection
15-16	Ears are red and painful
17-18	Burning sensation in ears
19-20	Loss of balance

Table VI: Mouth/Jaw

d20	Mouth/Jaw	D20	Mouth/Jaw
1-2	Gums begin to bleed	11-12	Dry Mouth
3-4	Teeth ache and may fall out	13-14	Tongue swollen
5-6	Jaw clicks when moved	15-16	Tongue coated with mucus
7-8	Jaw freezes shut	17-18	Sore throat
9-10	Jaw hurts to move	19-20	Strained vocal cords

Table VII: Limbs/Joints

d20	Limbs/Joints
1-2	Burning feeling in arm and leg muscles
3-4	Joints become stiff
5-6	Joints make clicking sound when moved
7-8	Arms have uncontrolled muscle spasms
9-10	Legs jerk uncontrollably
11-12	Painful welts form on joints
13-14	Loss of feeling in the legs
15-16	Arm becomes numb
17-18	Shooting pain runs down arms
19-20	Arm becomes limp and cannot be moved

Table VIII: Hands/Feet

D20	Hands/Feet
1-2	Hand shake uncontrollably
3-4	Hands curl into a claw and joints freeze
5-6	Finger joints make clicking sound when moved
7-8	Hands and feet turn blue
9-10	Hands and feet become numb
11-12	Finger/toenails turn blue
13-14	Finger/toenails turn black
15-16	Pus filled blisters form on palms of hand
17-18	Plantar warts form on feet
19-20	Hands and feet become cold to the touch

Table IX: Skin

d20	Skin
1-2	Skin red and sore to touch
3-4	Red rash forms around joints
5-6	Skin turns waxy and yellow
7-8	Skin develops a green tinge
9-10	Skin loses color leaving person pale white
11-12	Skin develops blue tinge and is clammy
13-14	Skin develops red itchy bumps
15-16	Skin becomes dry and flaky
17-18	Skin becomes hard and scaly
19-20	Skin becomes thin and easily breaks

Table X: Digestion

D20	Digestion
1-2	Intense stomach cramps
3-4	Nausea
5-6	Vomiting
7-8	Uncontrolled belching
9-10	Acid Reflux
11-12	Ulcers
13-14	Diarrhea/Dysentery
15-16	Constipation
17-18	Blood in urine
19-20	Urinary tract infection

How to Create the Symptoms of a Disease

To create the symptoms for a disease roll a D6 to determine the number of symptoms the disease has. Then either roll once per symptom on the Body Part table to determine the effected body part or choose an appropriate body part for the disease. Then roll on the Specific Body Part table to generate a symptom. Alternatively, rolls can be made on the Major Damage or Fantastic table to generate a more lingering effect or possibly magical effect respectively.

Table XI: Heart/Lungs

d20	Heart/Lungs
1-2	Chronic hacking cough
3-4	Pain when breathing
5-6	Coughing up blood
7-8	Shortness of breath
9-10	Hacking up dark phlegm
11-12	Racing heart beat
13-14	Drop in heart rate
15-16	Drop in blood pressure
17-18	Chest pain
19-20	Chronic hacking cough

Table XII: Body

D20	Body
1-2	Red painful welts cover the body
3-4	White pus-filled boils cover the body
5-6	High Fever
7-8	Profuse sweating
9-10	Core body temperature drops
11-12	Exhaustion/passing out
13-14	Dizzy
15-16	Pounding head ache
17-18	Premature aging of the body
19-20	Red burning rash covers the body

Table XIII: Mental

d20	Mental
1-2	Hallucinations
3-4	Obsession/Fixation
5-6	Sleepwalking
7-8	Depression
9-10	Irrational Rage
11-12	Nightmares
13-14	Insomnia
15-16	Insatiable Hunger
17-18	Irrational fear
19-20	Paranoia

Table XIV: Major Damage

D20	Major Damage
1-2	Brain damage
3-4	Muscle atrophy
5-6	Wasting disease (excessive fat loss)
7-8	Massive weight gain
9-10	Brittle bones
11-12	Coma
13-14	Amnesia/Memory loss
15-16	Epilepsy/seizures
17-18	Asthma/emphysema
19-20	Paralysis

Table XV: Fantastic

d20	Fantastic	D20	Fantastic
1	Hair changes color [2]	11	Body parts begin to dematerialize [1]
2	Color leaves the eyes/ eye color changes [2]	12	Skin turns invisible
3	Patches of skin char/burst into flame	13	Skin becomes electrically charged
4	Body parts begin to petrify [1]	14	Mushrooms sprout on body
5	Body parts begin to liquefy [1]	15	Body parts become ethereal [1]
6	Hair becomes curly/straight	16	Skin begins to softly glow
7	Body color changes to abnormal hue [2]	17	Eyes turn inky black/glow red
8	Frost forms on body	18	Person begins to shrink/grow
9	Crystals form on body	19	Person takes on animal traits [3]
10	Lungs produce poisonous gas when exhaling	20	Bugs crawl out of orifices

Table XVI: Color[2]

d20	Color
1-2	Gold
3-4	Silver
5-6	Blue
7-8	Purple
9-10	Green
11-12	Orange
13-14	Yellow
15-16	Gray
17-18	Black
19-20	Red

Table XVII: Animal Traits[3]

D20	Animal Traits
1-2	Grows Horn
3-4	Grows Fur
5-6	Grows Tusks
7-8	Nose becomes snout
9-10	Gills develop
11-12	Skin develops scales
13-14	Grows a beak
15-16	Fingers Become Claws
17-18	Feet Become Hoofs
19-20	Webbed feet and Hands

[2] The Color table can be used to determine the specific color changed to in the Fantastic symptoms marked with the [2].

[3] The Animal Traits table can be used to determine the specific trait developed on a roll *of Develops animal traits* in the Fantastic symptoms table.