

## CHRONIC ILLNESS

Your past is defined by a lasting sickness that has plagued you for much of your adult life. Memories of a time before are plentiful, bright and bitter in the surrounding mire of your current disease. Others treat you with either pity or fear, and you are seldom welcome anywhere for long after the truth of your condition surfaces.

Where you picked up this plague need not be a mystery - perhaps a famous epidemic caused it, with you a reluctant survivor who still suffers the lingering effects even now. Conversely, your illness might be unheard of in public life, only spoken of by robed doctors and medics in their own halls of medicine and healing.

**Skill Proficiencies:** Medicine, Nature

**Tool Proficiencies:** Alchemist's Supplies, Herbalism Kit

**Equipment:** A herbalism kit, a set of dark common clothes including a hood, a keepsake from your past or your time spent in treatment, and a pouch containing 10 gp.

### MANIFEST SYMPTOMS

While your disease is no longer catching, signs of its presence remain in your day-to-day life. These overt symptoms cause you anguish, but do not threaten your life.

#### d6 Symptoms

- 1 Scarring covers your body, the remains of painful lesions that defined your initial illness.
- 2 Your lungs never quite recovered from the horrific coughing of your disease, and you wheeze often.
- 3 Hair loss is a common symptom of your disease, and your hair has never quite grown back right.
- 4 Your skin is discolored from the disease. It was worse when you were actually sick, but it remains to this day.
- 5 Sweat drips from your body in most situations, no matter the actual heat or humidity.
- 6 You seem to suffer from a near permanent cold; runny nose, coughing, sneezing... all hound you daily.

### FEATURE: QUARANTINE CANDIDATE

Your time in places of healing has changed you on a fundamental level. You can recognize many diseases and know of them by name, gaining advantage on any check made to identify a nonmagical ailment. You've also grown accustomed to hiding the signs of your illness, though you must completely cover yourself to do so.

Additionally, those with kind souls or the learning to know your disease is no longer contagious are likely to aid you as a matter of charity. You can easily find lodging and food for yourself and up to six companions at most temples, medical facilities, or other charitable organizations.

### SUGGESTED CHARACTERISTICS

The most unifying trait of any survivor of chronic illness is the mere fact they survived - the experience leaves each individual with their own scars and memories. Some might be gloomy, seized by an unshakable feeling that the world itself is arrayed against them. Others might be veritable fountains of goodwill and cheer - the only bulwarks against the killing sadness that would otherwise befall them.

### d8 Personality Trait

- 1 I have too smart a mouth, but sarcasm is all I have left in this world.
- 2 You wouldn't expect a single person to have an entire hospital's worth of medical supplies on them, but I do.
- 3 I act as though I'm still as attractive as I was before.
- 4 Black humor, to me, is just humor.
- 5 I'm likely to say something extremely depressing at the worst moments.
- 6 Silence is my native tongue now that I am well.
- 7 All things wither just as all things grow. Strangely, many people don't like when I muse on this fact.
- 8 I move quietly and carefully, as though sneaking through a crowded sick hall at all times.

### d6 Ideal

- 1 **Openness.** I never judge people on how they look. (Good)
- 2 **Bitterness.** I've suffered, so why should I care if others do? (Evil)
- 3 **Conformity.** Rules and restrictions are the only cures for the ills of society. (Lawful)
- 4 **Freedom.** All I want is to live life to the fullest before I die. (Chaotic)
- 5 **Hope.** Things get better, they always do. (Good)
- 6 **Aspiration.** I can move away from my past, anyone can. (Any)

### d6 Bond

- 1 Healers of any kind have my eternal support.
- 2 I lost my family to the disease I survived - now that a cure exists, I can't let others suffer the same fate.
- 3 The gods I prayed to in the depths of my sickness have my devotion until the day I die.
- 4 The place where I recovered is my family, my home, and my world.
- 5 The quarantine took everything I had and burned it, for safety. My last possession is dearer to me than life itself.
- 6 I use medicine like a mystic charm, and believe it can solve any ailment, problem, or curse.

### d6 Flaw

- 1 I'm afraid of the disease coming back - more afraid than I am of simply dying.
- 2 Anyone who says alcohol is a "disease" doesn't know disease like I do.
- 3 I'm a severe hypochondriac. Perhaps my illness was punishment, but it hasn't changed a thing.
- 4 People who think I'm weak need to be taught a lesson in just how "weak" I am.
- 5 Anyone who makes light of illness deserves all the suffering of those they mocked.
- 6 I did terribly things during the worst of my illness... whatever it took to survive.