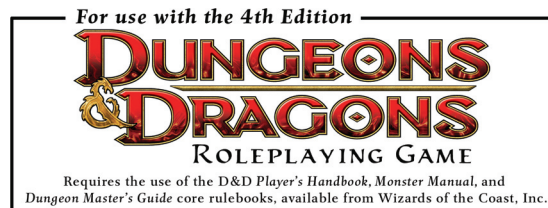


A Pox Upon You!

Promotional Novel Influenza disease.

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Novel Influenza		Level 18 Disease	
Influenza causes headache, fever, chills, coughing, congestion and a general malaise in the target. Death can occur in patients that are not properly treated.		Attack: +24 vs. Fortitude Frequency: Uncommon Transmission: Inhaled, Person-to-Person Extremely Contagious (+34 vs. Fortitude) TR: 25% (+2) Endurance: improve DC 30, maintain DC 25, worsen DC 24 or lower	
The target is cured.	◀ Initial Effect: The target loses 2 healing surges and all healing surges only restore half their normal value when used until the target is cured.	◀▶ The target is weakened and suffers a -2 penalty to attack rolls until cured.	▶ Final State: The target is immobilized. If the target remains in the final state after 1 extended rest they must make a saving throw or die. If they succeed, they return to the initial state.

A variation of the more common influenza virus, the novel version of the virus is one where the normal flu virus has been exposed to other animals and mutated. Common mutations occur with birds (Avian Flu) or with pigs (Swine Flu). Like the more common flu, a novel flu virus leads to a general weakness and lethargy in the patient. Because of the lack of immunity most people have to the novel flu it is extremely contagious and readily spreads among the population. This lack of immunity also makes the novel flu more deadly. Unlike the common flu, the novel flu virus may affect people thought to be the healthiest within a population - such as teens and young adults. This could be due to mutations in the virus or due to older people possibly being exposed to the novel flu and thus having some immunity. You may decide that characters in the 'prime' of their life might suffer a -2 penalty to their Fortitude defense and all Endurance skill checks to fight the novel flu.

Novel Influenza Disease Card below:

Novel Influenza	Level 18 Disease	Novel Influenza	Level 18 Disease
Influenza, or more simply the flu, is a general name for many different types of respiratory illnesses. Influenza causes headache, fever, chills, coughing, congestion and a general malaise in the target. Death can occur in patients that are not properly treated.		Endurance: improve DC 30, maintain DC 25, worsen DC 24 or lower	
Attack: +24 vs. Fortitude Frequency: Uncommon Transmission: Inhaled, Person-Extremely Contagious (+34 vs. Fortitude) to-Person TR: 25% (+2) Special: Characters in their 'prime' suffer a -2 penalty to Fortitude defense and Endurance skill checks.		The target is cured.	▶▶ The target is weakened and suffers a -2 penalty to attack rolls until cured.
		◀ Initial Effect: The target loses 2 healing surges and all healing surges only restore half their normal value when used until the target is cured.	▶ Final State: The target is immobilized. If the target remains in the final state after 1 extended rest they must make a saving throw or die. If they succeed, they return to the initial state.