

Necrosis

Dystopia Rising SoCal

Note: Disease symptoms are up to the comfort levels of the player. An individual may roleplay one or more symptoms of a particular stage, with escalating severity as described below.

Transmission Vectors:

Contracted through deadly poisons as well as many arachnid and serpent bites.

Description:

Necrosis causes the extended breakdown and liquefaction of living tissue due to the flesh being consumed or destroyed on a cellular level. Necrosis often times turns flesh areas into yellowish liquid pits, or, can cause almost a rotting and decaying of a section of prior healthy flesh.

Necrosis is not contagious, however the toxins, viral injections, or bacteria that cause necrosis may be. Animal attacks that cause necrosis are commonly found in warm regions, and need to be proactively tended to as to prevent muscle damage.

Stages of Illness:

Stage 1: Small patch of black and green discoloration on contact point (roughly 1 inch in diameter). Mild itch and irritation at source. Difficult to identify on Retrogrades (see Resolution, below).

Stage 2: Medium patch of black and green discoloration on contact point (roughly 6 inches in diameter). Feeling of ache and pain similar to being bruised in area. Difficult to identify on Retrogrades (see Resolution, below).

Stage 3: Large area of black and green discoloration around pits and missing sections of flesh (roughly 12-24 inches in diameter). Feeling similar to a bruise combined with a scrape. Easy to identify, even on Retrogrades. Affected limb is Mangled, unfixable until Necrosis is cured.

Stage 4: As above, and affected limb may not be Stabilized until Necrosis is cured. Once Necrosis is cured the limb does not fix itself after one hour as usual, but rather must be healed by medical attention or other effect that fixes limbs.

Stage 5: As above, and the affected limb may not be fixed this event (except by passing through the Mortis Amaranthine), even after Necrosis is cured. Only one limb of the same type may advance to this stage (one arm and one leg).

Duration Between Stages: Advances 1 stage at the next twelves, or 4 hours (whichever is longer).

Research: See "Researching A Disease"

Resolution: Identifiable with Basic Medical skill (also requires Lore: Medical or Lore: Lineages to identify in Retrogrades before Stage 3).

Treatment:

Cured at Stages 1 or 2 with Proficient Medical, 10 Mind, Infectious Material x1, 20 minutes flesh-grafting roleplay.

Cured at Stages 3 or 4 with Proficient Medical, 20 Mind, Infectious Material x2, 20 minutes agonizing flesh-grafting roleplay (target must be Subdued).

Cured at Stage 5 with Master Medical, 30 Mind, Infectious Material x3, 20 minutes agonizing muscle and flesh replacement roleplay (target must be Subdued).

Remission versus Cure:

Cure is widely known. Immunity is not possible.

Return from Mortis Amaranthine Cures Disease: Yes.

Outbreak: No. Over-reliance on Master Necrokinetics as a cure can cause an outbreak among individuals passing through the Mortis Amaranthine, or through undead hordes.