

Hey Guys,

Dark Times Fever? What would that look like in SWSE?

Dark Times Fever

This genetically engineered disease was produced by the Empire to target non-SWSE players.

Dark Times Fever: Statistics (CL 5)

Keywords: Artificial, Atmosphere, Disease

Trigger: A creature is exposed to the Dark Times Podcast.

Attack: +10 vs Will Defense

Damage: 2d6 (-1 Persistent step on the Condition Track)

Recurrence: Daily, until the Dark Times Fever is treated.

Suggested Skills: The following are suggested Skills for this Hazard:

Knowledge (Galactic Lore) (DC 21): The character identifies the Dark Times Fever.

Treat Injury (DC 21 (DC 16 with Bacta Tank); Requires Medical Kit): The character treats the Dark Times Fever.

Special: The Dark Times Fever takes a -5 penalty to attack rolls against Patrons. Once a creature has been exposed to the Dark Times Fever and the Disease has been treated, that creature can not contract the Disease again.

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