

# Immunocompromised

August 3, 2022

You have a -(IE) penalty on all saving throws against disease.

## Real-world Examples

Addison Disease, Celiac Disease, Dermatomyositis, Graves Disease, Hashimoto Thyroiditis, Multiple Sclerosis, Myasthenia Gravis, Pernicious Anemia, Reactive Arthritis, Rheumatoid Arthritis, Sjögren Syndrome, Systemic Lupus Erythematosus, Diabetes, Down Syndrome

## Assistive Options

This is managed by avoiding diseases when possible.

## Magical Assistance

Magic that cures diseases can cure a disease once infection happens but cannot be used proactively.

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# Leg Weakness

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Your legs get weak due to muscle tone or neurological failure. This reduces your movement speed by (IE) × 25 percent without

assistance. Consider the Strength attribute to be  $(IE) \times 3$  less for all Strength checks involving leg strength. Every round spent standing requires a successful DC  $8 + (IE)$  Constitution check, the DC increasing by  $+(IE)$  each round. Failure results in you immediately needing to sit or be prone.

### **Real-world Examples**

Slipped Disc, Guillain-Barré Syndrome, Multiple Sclerosis, Peripheral Neuropathy, Parkinson's Disease, Myasthenia Gravis, Amyotrophic Lateral Sclerosis, Down Syndrome

### **Assistive Options**

Braces, wheelchairs, or other mobility devices are helpful. Leg braces reduce the IE by 1 while worn but must be removed during long rests to gain the benefits of the rest. Adding crutches with the braces reduces the IE by an additional 1 but must be held to move during combat, requiring creative attack strategies.