

CHARACTER NAME	RADIATION POISON TRACK					DISGUISE RESULT	
	Weakened <input type="checkbox"/>	Impaired <input checked="" type="checkbox"/>	Debilitated <input checked="" type="checkbox"/>	Unconscious <input checked="" type="checkbox"/>	Dead <input checked="" type="checkbox"/>		
CHARACTER NAME	RADIATION DISEASE TRACK						
	Latent <input type="checkbox"/>	Weakened <input type="checkbox"/>	Impaired <input type="checkbox"/>	Debilitated <input type="checkbox"/>	Bedridden <input type="checkbox"/>	Comatose <input type="checkbox"/>	Dead <input checked="" type="checkbox"/>
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IMPRESSING ENVAR	Half of PCs succeed on check in Arena <input type="checkbox"/>	Tier 1-2: DC 18 Acrobatics or Athletics or DC 16 Charisma-based Tier 3-4: DC 21 Acrobatics or Athletics or DC 19 Charisma-based	Deal with Razor nonviolently <input type="checkbox"/>	Defeat Elementals <input type="checkbox"/>	0 = Indifferent 1 = Friendly 2 = Helpful/Keycard 3 = Password Reset

FLAWLESS HEIST	Customs Guard Perception Tier 1-2: +3 Tier 3-4: +5 <input type="checkbox"/>	Deal with Razor nonviolently or Security Officer Perception Tier 1-2: +7 Tier 3-4: +10 <input type="checkbox"/>	Bypass Office Entry Alarm <input type="checkbox"/>	Hack into Ilia's files Tier 1-2: DC 23 Tier 3-4: DC 27 <input type="checkbox"/>	Did NOT remove storage module in Ilia's office <input type="checkbox"/>	Impress Envar at least twice <input type="checkbox"/>

## RADIATION

**Type** poison, emanation; **Save** Fortitude

**Track** Constitution; **Frequency** 1/round

**Effect** At each state of impaired and beyond, the victim must succeed at a DC 18 Fortitude saving throw or contract the radiation sickness disease (see below).

**Cure** Progression stops on leaving area of radiation

Weakened	-2 Penalty to Fort saves, Con checks, and Con-based DCs. Every time PC attempts Fort save vs. the poison (succeed or fail), lose HP as per initial exposure.
Impaired	Weakened AND additional -2 Penalty to Fort saves, Con checks, and Con-based DCs. -2 to DC of all spells and special abilities.
Debilitated	Impaired AND lose 1 HP each time he takes a standard action.
Unconscious	Debilitated AND unconscious and can't be woken by any means.

## RADIATION SICKNESS

**Type** disease; **Save** Fortitude (same DC as the level of radiation that caused the radiation sickness)

**Track** physical; **Frequency** 1/day

**Effect** Radiation sickness isn't contagious.

**Cure** 3 consecutive saves

Latent	No ill effects
Weakened	Sickened and Fatigued
Impaired	Sickened, Fatigued, and Exhausted. If the PC takes a standard or full action she must succeed at a Fortitude save (DC = disease DC) or lose action and become nauseated for 1 minute.
Debilitated	Impaired AND if the PC takes a standard action she loses 1 HP
Bedridden	Debilitated AND PC cannot stand on own or take actions.
Comatose	Bedridden AND PC is unconscious and can't be woken.

## Radiation

- Radiation entries list the maximum level of radiation in an area, as well as the radius out to which this radiation level applies. The radiation continues to suffuse each increment out to an equal length beyond that radius, its strength degraded by one level per increment. For example, a spherical area of high radiation with a radius of 20 feet creates a zone of medium radiation spanning 20 feet to 40 feet from the center in all directions, and a similar zone of low radiation spanning 40 to 60 feet from the center.

## Protections against Radiation

- Armor with **ACTIVATED** environmental protections provide some protection against radiation.
- Activating or deactivating these environmental protections takes a standard action if you are wearing the suit. If you have access to a suit that is unattended or worn by a helpless creature, you can turn on its environmental protection as a full action.
- Armor grants immunity to low levels of radiation and grants a +4 circumstance bonus to saving throws against higher levels of radiation.
- Armor of 7th level and higher grants immunity to medium radiation levels and provides a +6 circumstance bonus to saving throws against higher levels of radiation.
- No armor's bonuses apply to saves against radiation sickness, regardless of the level of radiation exposure that caused you to contract it.

## Curing Radiation Effects

- A creature that leaves an area suffused with radiation is essentially cured of the **POISON** effect. Ending the source of radiation or successfully casting *remove radioactivity* has the same effect. As usual for poison effects, an affected creature requires rest to recover from radiation poisoning. *Remove affliction* doesn't cure a creature of the effects of radiation poisoning, but *remove radioactivity* does.
- If a creature has been exposed to enough radiation, it might contract radiation sickness, which acts like a noncontagious **DISEASE**. Radiation sickness can be treated like any disease, although it can't be cured with *remove affliction*. *Remove radioactivity* can cure radiation sickness.