

*Dear Reader, I regret the recent interruptions to our encounters. I trust that you are as aghast as I am at the impropriety of my associates, and share my concern for whatever malady of the senses has overtaken them and caused them to abandon their reason.*

*It is not in my nature to be permissive of rudeness. Fair is fair, if they wish to ruin this for me just to promote their stumbling understanding of the material, I suppose I must be forced to demonstrate my superiority over something as mundane as altered flesh. Let them keep their constructs, be proud, and then watch them wither with*

## *Poisoned Veins*

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*If there is one area in which I have cause to consider myself an expert, it is the cultivation, transmission, and indeed perfection, of pathogens. I have found them fascinating for decades, the way that death can be carried within us, slowly growing, ready to be spread.*

*I have prepared a selection of my favourites, some of my own design. Dear Reader, be sure to put them to good use.*

### Disease Rules

A disease is a long term state that can negatively affect a living creature, worsening with time, depending on the infected's ability to resist the progression of the disease.

- Each disease will describe the way it is transmitted, along with any Resist Torture/Drugs rolls that can be made to prevent initial infection.
- Once infected, a character suffers the negative effects of the disease for the duration described in its profile.
- Some diseases have stages, which can change the effects the disease has on a character over time. A disease with stages will have multiple durations, with a new roll being made to resist the progression of the disease being made at the end of each stage. If this roll is passed, the disease does not progress to its next stage.
- Some diseases will allow for Recovery rolls to be made for each day spent resting. Succeeding in a Recovery Roll reduces the duration of the disease by days = (Result - Recovery DV)
- A disease's profile will also detail if it is available in a weaponised form, vials of diseases function in the same manner as a Vial of Poison or Vial of Biotoxin for the purposes of applying them to weapons.
- If a disease can be removed by medical treatments, its profile will list a Mall, Clinic, or Hospital level paid treatment. Medtechs may remove a disease by use of Surgery at the equivalent DV.
- Characters experiencing the effects of Antibiotics, Enhanced Antibodies, or a similar effect, add +2 to rolls made to resist infection and progression, and +2 to recovery rolls.

## Sepsis

Transmission: Having an untreated Critical Injury for a week.

Infection DV 15.

Stage 1: (Duration 5 days). The character feels sweaty and clammy, and suffers a -2 to all actions.

Stage 2: (Duration 2 days). The character must pass a DV9 Endurance check every ten minutes, or fall unconscious for 1 minute.

Stage 3: (Duration 1 day). The character makes a Death Save every hour unless treated, taking 5 damage directly to HP each time. For each successfully passed Death Save, one of the character's meat limbs becomes gangrenous, and must be amputated.

Treatment: An injection of Antibiotics or undergoing Hospital treatment will cure Sepsis.

*Even the most persistent construct will find its wounds slowing it down. Once the rot sets in, my associates' ingenuity means little. It is all about the blood, you see.*

## Rabies IV

Transmission: A bite from an infected creature. Available as a vial for 500eb.

Infection DV 15.

Stage 1: (Duration 3 days). A character without a Biomonitor or similar is not aware of their infection unless diagnosed with a DV15 First Aid or Paramedic check.

Stage 2: (Duration 5 days). The character takes a -2 to Concentration and all Social skills. They will suffer from increased aggression and a short temper.

Stage 3: (Duration 2 days). The character becomes highly aggressive, and will attempt to bite characters they are in melee range of. They must make a Death Save every hour or die.

Treatment: A Hospital level treatment can cure Rabies IV. The use of Immunoblockers (See the Edgerunners Mission Kit) will delay the onset of increased aggression from the disease.

*Contrary to popular belief, common rabies does not drive humans to the aggression it famously bestows on lesser animals. Worry not, Dear Reader, that is a flaw I have corrected.*

## Avian Flu: A/Boston/309/2025 (H5N8)

Transmission: Being in an enclosed space with someone suffering from symptoms of the disease for 5 minutes. Available as a vial for 100eb.

Infection DV 13. (Nasal Filters will prevent airborne infection).

Duration 7 days (Recovery DV 13): After the 1st day of infection, the character feels lethargic, will cough and sneeze, and suffers a -2 to all actions.

Treatment: Mall treatment will cure Avian Flu.

*A favourite strain, so easily adaptable, and one so often overlooked. A few years more, I think, before I unveil the perfected version.*

Greyblood.

Transmission: The bodily fluids of someone infected. Available as a vial for 1000eb.

Infection DV 17.

Duration 1 week (Recovery DV 17): The DV for rolls made to stabilise the character when injured are increased by 2. The character suffers an additional 5 bonus damage from Critical Injuries.

Treatment: A Clinic level treatment can cure Greyblood.

*An acquired taste. Perhaps it is gauche to say so, but this has been the bane of many acolytes and subjects. Soften the meat from within, and all the technology in the world can't hold it together.*

Meningitis.

Transmission: Having an untreated Critical Injury to the head or a damaged Biosystem for five days.

Infection DV 17 (Automatically infects Biosystems, which cannot recover without treatment).

Stage 1: (Duration 3 days). A character without a Biomonitor or similar is not aware of their infection unless diagnosed with a DV13 First Aid or Paramedic check.

Stage 2: (Duration 2 days). The character suffers the effects of the Brain Injury Critical Injury.

Stage 3: (Duration 1 day). The effects of the Brain Injury Critical Injury are worsened to -4 to all actions.

Stage 4: The character makes a death save every hour until dead.

Treatment: A Hospital level treatment can cure Meningitis.

*Take yourself in metal all you like, you are still mortal in the end. It is a lesson I relish delivering. I'm not afraid to admit that, Dear Reader.*

Neurovirus.

Transmission: A DV13 Virus left in a Net Architecture or other system that a character connects to with their Neuralware.

Infection DV 15 (A Cybertech roll is made to resist the Neurovirus).

Stage 1: (Duration 12 hours). A character is not aware of their infection unless they pass a DV15 Cybertech roll.

Stage 2: (Duration 1 week, Recovery DV 15). The character suffers effects similar to the Secondary Effect of Blue Glass.

Treatment: A DV15 Cybertech roll will purge the user's system of the virus. This can be done at a Clinic or Hospital.

*So many of my vintage mourn the passing of time. This is their folly. One cannot hope to hold the world stagnant, instead revel in the new frontiers of discovery that open with each wire that cuts closer to humanity's soul.*

*I understand that all this is not my usual fare, so for the less scientifically curious among us, I have prepared two systems that will aid in the usage of my work above.*

#### Poison Flower

Cost: 5000eb (Luxury). Install: Hospital. Humanity Loss: 4d6.

Borgware. A concealed dispersal system for chemical agents is mounted within the back of the user. May be loaded with any combination of up to three doses of street drugs, vials of Poison or Biotoxin, or three vials of diseases. As an Action, the user may activate the dispersal system, which unfolds from their back and unleashes one of the stored chemicals (as chosen by the user). Mechanically, this functions as a grenade AoE centered on the user, using Heavy Weapons to set any DVs for those able to evade grenades.

#### BloodJet

Cost: 500eb (Expensive). Install: Clinic. Humanity Loss: 2d6.

Cyberarm Option. May *only* be installed as the only piece of cyberware in a meat arm. An Exotic Very Heavy Pistol mounted in a flesh arm. As an action, the user can launch a globule of their own blood at a target. Doing so deals 5 damage directly to the HP of the user.

*And with that, the gauntlet is thrown. Let us see what you two have to offer. Spare nothing, I will prepare a document of my best. We will let the audience decide which of us is the greater. I trust none of us will have any trouble ensuring the participation of a few individuals with this.*