

COMMON AILMENTS

Common Ailments adds several non-lethal and less significant ailments to Rimworld, these include:

- **Common cold**
- **Conjunctivitis (Eye infection)**
- **Earache**
- **Fatigue**
- **Hay fever**
- **Headache**
- **Indigestion**
- **Knicks (Minor cuts)**
- **Migraine**
- **Minor Sexually Transmitted Disease**
- **Phantom Pain**
- **Restless**
- **Sinusitis (Nasal condition)**
- **Skin rash**
- **Sore throat**
- **Sprains**

The intention is to increase difficulty slightly as well as additional realism.

There is a random chance for a minor ailment to be contracted which is modified by the pawn's characteristics, current health and needs, as well as environmental and activity factors.

Certain drugs, in addition to medicines, both vanilla and supported modded versions will allow for these ailments to be cured (over a short time span) or simply not contracted if taken as preventative regular drug taking practices. Though of course, "all" drugs will still allow for their effects to apply some response to the ailment factors as relevant.

It is suggested/recommended to utilise the mod with a view to the use of drug scheduling and the inclusion of mods that provide these additional options, though the mod can be used without them as a standalone addition.

It is also worth noting that the ailments are not just afforded as potential conditions for the player colonists but will also be equally contracted by all applicable "humanlike" races including NPC factions.

MOD NOTES

Races considered as able to contract Common Ailments must be Human like and contain the standard organic hediffgiver set i.e. (HediffGiverSetDef of "OrganicStandard").

Mod options are included to toggle the ailments on and off, set the start day for ailments to begin and determine the frequency and base chance for ailments to be calculated for a potential contraction. This allows some control for the preferred level of difficulty or scale of the effects to game play.

The mod option to allow common ailments be symptomatic for major illnesses means that some of the common ailments will be more readily contracted when these more major illnesses are apparent.

Additionally there is a mod option to determine if the ailments can be used as part of game scenarios (excludes Knicks and Sprains). (Note that changes to this setting will only be applied after restarting Rimworld).

There is also a couple of options to control the behaviour in relation to Minor STDs and other options to control whether notifications are used and the associated sound/message type applied.

Can be added to new saves and can be readily removed but would suggest doing so after a respite period with the mod option toggled off so as to allow for any ailments to dissipate.

(Note: Minor STDs and Phantom Pain are triggered by specific events, love making or surgical operations that add solid body parts or augmentations).

HOW COMMON AILMENTS ARE CONTRACTED

Each pawn has their own mechanism for contraction that will be checked periodically based on the frequency set in the options. They therefore do not follow the vanilla process of a random chance of an illness per time period to a listing of pawns.

There is then a base random chance for contraction. More serious illnesses and ailments will add to the chance of contraction (which have weighted characteristics), this then indicating the overall general health of the pawn. This will further be "offset" by individual and environmental factors, as well as activity.

Individual factors:

Aged less than 40 reduces the chance, whereas aged older increases the chance.

If they have the trait "frail" this will increase the chance.

If their body type is fat it will increase the chance.

If the pawn is starving this will increase the chance though if well fed this will allow for the possibility of indigestion.

Immunity traits will vary the offset both in a positive and negative way.

Environmental factors:

If the outdoor temperature is less than 21C it will increase the chance and scales with various temperature points. If the outdoor temperature is greater than 29C it will decrease the chance (again scaled).

Relative cleanliness of the pawn's environment will vary the chance of contraction in both a positive and negative way. With some ailments more associated with poor general hygiene. (there is additional synergy here with Dubs bad hygiene mod where used).

Activity factors:

If the pawn is well rested there is a possibility of restlessness, whereas poor rest can incur an increase in the chance to contract an ailment.

If the pawn is associated with physical activities then the possibility of knicks and sprains is apparent. Similarly, if the pawn is associated with plant activity, they could then contract hay fever.

SYMPTOMATIC AILMENTS

The following more serious conditions have the capability to trigger Common Ailments as symptoms of the condition. This is more likely than regular ailments but still tied to the base chance in the mod options and there is a specific mod option to determine if this behaviour will occur.

Vanilla

- Carcinoma
- Cirrhosis
- Flu
- Food Poisoning
- Malaria
- Malnutrition
- Plague
- Resurrection Psychosis
- Resurrection Sickness
- Sleeping Sickness
- Toxic Build up
- Wound Infection

Diseases Overhauled

- Blood Cancer
- Hansen Kampff Disease
- Hepatitis K
- Kindred Dick Virus
- Necrosis
- New Reschian Fever
- Psoriasis
- Sepsis

- Tuberculosis
- Voight Bernstein Disease

Dubs Bad Hygiene

- Bad Hygiene
- Cholera
- Dysentery

And the following list is a list of Common Ailments that might be additionally generated as a result of the above conditions:

- Common Cold
- Fatigue
- Headache
- Restless
- Sore Throat

VANILLA

(IMMUNITIES AND CURATIVES)

Common Ailments is compatible with RW Vanilla drugs providing the following effects:

Note that generally a curative may take some time to work.

Common Cold

Luciferium offers immunity and acts as a curative.

Conjunctivitis

Penoxycycline and Luciferium offer immunity and act as curatives.

Earache

Luciferium offers immunity.

Fatigue

Luciferium, Go Juice and Wake up offer immunity and act as curatives.

Headache

Luciferium and Smokeleaf offer immunity and act as curatives.

Minor STD

Penoxycycline and Luciferium offer immunity and act as curatives.

Migraine

Luciferium offers immunity and act as a curative.

Phantom pain

Luciferium and Smokeleaf offer immunity and act as curatives.

Restless

Smokeleaf offers immunity and act as a curative.

Sinusitis

Luciferium offers immunity and acts as a curative.

Skin Rash

Penoxycycline and Luciferium offer immunity and act as curatives.

Sore throat

Penoxycycline and Luciferium offer immunity and act as curatives.

APOTHECARY

(IMMUNITIES AND CURATIVES)

Apothecary is compatible with the mod common ailments Providing the following effects:

Note that generally a curative may take some time to work.

Common cold

Kale tea, Nettle tea, Quinine tea and Flu tonic offer immunity and act as curatives.

Conjunctivitis

Quinine tea offers immunity and act as curatives.

Fatigue

Smelling salts, Ginseng tea and Willow tonic will offer immunity and act as curatives.

Hay fever

Nettle tea offers immunity and acts as a curative.

Headache

Elixir of Soothing, Elixir of Inciting, Henbane tea, Henbane joint, Lavender Balm, Turmeric tea and Willow tonic offer immunity and act as curatives.

Indigestion

Ginger tea, Wormwood tonic and Stomach salts offer immunity and act as curatives.

Migraine

Elixir of Inciting and Henbane tea offer immunity and act as curatives.

Minor STD

Aloe cream, Scar cream and Yarrow cream offer immunity and act as curatives.

Phantom Pain

Elixir of Soothing, Elixir of Inciting, Henbane tea, Henbane joint, Turmeric tea and Willow Tonic offer immunity and act as curatives.

Restless

Elixir of Soothing, Lavender Balm and Lavender Soap offer immunity and act as curatives.

Skin Rash

Aloe cream, Scar cream, Yarrow cream and Quinine tea offer immunity and act as curatives.

Sore throat

Quinine tea and Flu tonic offer immunity and act as curatives.

MEDICAL SUPPLEMENTS

(IMMUNITIES AND CURATIVES)

Medical Supplements is compatible with the mod common ailments, providing the following effects:

Note that generally a curative may take some time to work:

Common cold

Firethroat, Rimcetamol, Metasis and Battle stim will offer immunity and act as a curative.

Conjunctivitis

Rimoxicillin, Metasis and Battle stim will offer immunity and act as a curative.

Earache

Metasis and Battle stim will offer immunity.

Fatigue

Battle stim, smelling salts capsule and RimProPlus will offer immunity and act as a curative.

Hay fever

Inhaler will offer immunity and act as a curative.

Headache

RimCodamol, Morphine, Opium pipe, Rimcetamol, Rimtanol, Aspirin, Metasis and Battle stim will offer immunity and act as a curative.

Indigestion

Rimpeptic will offer immunity and act as a curative.

Knick

Metasis and Battle stim will offer immunity and act as a curative.

Migraine

RimCodamal, Morphine and Opium pipe will offer immunity and act as a curative.

Minor STD

Rimoxicillin, Rimtanol, RimBurnEaze, Metasis, Battle stim, and Condom will offer immunity and act as a curative (exception condom).

Phantom Pain

RimCodamol, Morphine, Opium pipe, Rimcetamol, Rimgadol, Metasis and Battle stim will offer immunity and act as a curative.

Restless

Clarity and RimSnooze will offer immunity and act as a curative.

Sinusitis

Inhaler, Metasis and Battle stim will offer immunity and act as a curative.

Skin Rash

Rimoxicilin, Rimgadol, RimBurnEase, Metasis and Battle stim will offer immunity and act as a curative.

Sprain

Metasis and Battle stim will offer immunity and act as a curative.

Sore Throat

Rimoxicillin and Firethroat will offer immunity and act as a curative.

SOCIAL SUPPLEMENTS

(IMMUNITIES AND CURATIVES)

Social Supplements is compatible with the mod common ailments, providing the following effects:

Note that generally a curative may take some time to work:

Fatigue

Blitz and Power Bar offer immunity and act as curatives.

Headache

Vapes offer immunity and act as curatives.

Indigestion

Mint tea offers immunity and act as a curative.

Phantom Pain

Vapes offer immunity and act as curatives.

Restless

Vapes offer immunity and act as curatives.

DISEASES OVERHAULED

(IMMUNITIES AND CURATIVES)

Diseases overhauled is compatible with the mod common ailments, providing the following effects:

Note that generally a curative may take some time to work:

Common Cold

Vegetable broth offers immunity and acts as a curative.

Conjunctivitis

Tritoxylon offers immunity and acts as a curative.

Headache

Mortracain offers immunity and acts as a curative.

Indigestion

Vegetable broth offers immunity and acts as a curative.

Migraine

Mortracain offers immunity and acts as a curative.

Minor STD

Tritoxylon offers immunity and acts as a curative.

Phantom Pain

Mortracain offers immunity and acts as a curative.

Restless

Tranquiazepin offers immunity and acts as a curative.

Skin rash

Tritoxylon offers immunity and acts as a curative.

Sore throat

Tritoxylon offers immunity and acts as a curative.

RIMCUISINE 2

(IMMUNITIES AND CURATIVES)

Rimcuisine 2 is compatible with the mod common ailments, providing the following effects:

Note that generally a curative may take some time to work:

Conjunctivitis

Floxacin offers immunity and acts as a curative.

Fatigue

Caffeine (Coffee) and Taurine (Tea)

Headache

Dreamstick, Skag, Tango, Viko and Zope offer immunity and act as curatives.

Migraine

Dreamstick, Skag, Tango and Zope offer immunity and act as curatives.

Minor STD

Floxacin offers immunity and acts as a curative.

Phantom Pain

Dreamstick, Skag, Tango and Zope offer immunity and act as curatives.

Skin rash

Floxacin offers immunity and acts as a curative.

Sore throat

Floxacin offers immunity and acts as a curative.

VGP GARDEN MEDICINE

(IMMUNITIES AND CURATIVES)

VGP Garden medicine is compatible with the mod common ailments, providing the following effects:

Note that generally a curative may take some time to work:

Common Cold

FluEz offers immunity and acts as a curative.

Conjunctivitis

Antibiotics offers immunity and acts as a curative.

Fatigue

Caffiene offers immunity and acts as a curative.

Headache

Ibuprofen offers immunity and acts as a curative.

Migraine

Ibuprofen offers immunity and acts as a curative.

Minor STD

Antibiotics offers immunity and acts as a curative.

Phantom Pain

Ibuprofen offers immunity and acts as a curative.

Skin rash

Antibiotics offers immunity and acts as a curative.

Sore throat

Antibiotics offers immunity and acts as a curative.