

Insanity

Forbidden Knowledge Check

- No modifier
- Used when finding information on non-humanoid monsters
- Requires Insanity check
- Option for proficiency – decrease sanity score by 5 * proficiency bonus

Insanity Score

- Score is equal to 5 * *Wisdom*
- Players gain 1d6 sanity per level
- Players who lose half their Wisdom mod in sanity points at one time go temporarily insane
 - Also if player critical fails a forbidden knowledge check
- Players who lose ¼ their Sanity at one time go indefinitely insane
- Players who go below -10 insanity go permanently insane

Sanity Check

- Check is equal to a % die roll
- If roll is equal to or less than a player's insanity score, the check passes
- The player loses a certain amount of insanity on a pass and a fail.
 - In some cases the player loses no insanity from a pass

Losing insanity

- The way insanity is lost is written as (d#/d#). The first die representing a pass and the second representing a fail
- The is determined by the DM
- Players have resistance to losing sanity equal to their wisdom modifier.

Table: Sanity Loss from Creatures

Monster Type	Monster Size						
	Up to Tiny	Small	Medium	Large	Huge	Gargantuan	Colossal
Aberration, dragon, ooze, outsider, undead	1/1d4	1/1d4	1/1d6	1/1d10	1d4/1d10	1d6/1d10	1d6/2d10
Elemental, fey, plant, vermin	0/1d4	1/1d4	1/1d6	1/1d8	1/1d10	1d4/1d10	1d4/2d6
Construct, giant, magical beast, monstrous humanoid	0/1	0/1d4	0/1d6	1/1d6	2/2d6	2/2d6	3/3d6
Animal, humanoid	0/0 ¹	0/1 ¹	0/1 ¹	0/1d4 ¹	0/1d4	0/1d4	0/1d6

Severe Shocks

Sanity Lost ¹	Shocking Situation
0/1d2	Surprised to find mangled animal carcass
0/1d3	Surprised to find human corpse
0/1d3	Surprised to find human body part
0/1d4	Finding a stream flowing with blood
1/1d4+1	Finding a mangled human corpse
0/1d6	Awakening trapped in a coffin
0/1d6	Witnessing a friend's violent death
1/1d6	Seeing a ghoul
1/1d6+1	Meeting someone you know to be dead
0/1d10	Undergoing severe torture
1/d10	Seeing a corpse rise from its grave
2/2d10+1	Seeing a gigantic severed head fall from the sky
1d10/d%	Seeing an evil deity

Fears:

d%	Phobia	Fear of...
1	Acrophobia	heights (formerly known as vertigo)
2	Aerophobia	wind
3	Agoraphobia	open places
4	Ailurophobia	cats
5	Androphobia	men (males)
6	Astrophobia	stars
7	Autophobia	being alone
8	Bacteriophobia	bacteria ("germs")
9	Ballistophobia	bullets
10	Bathophobia	deep submerged places
11	Bibliophobia	books
12	Blennophobia	slime
13	Brontophobia	thunder
14	Cenophobia	empty rooms
15	Chionophobia	snow
16	Claustrophobia	enclosed spaces
17	Demophobia	crowds
18	Dendrophobia	trees
19	Entomophobia	insects
20	Equinophobia	horses
21	Gephyrophobia	crossing bridges
23	Gynephobia	women (females)
24	Hamartophobia	sinning or making an error
25	Haphephobia	being touched
26	Heliophobia	sunlight or the sun

27	Hematophobia	blood or bleeding
28	Hydrophobia	water
29	Hypnophobia	sleep
30	Iatrophobia	doctors (healers)
31	Ichthyophobia	fish
32	Maniaphobia	going insane
33	Monophobia	being alone
34	Musophobia	mice (and rats)
35	Necrophobia	dead things
36	Nyctophobia	night or nightfall
37	Odontophobia	teeth
38	Onomatophobia	a certain name, word, or phrase
39	Ophidiophobia	snakes
40	Ornithophobia	birds
41	Pediphobia	children
42	Phagophobia	eating
43	Phonophobia	noise, including one's own voice
44	Pyrophobia	fire
45	Scotophobia	darkness
46	Spectrophobia	mirrors
47	Taphephobia	being buried alive
48	Teratophobia	monsters
49	Thalassophobia	the sea
50	Tomophobia	surgery
51	Uranophobia	the heavens ("the horrible gaping sky!")
52	Vermiphobia	worms
53	Xenophobia	foreigners or strangers

54	Zoophobia	animals
55	Arcuophobia	bows
56	Aurophobia	gold
57	Aberraphobia	aberrations and creatures with tentacles
58	Bogyphobia	demons and goblins
59	Demonophobia	demons
60	Dracophobia	dragons
61	Confodiophobia	being stabbed
62	Faephobia	fey
63	Gigaphobia	giants and Large or larger creatures
64	Hadephobia	hell
65	Hagiophobia	saints and holy relics
66	Hierophobia	priests and sacred items
67	Incantophobia	enchantment and mind control
68	Iophobia	poison
69	Manaphobia	magic
70	Materiophobia	constructs
71	Myxophobia	oozes
72	Naturaphobia	nature and druids
73	Planarphobia	outsiders and extraplanar creatures
74	Plantaphobia	plants and plant creatures
75	Phantasmaphobia	specters or ghosts
76	Pneumatophobia	incorporeal creatures
77	Uranophobia	heaven (esp. divine magic)

Table 6-8: Duration of Temporary Insanity

d%	Temporary Insanity Type	Duration
01-80	Short-term	1d10+4 rounds
81-100	Long-term	1d10×10 hours

Table 6-9: Short-Term Temporary Insanity Effects

d%	Effect
01-20	Character faints (can be awakened by vigorous action taking 1 round; thereafter, character is shaken until duration expires).
21-30	Character has a screaming fit.
31-40	Character flees in panic.
41-50	Character shows physical hysterics or emotional outburst (laughing, crying, and so on).
51-55	Character babbles in incoherent rapid speech or in logorrhea (a torrent of coherent speech).
56-60	Character gripped by intense phobia, perhaps rooting her to the spot.
61-65	Character becomes homicidal, dealing harm to nearest person as efficiently as possible.
66-70	Character has hallucinations or delusions (details at the discretion of the GM).
71-75	Character gripped with echopraxia or echolalia (saying or doing whatever those nearby say or do).
76-80	Character gripped with strange or deviant eating desire (dirt, slime, cannibalism, and so on).
81-90	Character falls into a stupor (assumes fetal position, oblivious to events around her).
91-99	Character becomes catatonic (can stand but has no will or interest; may be led or forced to simple actions but takes no independent action).
100	Roll on Table 6-10: Long-Term Temporary Insanity Effects.

Table 6-10: Long-Term Temporary Insanity Effects

d%	Effect
01-10	Character performs compulsive rituals (washing hands constantly, praying, walking in a particular rhythm, never stepping on cracks, constantly checking to see if crossbow is loaded, and so on).
11-20	Character has hallucinations or delusions (details at the discretion of the GM).
21-30	Character becomes paranoid.
31-40	Character gripped with severe phobia (refuses to approach object of phobia except on successful DC 20 Will save).
41-45	Character has aberrant sexual desires (exhibitionism, nymphomania or satyriasis, teratophilia, necrophilia, and so on).
46-55	Character develops an attachment to a “lucky charm” (embraces object, type of object, or person as a safety blanket) and cannot function without it.
56-65	Character develops psychosomatic blindness, deafness, or the loss of the use of a limb or limbs.
66-75	Character has uncontrollable tics or tremors (-4 penalty on all attack rolls , checks, and saves, except those purely mental in nature).
76-85	Character has amnesia (memories of intimates usually lost first; Knowledge skills useless).
86-90	Character has bouts of reactive psychosis (incoherence, delusions, aberrant behavior, and/or hallucinations).
91-95	Character loses ability to communicate via speech or writing.
96-100	Character becomes catatonic (can stand but has no will or interest; may be led or forced into simple actions but takes no independent action).