

Cheat Sheet

FEAR

Fear Attack

- ◆ Attack against the self
- ◆ The PC's Intelligence vs. the PC's Will defence

Fear

As man becomes monster your heart pounds against your ribcage and you hands and knees shake.

Mental Assault: Your mind turns on itself when confronted with the terrifying.

Trigger

The character is confronted with a thing of fear.

Attack

Immediate Interrupt Personal

Targets: Every defending creature.

Attack: Intelligence vs. Will

Hit: Character suffers -1 penalty on attack rolls (save ends).

Miss: Character can act normally.

Critical Hit: Character also loses a Sanity point.

Special

The unknown is more terrifying than what is known.

Before making a Fear check, a character can choose to make a Monster Knowledge check to identify their attacker.

If this roll succeeds the character receives a +2 bonus to their Will defence. If this roll fails they receive a +2 bonus to their attack.

A character can choose not to attempt the check.

HORROR

Fear and Horror Attack

- ◆ Attack against the self
- ◆ The PC's Intelligence vs. the PC's Will defence

Horror

Watching the events unfold through the glass your mind screams silently as you feel your legs grow weak.

Mental Assault: Your mind turns on itself when confronted with the impossible.

Trigger

The character is confronted with a scene of horror.

Attack

Immediate Interrupt Personal

Targets: Every observing creature.

Attack: Intelligence vs. Will

Hit: Character is surprised.

Miss: Character is dazed (save ends).

Critical Hit: Character loses a Sanity point and is stunned (save ends) and surprised.

Counter Measures

- ◆ As a free action, the victim can make a Moderate Endurance check to grant themselves a saving throw against the surprised condition.
- ◆ An adjacent character can make a Moderate Insight check to grant a saving throw against the surprised or stunned conditions.
- ◆ An adjacent character can make a Hard Bluff or Diplomacy check to grant a saving throw against the surprised or stunned conditions.
- ◆ An adjacent character can make a Hard Heal check to grant a saving throw against the surprised or stunned conditions. Reduce this to a Moderate Heal check if the character has the Psychiatry feat.

MADNESS

Sanity

- ◆ Equal to highest mental statistic: (Intelligence, Wisdom, or Charisma)

Regaining Sanity

- ◆ Saving throw after extended rest
- ◆ Success raises current Sanity by 1
- ◆ Failure does not raise or lower Sanity
- ◆ In unsafe locations the save takes a -5 penalty
- ◆ In alien environments the save cannot be made

CURSES

Curse Attack

- ◆ Charisma (+ 1/2 target's level) vs. Will

CURSE MODIFIERS

Situation	Modifier
No escape clause	-2
Target unknown	-1
Easy escape clause	+1
Friend injured	+1
Friend killed	+2
Curse layer is a Vistana	+2
Curse tailored for target	+2
Family member injured	+3
Family member killed	+3
Curse is dying words	+4
Poetic justice	+4

POWERS CHECK

Powers Check

- ◆ Base DC 15
- ◆ Single d20 roll, nothing added except modifiers below.

Favourable Conditions	DC Modifier
Character is Evil	+1
Character is Chaotic Evil	+2
Sanctioned	+1
Selfless Motives	+2
Misled	+2
Little or no Forethought	+1

Unfavourable Conditions	DC Modifier
Character is Good	-1
Character is Lawful Good	-2
Selfish Motives	-1
Discouraged	-2
Premeditated and planned	-1

CORRUPTION POINTS

Severity	Additional Dice
Trespass	0
Offence	+1d4
Sin	+2d4
Violation	+3d4
Atrocity	+4d4

STAGES OF DARKNESS

Total Points	Stage
—	Innocent
0	Pure or Redeemed
1-10	The Temptation
11-15	The Caress
16-20	The Enticement
21-25	The Embrace
26+	The Descent

Extra Factor	Trespass	Offence	Sin	Violation	Atrocity
Victim's Alignment	Evil	Unaligned	Good	Lawful Good	Innocent
Relationship to Victim	Enemy	Ally	Friend	Family	Lover
Number of Victims	1	2-4	5-7	8-10	11+