

| CHARACTER NAME | PLAYER NAME | CHARACTER NAME | PLAYER NAME | CHARACTER NAME | PLAYER NAME | CHARACTER NAME | PLAYER NAME |
|---|--------------|---|--------------|---|--------------|---|--------------|
| PENALTIES | NOTES | PENALTIES | NOTES | PENALTIES | NOTES | PENALTIES | NOTES |
| <input type="checkbox"/> Attacks & Checks | | <input type="checkbox"/> Attacks & Checks | | <input type="checkbox"/> Attacks & Checks | | <input type="checkbox"/> Attacks & Checks | |
| <input type="checkbox"/> Saves | | <input type="checkbox"/> Saves | | <input type="checkbox"/> Saves | | <input type="checkbox"/> Saves | |

| FEAR | |
|-------------------------------------|--|
| MINOR | |
| <input type="checkbox"/> SHAKEN | -2 morale penalty (rolls) |
| MODERATE | |
| <input type="checkbox"/> FRIGHTENED | Shaken & flees |
| MAJOR | |
| <input type="checkbox"/> PANICKED | -2 to saves, randomly flees, 50% chance to drop held items, cowers if cornered |

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| HORROR | |
|---------------------------------------|---|
| MINOR | |
| <input type="checkbox"/> AVERSION | Frightened 5d6 rounds (50 ft.) |
| <input type="checkbox"/> FEARSTRUCK | Panicked for 5d6 rounds |
| <input type="checkbox"/> FROZEN | No action for three rounds |
| <input type="checkbox"/> NAUSEA | Partial actions, -1d4+1 con for same amount of rounds, recovers +1 con/hour |
| MODERATE | |
| <input type="checkbox"/> NIGHTMARES | Shaken 5d6 rounds, see book |
| <input type="checkbox"/> OBSESSION | Penalties to skills, see book |
| <input type="checkbox"/> RAGE | Rage for 3+(mod) con rounds |
| <input type="checkbox"/> REVULSION | Aversion if anything reminds her |
| MAJOR | |
| <input type="checkbox"/> FASCINATION | -1 wis/cha/week, lost one if <3 |
| <input type="checkbox"/> HAUNTED | Obsession & -1d6+1 cha |
| <input type="checkbox"/> MENTAL SHOCK | Frozen, reroll at end of duration |
| <input type="checkbox"/> SYSTEM SHOCK | Fort save vs. same DC or -3d6 con |

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| MADNESS | |
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| MINOR | |
| <input type="checkbox"/> BLACKOUT | Shaken, plus can't remember |
| <input type="checkbox"/> DENIAL | Denies threat exists, see book |
| <input type="checkbox"/> HORRIFIED | Mod horror effect, see book |
| <input type="checkbox"/> UNHINGED | +2 hor/mad, alignment shift |
| MODERATE | |
| <input type="checkbox"/> DELUSIONS | See book |
| <input type="checkbox"/> DEPRESSION | See book |
| <input type="checkbox"/> HULLUCINATIONS | See book |
| <input type="checkbox"/> PARANOIA | See book |
| MAJOR | |
| <input type="checkbox"/> AMNESIA | See book |
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