



FEAR

Certain creatures and horrific scenes may cause fear. A success on the Guts check means the character manages to overcome his fear. A failure means bad things for the hero. The exact effects of a failed Guts roll depends on whether the cause of the roll was grotesque or terrifying in nature.

If the scene was grotesque or horrific, such as a grisly discovery or learning a secret “Man Was Not Meant to Know,” the character is Shaken and must make a Vigor roll or suffer severe nausea/mental shock. This inflicts a -1 penalty to all actions for the remainder of the scene. A natural 1 on the Guts roll (regardless of the Wild Die) causes the victim to roll on the Fright Table as well.

A terrifying trigger, such as a monstrous creature, is much more intense, and can rattle even the most stout-hearted hero. Non-Wild Cards are typically panicked (unless the GM feels like rolling for them on the Fright Table). Wild Cards must roll on the Fright Table should they fail their Guts check.

FRIGHT TABLE RESULTS

Shaken: See page xxx.

Panicked: The hero is Shaken but automatically moves his full Pace plus a running roll away from the source of his fear (even if he’s already moved this round). Only when he reaches cover or a relatively safe spot away from the source of his panic may he attempt to recover. This is done by making a second Guts check with the same modifiers as before. Each check requires an action.

Phobia: Phobias are overwhelming and irrational fears that stay with a hero for the rest of his life (though they can sometimes be treated in rare circumstances). Whenever a character is in the presence of his phobia, he subtracts 2 from all his trait tests.

Phobias shouldn’t be of the creature that caused the Guts check—everyone fears vampires, for example. That’s not a phobia—it’s common sense. Instead, the phobia usually centers on some random element the mind focused on during the encounter in an attempt to ground

itself in reality. Don’t make it something like blood, corpses, or monsters. Instead, the GM should choose some odd element associated with the scene. That makes the phobia much more interesting and better reflects this particular form of dementia. Remember, phobias are *irrational* fears.

Example: *Buck Savage falls into a pit full of flesh-eating ghouls. One of the things puts its gruesome fingers about his throat and almost kills our hero before he wacks its head off with his trusty machete. Buck overcomes his panic and eventually fights his way out, but the image of those blood-soaked hands on his neck leaves him with a distinct fear of being touched anywhere near his throat.*

BECOMING JADED

After encountering a particular type of creature, the character shouldn’t have to make Guts checks every time he sees another one in that particular scenario. If the party clears out a dungeon full of zombies, for example, they should only have to roll the first time they encounter them—not in every room. The Game Master might require a roll if the heroes encounter zombies in a particularly different or frightening situation, however, such as if they fall into a pit full of the ravenous creatures.

The Game Master should also require Fear checks should the party encounter zombies again in a later adventure, if it’s appropriate for his genre.

FRIGHT TABLE

2d6	Effect
2	Heart Attack: The hero is so overwhelmed with fear that his heart stutters. He must make a Vigor roll at -2. If successful, he’s Shaken for 1d4 rounds before he can attempt to recover. If he fails, he dies in 2d6 rounds. A Healing roll at -4 saves the victim’s life, but he remains incapacitated for 2d6 hours thereafter.
3	Phobia: The character gains a phobia.
4-5	Panicked: The character is Panicked.
6-8	Shaken: The character is Shaken.
9-10	Panicked: The character is Panicked.
11	The Mark of Fear: The hero is Shaken, but he also suffers some cosmetic physical alteration—a white streak forms in the hero’s hair, his eyes twitch constantly, or some other minor physical alteration.
12	Adrenaline Surge: The hero’s “fight” response takes over. He adds +2 to all trait and damage rolls this round.