

Stability. (aka Sanity)

After an awful event (worst per scene) make a stability test diff 4. Lose stability points on fail. PCs can spend Stability pts to add to roll. Some examples

Incident	Loss
You encounter something unsettling or even inexplicable that is not obviously dangerous (strange lights in the sky, strange sounds at night, an eerie coincidence, such as your name on a gravestone).	1
You have a disturbing experience that you cannot account for, with mental effects only (missing time, strange compulsions, nightmares).	1
A human opponent attacks you with evident intent to kill	2
You see a supernatural creature up close	2 or more
You're assaulted by supernatural visions or waking dreams.	2
You see a particularly grisly murder.	2
You have a disturbing experience that you cannot account for, and that leaves physical evidence (bizarre physical changes, mysterious scars, proof you were abducted in your sleep, evidence of your tainted ancestry)	3
You learn that a friend or loved one has been violently killed	3
You discover the corpse of a friend or loved one	4
You are attacked by a supernatural creature	5
You see a friend or loved one killed	5
You see a friend or loved one killed in a particularly gruesome manner	6

Losing it

Depending on the depth of loss of stability, various effects manifest:

Stability -1 to -5: Breaking

The player decides how to portray the character's increasing stress and psychological disintegration. One of:

- **Shaken:** You're terrified, heart pumping, knees quivering. You can't think straight. You can't spend points from your Investigative Ability pools. Difficulty Numbers for all General Ability tests increase by 1. This condition lasts until you get back to 0 or more Stability.
- **Panicked:** You're in flight mode, and are likely to do something very stupid and ill-considered, because you're running on pure instinct. A cruel GM might even ask for suggestions on what your character would

do while panicked. A state of panic lasts for the rest of the scene, or until someone helps to snap you out of it.

- **Blackout:** Maybe you faint. Maybe you can't remember what happened next. Maybe the camera cuts away. Either way, the scene's over for you. If you're the only PC present, then the GM narrates where you turn up next. If there are other characters around, then collapsed, were dragged away.
- **Berserk:** Something in you says "Fight" instead of "Flight," and you attack! If there's an obvious threat nearby, you'll attack that. Otherwise you target whatever most reminds you of the thing that triggered your breakdown. You use whatever your highest combat pool is (Scuffling, Weapons, Shooting), and automatically spend 2 points on each attack until your pool runs dry (or you kill your target, or you're talked down by someone e.g. Theology, Reassurance, Inspiration or one of your Sources of Stability..

Stability -6 to -11: Broken

Below -6 Stability, you're shattered, broken. As with Breaking, the effects of being Broken vary but the big difference is that the effects last longer.

Distorted Reality: Your ability to distinguish between what's real and what's not is broken. This may manifest as:

- The GM describing what your character perceives, which isn't necessarily the same as what's actually happening (*"You see a monster rushing toward you — is it really there, or are you actually hallucinating and that's one of your friends coming to help you? Do you draw your sword or not?"*)
- The player picking an obsession or other psychological disorder for the character, and roleplaying that condition until they recover.

Nightmares: You start to suffer from recurrent nightmares and flashbacks to your traumatic experience. The Difficulty for all future Stability tests related to whatever horror dropped you to Shattered rises by +2.

Through the Veil: Your unstable state of mind makes you especially sensitive to unnatural entities and influences. You can see and sense things that are invisible to other people — and they can see you. You're a target for Hellspawn and ungodly creatures. In game terms, the monsters always know roughly where you are — you can hide, but you can never escape them.

Stability -12+: Gone. Player choice, one of:

Lost: Your mind's so badly damaged that you struggle function. You are lost in the labyrinth of your own nightmares. Whatever the symptoms of your particular case, you're a minute by minute struggle, twitching, snarling, seeing and hearing that which others cannot, all within your own mind.

Turned: The corrosive tendrils of Daemons have wormed their way into your mind and corrupted it. You snap and start emulating or serving the creatures of the Dark. Take the darkest path. They will be in touch.

Checking Out: For those who feel the character is untenable and needs retiring: You've lost all hope and reason to live. The next time you would have to make a Consciousness roll, your character dies from the injury instead of hanging on until -12 Health. Alternatively, if an opportunity to sacrifice yourself or commit suicide in a dramatic fashion arises, grab it.