

## Mental Trauma

- 1-30 Obsession/Compulsion (1d8)
  - 1-4 Obsession: 2d20% of amount of treasure recovered is spent towards this after every adventure (1d100)
    - 1-20 Gambling
    - 21-30 Alcohol and/or drugs
      - 1-65 alcohol
      - 66-90 drug
      - 90-00 both/many
    - 31-40 Whoring, womanizing or nymphomania
    - 41-50 Love interest
    - 51-60 Hedonism
    - 61-70 Religious mania
    - 71-80 Forbidden Lore or heresy
    - 81-85 Bad business ventures
    - 86-90 Artwork
    - 91-95 Gluttony
    - 96-97 Fascination with death or necromancy
    - 98 Treachery
    - 99 King making
    - 00 Player chooses
  - 5-7 Compulsion: At appropriate times make a save or be forced to act (1d100)
    - 1-35 Greed
    - 36-45 Temper or Murderous Rages
    - 46-56 Gambling
    - 56-65 Sex/romance
    - 66-70 Taking trophies from dead enemies
    - 71-75 Cheat
    - 76-80 Anti-Authoritarian
    - 81-85 Fixation on the Occult
    - 86-90 Kleptomania
    - 91-95 Gluttony
    - 96-97 Pathological Liar
    - 98 Fear of Law/Snitch
    - 99 Ablutomania (clean freak)
    - 00 Player chooses
  - 8 Addiction: Both an Obsession and Compulsion (1d6)
    - 1-2 Roll once on each chart, if the two are incompatible then use the trauma from the obsession chart
    - 3 Drugs
    - 4 Gluttony
    - 5 Gambling
    - 6 Whoring//nymphomania
- 31-40 Fear (undead, chaos, demons, druids, animals, dwarves etc.)
  - -2 to attack vs that enemy
- 41-50 Phobia (Fire, Drowning, Superstitious, etc.)
  - At appropriate times make a save or be unable to act
- 51-55 Nyctophobia
  - Save or panic when in the dark
- 56-60 Claustrophobia
  - Save or panic when confined
- 61-65 Abusive
  - -1 on morale for retainers and mercenaries
- 66-70 Insane Bravery
  - Will never run away
- 71-75 Nightmares or Insomnia
  - 50% chance of not being able to sleep each night
- 76-80 Hesitant
  - -2 initiative
- 81-83 Weak Disposition, Pacifistic or Gentle
  - -1 to attack
- 84-85 Black Melancholia, Depression or hopelessness
  - Die if you take an injury that leaves you dying
- 86-87 Discouraged
  - 10% experience penalty
- 88-90 Coward
  - -4 on saves vs fear and -1 on morale rolls
- 91-92 Shaky
  - Permanent point of fumble
- 93 Nervous Disposition
  - Failed saves vs fear cause mental trauma
- 94 Unsettling Voice or Manner, Nervous Tic, Talks to Self, etc.
  - -2 on reaction rolls
- 95 Egomania
  - -1 retainer slot
- 96 Stress eating
  - Fat weighs 1 Stone
- 97 Self-Starvation
  - Won't eat and always weak from hunger
- 98 Flagellant
  - -1 constitution modifier
- 99 Amnesia
  - Lose 2d20% of experience
- 00 Multiple Personalities or voices in head
  - Takes up one of your retainer slots and has other effects