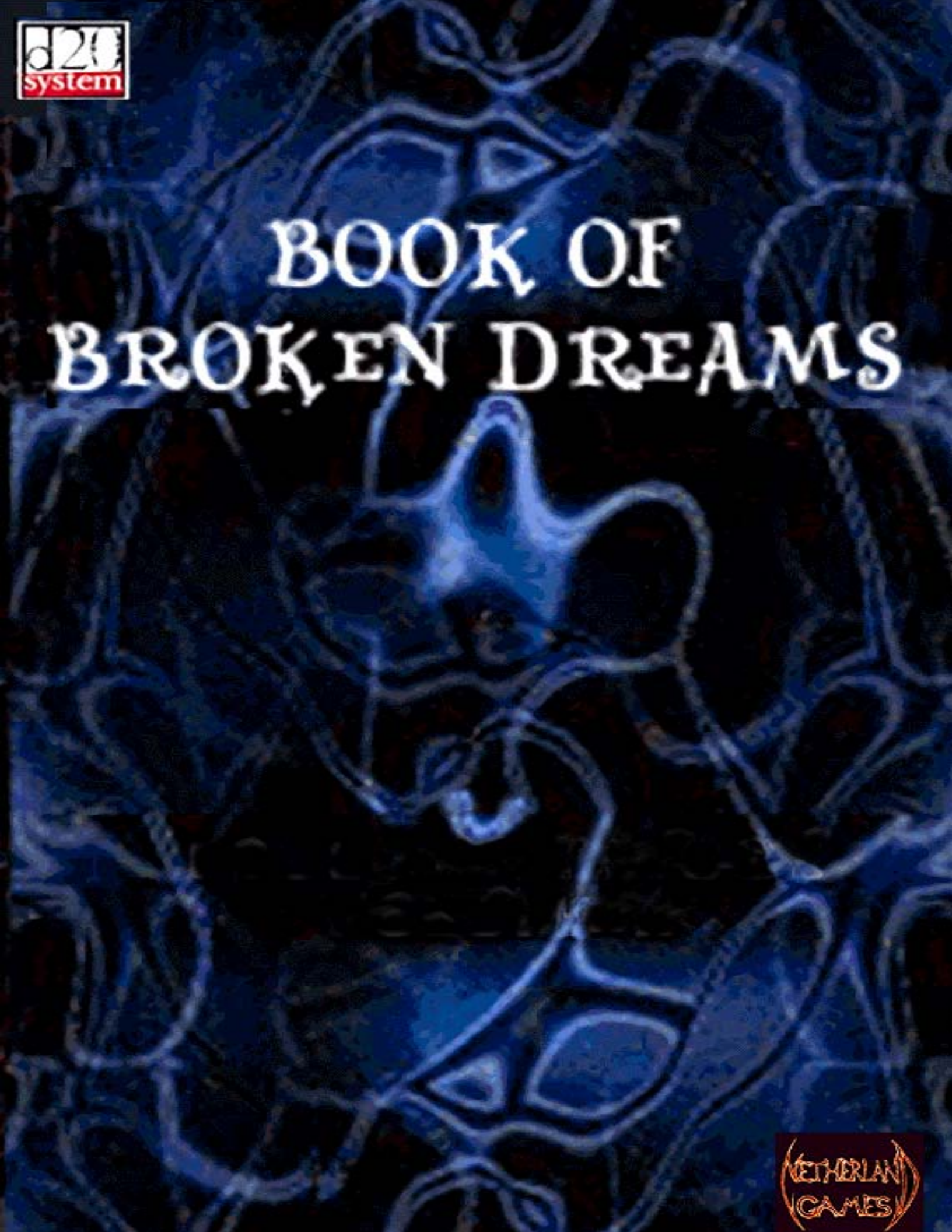
d20 system

BOOK OF BROKEN DREAMS



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Introduction

Thank you for purchasing *The Book of Broken Dreams* from Netherland Games. This book introduces several new options for the d20 system. Chapter 1 covers various stress related disorders that might affect a character, including post traumatic stress disorder and multiple personality disorder. Chapter 2 discusses personality in terms of modern psychology and provides a realistic, highly versatile, system for developing personalities of NPCs and PCs alike. A group dynamics matrix for developing realistic role-playing situations is also presented here. Chapter 3 covers various types of insanity, including psychosis and dementia, which are much more realistic than the d20 core rules. Chapter 4 introduces several new psychologically related spells. Finally, Chapter 5 contains three new prestige classes, the mentalist, the dream weaver and the lunatic.

Are You Crazy?

In the real world, people who only learn a little about psychology sometimes begin to fear for their own sanity. They read the brief descriptions and think, "that's me! Oh my god! I've got an abnormal personality!"

Although these rules mirror reality very closely, they are in no way intended to be a source of diagnostic information for lay people. This is a game. If you wonder about your sanity occasionally, that's normal. If you have a highly disrupted life, few friends, inconsistent work pattern, problems with the law, severe family complications, and are regarded by others as "insane," then maybe you should see a therapist. Otherwise, don't worry, you're perfectly normal.

Related Material

To use this book, you need a copy of the d20 core rules. You should also have a copy of the *Primal Codex,* since a number of disorders in this book make reference to conditions such as abdominal cramps, muscle pain and drowsiness that are covered therein. These conditions are followed by a "(*# PC*)" notation which refers to the page number of the *Primal Codex* where that rule appears. If you don't have a copy of the *Primal Codex* you can get one in PDF format from our web site at www.netherlandgames.com.

What I Think of You

Astute readers will notice that this book deviates from standard terminology when referring to characters. Although it is common practice and format in the d20 industry to write such things as "you gain a +1 enchantment bonus" and "you stab yourself in the neck," I cannot stand this incorrect and inaccurate use of the word "you." It is "the character" who gains enchantment bonuses and endures unspeakable horrors. Therefore, I have substituted the phrase "the character" in place of the commonly used "you" in d20 material.

A Fair Warning

Most of the rules in this book are intended to help DMs flesh out NPCs and create new social dynamics in their games. These rules are also extrapolated from real-world psychological tendencies and classifications. Therefore, some tables (especially in Chapter 2) may seem cumbersome when it comes to random generation, requiring a certain bit of discarding and rerolling. Remember that these rules are primarily intended to aid in your game designing, not impede it. If it is easier for you to randomly select personality traits and insanity conditions than to roll them, please do so. These rules are not a straitjacket for behavior, rather they are guidelines and insights.

Open Game Content

All the game material in Chapters 4 and 5 is hereby declared Open Game Content, as defined by section 1a of the Open Gaming License. A few portions of this book that are OGC originate from the System Reference Document and are ©1999 and 2000 Wizards of the Coast, Inc. The remainder of these OCG portions of this book are hereby added to Open Game Content and if so used, should bear the COPYRIGHT NOTICE "The Book of Broken Dreams Copyright 2002. Netherland Games."

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Credits

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Chapter 1: Stress

It is not stress that kills us, it is our reaction to it.
-- **Hans Selye.**

Introduction

Psychological stress is a powerful and debilitating thing. In our own world, horrific, life-changing events such as wars, natural disasters, and violent crime can leave deep psychological scars on people for years afterward.

Luckily, such events are also staple elements of most RPGs. Characters often lead lives of unimaginable disaster, death, and catastrophe. The stress that many characters endure from these events can be crippling.

There are basically two types of stress related disorders that might affect a character. There are some (PTSD and dissociation) that occur after sudden, surprising, or overwhelming events, and there are others (conversion disorders) that occur before ominous, impending, inescapable events. These are detailed below.

SEL

All characters have a Stress Endurance Level. This number represents the character's ability to psychologically endure stressful events. A percentile number is used to represent SEL.

Stress Endurance Level: To calculate a character's SEL, find the total of the character's six ability scores (Strength, Dexterity etc.) plus 1 per character level. This number is the percentile chance that character has of successfully dealing with a stressful event.

A check against this percentile is required whenever stress is encountered, although the effects of a failed check are sometimes not immediately apparent. Circumstantial penalties are almost always applied to an SEL check.

PTSD and Dissociation

The most common stress related disorders that characters might experience are post traumatic stress disorder and the various amnesiac or dissociative disorders. They occur as reactions to terrifying events.

Any traumatic event that a character might encounter could have varying degrees of stress related to it. The game master should assign these modifiers with the guidelines from Table 1-1 in mind. Apply these negative modifiers to the character's SEL when making stress checks.

Table 1-1: Example Stress Ratings

Penalty	Example
-1	Mild disaster, being brutalized, -2 to –4 ability penalty, lost in the wilderness
-2	Trapped or stranded, seeing a stranger be killed, -5 to –8 ability score penalty
-3	Severe disaster, encounter undead (1-4 HD), attacked by a creature 5 HD higher than the character
-4	Seeing a friend be killed, reduced to 10% of max hp, rendered helpless
-5	1 week of mild torture, extreme natural disaster, battlefield combat
-6	Seeing a loved one be killed, encounter undead (5-9 HD), attacked by a creature with 10 or more HD than the character
-7	1 week of severe torture
-8	Loss of limb, loss of levels, panicked by dragon fear
-9	9+ HD undead, 1 week of extreme torture, being attacked by a creature with 15 or more HD than the character
-10	being reduced below 0 hit points

Note that certain circumstances will have cumulative penalties. For example, a villager who witnesses his hamlet get destroyed by a dragon would suffer a long list of penalties including: severe disaster (-3), panicked by dragon fear (-8), probably seeing loved ones killed (-6), certainly seeing friends and strangers being killed (-4 and –2 respectively), and possibly even being attacked directly by the dragon himself (-9). Thus this unfortunate commoner has a total penalty to his Stress Endurance Level check of –34 (-3 -10 –6 –4 –2 –9 = -34). Assuming this commoner is first level and has average ability scores he might have a SEL of 65. Considering the many penalties he is enduring (-34), his adjusted SEL is 31 (65-34=31). He therefore has a 31% chance to escape this situation with no psychological scars.

If the adjusted SEL check is greater than 100% there is no need to roll. The character can automatically handle the stress.

Any situation that causes a feeling of fear, helplessness and/or hopelessness in the character can cause a stress reaction. The stress caused by these situations is relative to the people experiencing it and the place it occurs. The best example is the natural disaster. Although tornadoes can cause natural disasters, if the characters get swept into one as they walk across a prairie, they haven't really suffered the same way that people who live in a small village might if their homes were struck by a tornado. The characters who are swept into the tornado might still suffer a stress reaction due to the fear and helplessness, just not in the same way the villagers would. The characters would probably suffer from mild penalties such as being brutalized, rendered helpless, and perhaps being reduced to 10% of their HP (or worse). Meanwhile, the villagers whose homes have been destroyed by a tornado probably suffer from severe or extreme disaster, death of family and/or friends, and perhaps a few other penalties.

Disorders

If a character ever fails a Stress Endurance Level check caused by trauma he suffers from a psychological disorder (consult Table1-2). There are two disorders that can be induced by sudden, traumatic events. Post traumatic stress disorder is the most common and is characterized by flashbacks, anxiety and hopelessness. Dissociative disorders are similar to amnesia; the character's subconscious mind suppresses the horrible memories and may even cause him to forget his entire persona.

Table 1-2: Stress Disorders

D100	Disorder
01-80%	Post traumatic stress disorder
81-100%	Dissociative disorder

PTSD: Post traumatic stress disorder is the negative psychological reaction that occurs in many individuals who experience terrifying events. In most cases, a sense of helplessness compounds the severity of the reaction. Soldiers, disaster survivors, and torture victims all frequently suffer from PTSD.

Onset: Symptoms of PTSD usually begin to develop within 1d6 days after the stressful event occurs.

Symptoms: Characters with PTSD suffer from a number of symptoms determined by rolling once on each of the tables below. DMs may choose which symptoms affect the character or they may make a second random roll (1d10 divided by 2) to determine the specific symptoms. These symptoms persist until they are removed with *remove insanity* (see Chapter 5), *greater restoration, limited wish, miracle,* or *wish.* However, imbibing alcohol or other intoxicating substances can reduce the symptoms completely while the intoxication lasts. Unfortunately, this can lead to dependency and addiction (See chapter 9 of the *Primal Codex*).

Table 1-3: Mnemonic Symptoms

	1d5 of the following:
1	**Recurring, Intrusive Thoughts:** The character is unable to forget the traumatic event and frequently has it on his mind, causing him to seem gloomy, distant and preoccupied.
2	**Nightmares:** The character experiences severe, vivid nightmares that are not always related to the event that caused them in the first place. Every time the character sleeps there is a base 25% chance that a nightmare will occur. If it does, the character wakes in a state of panic and often cries out. After waking, the character is unable to go back to sleep for 1d4 hours. The chance of a nightmare occurring is reduced by 1% per year that has passed since the traumatic event occurred.
3	**Flashbacks:** The character experiences sudden, realistic hallucinations that recreate the traumatic event that caused this symptom in the first place. These experiences typically last 1d3 rounds and are often, but not always, triggered by things that remind the character of the traumatic event.
4	**Psychological Distress Caused by Cues:** People, events and things that remind the character of the traumatic event cause him to feel anxious and uncomfortable. If the rules from Chapter 2 are in play, the character's personality severity is temporarily moved up one level, mild to moderate, moderate to severe. This continues until the character escapes the triggering cue.
5	**Physical Distress Caused Cues:** People, events and things that remind the character of the traumatic event cause him to experience physical symptoms of ailment including malaise, abdominal cramps, headache and muscle pain (see the *Primal Codex* for rules on these conditions).

TABLE 1-4: BEHAVIORAL AND EMOTIONAL SYMPTOMS

	1+1d4 of the following:
1	**Avoids Cues:** The character avoids thoughts, feeling, conversations, activities, places and people that are reminiscent of the traumatic events.
2	**Partial Amnesia**: The character only remembering bits and pieces of the traumatic event. This is not as severe as other types of amnesia and the character does not lose experience points from the encounter.
3	**Loss of Ambition:** The character Loses all desire and drive and begins drifting through life.
4	**Emotional Numbness:** The character's emotions become blunted and he feels a profound sense of isolation and estrangement.
5	**Sense of No Future:** The character feels as though the future holds only bleakness, sorrow and dashed hopes.

TABLE 1-5: ANXIETY RELATED SYMPTOMS

	1+1d4 of the following:
1	**Difficulty Sleeping:** The character must make a Concentration check (DC15) to fall asleep. Characters may make one check per hour that they try to sleep.
2	**Irritably and Angry Outbursts:** Whenever the character encounters trivial disagreements and minor difficulties he must make a Will save (DC 16) or become incensed and engage in unreasonable words and actions. The character has no difficulty dealing with significant conflicts and difficulties.
3	**Difficulty Concentrating:** The character suffers -4 to all Concentration checks
4	**Hyper-vigilant:** The character gains +2 bonuses to Spot and Listen but is falsely alerted much of the time
5	**Exaggerated Startle Response:** When startled, the character reels and screams in an exaggerated manner. This causes a –2 circumstance penalty to the character's initiative check when surprised.

DISSOCIATIVE DISORDER

Dissociative disorders are those reactions of the character's subconscious mind that attempt to protect the character from horrible memories by suppressing or altering them.

Onset: dissociative disorders usually begin 1d6 days after the traumatic event occurred.

Symptoms: Dissociative disorders are characterized by a breakdown of the character's memory and/or identity. Roll on Table 1-6 below to determine which specific condition the character suffers from.

TABLE 1-6: DISSOCIATIVE DISORDERS

D100	Disorder
1-90%	Partial amnesia
91-100%	Multiple personality

Partial Amnesia: Characters with this condition lose all memory of the traumatic event and some peripheral memories associated with it also. This results in an inability to recall anything about the event and a tendency to believe it never happened. Characters with partial amnesia also lose all experience points they gained from encountering the stressful event. Occasionally, these suppressed thoughts come rushing back in vivid realism. These flashbacks usually persist for 1d3 rounds and are often, but not always, triggered by things that are reminiscent of the traumatic event.

Multiple Personalities: The character develops the notion that the traumatic events he experienced actually happened to someone else. Sometimes he believes he is the trauma victim (himself), but other times he believes he is someone else (an imaginary person). Usually a person with this disorder will only have 1d4 other personalities in their psyche. However, characters who have been exposed to repeated, sever trauma may develop dozens of alternate personas.

Once a character develops this disorder, it will become his default reaction to failed SEL checks in the future. Each time he fails an SEL check he will generate a new personality as a reaction to the stress. This continues until he is cured of his insanity, whereupon he makes SEL checks normally again.

Alternate personalities may be of a different gender, race, class or social standing. Usually one of these personalities is the "protector" of the others. Whenever danger threatens, this personality usually surfaces and works to defend the character. This combative personality is usually male.

Commonly, there is one personality that knows about most of the others. The other alternate personalities sometimes "communicate," though they usually only have cursory knowledge of one another. The one that knows "everyone" is known as the "host" and is usually not the original personality; rather the host is a new personality that has been adopted.

Sometimes characters with this disorder will develop personalities that are based on their friends, associates, relatives, fictional characters or famous people. As many as 40% of alternate personas change handedness.

A new personality may also have different ability scores than the original character. These adjustments may be a 2 point change in either direction. Usually the "protector"

persona is exceptionally tough (+2 Str, +2 Dex, +2 Con) but very combative, rude and impulsive (-2 Wis, -2 Char). However, other personalities may have more charming demeanors (+2 Char) or be more thoughtful (+2 Wis).

A switch between personalities usually occurs as a free action. A character who continues to have a multiple personality disorder for an extended period of time may accrue separate experience points for his various personalities, even gaining levels and becoming a unique type of multiclass character.

Conversion disorder

Conversion disorders are rare and involve physical symptoms caused by subconscious fears. They manifest themselves in physical ailments that cannot be cured. Unlike PTSD and dissociative disorders however, conversion disorders are caused by an impending or ongoing stress, rather than stress that has already occurred.

The classic example of this is the soldiers of WWI who were helped by Sigmund Freud. As the war progressed and the death toll mounted, hopelessness and mortal fear was rampant among the men. A group of soldiers began to appear in the hospitals with unexplainable physical conditions such as blindness, paralysis, rigidity, severe bodily pain, or illness. These were real conditions, verified by doctors, yet they had no causes and could not be treated with medication. Many of these men came from the battlefield at first, but as the war dragged on, men who were still in training started developing these symptoms as well. Again, these men were not malingering, they had real pain, real blindness, real paralysis, yet there was no cause. They had not been injured or poisoned or diseased. Finally, Freud tried to cure them by talking. He talked with them about their fears and the overwhelming hopelessness they felt. These discussions revealed the primitive survival instincts that had been buried under a mountain of socially constructed ideas such as patriotism, honor, bravery, and manhood. The intense fear of death and dismemberment had caused their subconscious minds to disable them physically, saving them by getting them away from the combat.

So, in reality, their subconscious minds were causing these men to malinger, but doing it so well that they really had disabilities.

In game terms, this translates to illnesses that cannot be treated with the obvious spells. *Remove paralysis* will not cure a person suffering from paralysis caused by conversion disorder. Similarly, blindness cannot be cured and *remove disease* is useless. Traditional medications are also ineffective.

The conditions that cause conversion disorders have three requirements.

1. The character must be aware of the impending or ongoing stress (if its ongoing, he is probably very aware of it)
2. The impending or ongoing stress must cause a feeling of hopelessness or powerlessness for the character, with death being a neigh certainty.
3. By suffering from one of these symptoms, the character may avoid or delay confronting this stress.

If these three conditions are met, the character must make a stress endurance check with a -3 penalty. If he fails, consult the table below. In the case of ongoing stress (being in a war zone, for example) this check must be made once a week.

If the character successfully avoids or escapes the stress with this disorder, the inhibiting conditions persist for 3d6 months after the threatening stress passes.

Conversion disorders can be cured with *remove insanity* and by mentalists who use their *cure insanity* ability.

Table 1-7: Conversion Disorders

D100	Disorder
1-15%	Blindness
16-30%	Deafness
31-45%	Hands paralyzed
46-60%	Legs paralyzed
61-90%	Illness
91-100%	Pain

Blindness: The character is blind and his vision cannot be restored by *remove blindness.*

Deafness: The character is deaf and his hearing cannot be restored with *remove deafness*.

Hands Paralyzed: The character cannot grasp or handle any objects. His hands are useless.

Legs Paralyzed: The character cannot walk, run or stand.

Illness: The character suffers from an indeterminable illness that causes 1 point of temporary Constitution damage per day (no save) as well as various typical symptoms such as nausea, fever, weakness, malaise, vomiting, chills, and any other appropriate condition. However, the character's Constitution can not be reduced by more than 4 points by this imaginary illness.

Pain: The character suffers from persistent pain and discomfort. Malaise, muscle pain, headaches and abdominal craps are the most common conditions associated with this disorder.

Chapter 2: Personality

I have found little that is good about human beings on the whole. In my experience most of them are trash.
–Sigmund Freud.

Introduction

Running a campaign is quit a bit like telling a story. It can't be done well if the cast is populated with two dimensional, stock characters. Good stories involve vibrant, three-dimensional personalities that interact with each other in a way that drives the plot forward.

This chapter presents a personality generation method based on what modern psychology knows about personality. These rules can be used for both PCs and NPCs. Some suggestions on using these rules in your games are covered in a chapter summery at the end.
This system generates thousands of different personalities that span the spectrum of sanity and provides you with insight into their motives and perceptions. Once you achieve a conceptual understanding of your major NPCs and their mindset, planning campaigns becomes impossibly easy. One need only ask himself "what would this character do now?" to know what happens next in any given situation. With a cast of well-rounded characters, plots and subplots will spawn and evolve with a life of their own. This focus on role-playing (rather than "roll" playing) increases drama, suspense, and interpersonal difficulty, bringing a new source of conflict to the PC's lives. Now, rather then encountering typical two-dimensional NPCs that are villains, friends or inconsequential, PCs can meet and interact with complex individuals who are not necessarily good or evil, but instead simply being themselves.

Personality, what is it?

Personality can be defined as a pattern of characteristic feelings, thoughts and behaviors that persists across time and situations. Everyone has a personality (unless they suffer from catatonic schizophrenia, see Chapter3). Perhaps you know someone who is overly wary of potential danger, or someone who seems shy and reclusive. These are overriding characteristics that are apparent in most, if not all, of their life experiences.

All characters have one of ten primary personality types that loosely describes the character's overall attitude toward life (discussed on Table 2-1, below). Most people also have a few characteristics of other personalities. This is addressed on Table 2-2: Secondary Traits.Secondary traits modify the primary type and bring diversity to the character's personality. Finally, all personalities can be measured on a scale of severity or disorder. Table 2-3 determines this last aspect. For more specific personality traits, tables 2-4 through 2-13 are presented afterward.

If you prefer a faster, simpler method, a sidebar is presented on page 10, which covers an abbreviated version of the system and includes d20 system modifiers for DMs who wish to quantify personality. The sidebar also covers the penalties associated with severe personalities that result from insanity (Chapter 3).

To best conceptualize personality, you could think of it as a painting. In its simplest form, a painting is nothing more than some color on a canvas. However, the colors work with each other creating lines, hues, values, intensity and ultimately, a visual representation of something recognizable (usually). The whole is greater then the sum of its parts. A painting is also composed of color schemes. Artists select colors based on their relationship with each other to achieve a specific result. In an analogous way, an antisocial personality might be like a painting with a lot of reds and yellows. A narcissist personality might be similar to a painting based on shades of green. Although the composite elements are all quite similar, there is great diversity among personalities, just as there is with paintings.

Primary Traits

Table 2-1 determines the fundamental cognitive patterns and issues of concern that are apparent in the character's personality. This will provide you with a basic pattern of behavior and serve as the character's subjective view of his world. It is the lens through which he sees all things.
Think of this as the primary color scheme of the personality painting. Just as Edvard Munch's famous painting The Scream is done with shades of orange and blue, Agnar the Bold might have a histrionic personality composed of the traits praise-hungry and over-dramatic.
Example: The young characters sign up to help Agnar, an aging warrior, attempt to explore the distant mountains in search of the Lost Halls of Mnossk. Since Agnar (and several other NPCs) will be close to the center of the plot, we decide to develop his personality using this system. After rolling a percentile (52%), we look on Table 2-1 and find Agnar will be histrionic. If we skip ahead to the definitions below, we find that this means (in brief) that Agnar is very concerned with what others think and tries over-hard to please those people he values.

Table 2-1: Primary Personality Type

D100	Personality
01-15%	Antisocial
16-28%	Avoidant
29-38%	Borderline
39-43%	Dependent
44-53%	Histrionic
54-58%	Narcissistic
59-72%	Obsessive Compulsive
73-82%	Paranoid
83-87%	Schizoid
88-100%	Schizotypal

TABLE 2-2: SECONDARY TRAITS

Primary Type	Secondary Type									
	Anti.	Av.	Bl.	Dep.	Hist.	Nar.	O.C.	Par.	Schd.	Scht.
Antisocial	-	10%	29%	11%	33%	56%	7%	28%	10%	6%
Avoidant	4%	-	28%	40%	19%	29%	22%	39%	24%	20%
Borderline	18%	36%	-	35%	36%	33%	7%	32%	6%	12%
Dependent	3%	49%	31%	-	29%	26%	22%	21%	9%	12%
Histrionic	10%	31%	34%	33%	-	54%	9%	17%	5%	10%
Narcissist	16%	25%	30%	27%	40%	-	25%	36%	14%	14%
Obsessive Compulsive	6%	42%	9%	18%	13%	30%	-	24%	22%	13%
Paranoid	8%	48%	30%	21%	15%	36%	24%	-	23%	25%
Schizoid	28%	33%	11%	18%	10%	28%	21%	47%	-	38%
Schitzotyical	9%	59%	33%	30%	19%	33%	11%	59%	44%	-

SECONDARY TRAITS

Secondary traits are determined by rolling on Table 2-2. The primary types from Table 2-1 are listed on the vertical axis. Simply locate the type as determined on Table 2-1 and read across to the right, checking for each subtype as indicated. This will usually result with about two to four subtypes. But it is possible to have many or even all of the subtypes.

Example: Continuing our example of Agnar the histrionic warrior, we roll a percentile die against his 10% chance of also having some Secondary antisocial components. Then we roll again, this time checking against his 31% chance of having avoidant traits. After that is determined we move on to borderline, dependent and so on until we have checked for all nine possible subtypes (primary types cannot also be subtypes in the same mind).

SEVERITY

Now we come to the most important roll of all. Table 2-3 determines how "severe" or apparent the personality will be. It will decide whether the character is simply quirky and "weird," or if he is delusional and disordered. Any particular personality profile that is severe will be far more pronounced then that same profile might be if it were of mild severity. While a mildly paranoid person might keep his gold hidden from view, the severely paranoid person would go to great lengths to secret his stash and would be outwardly vigilant toward anyone he thought might be onto his secret. The text below is intended as a guide and generalization. In the end, the final manifestation of these personalities is up to you.

The roll on Table 2-3 indicates the severity of the character's primary trait. When consulting tables 2-4 through 2-13, consider the severity of the character's secondary traits to be one degree less severe than that character's primary trait. In this way an antisocial person with paranoid traits is different from a paranoid person with antisocial traits.

Example: After rolling on table 2-3 we find that Agnar's histrionic personality will be of moderate severity (56%). Checking on Table 2-8: Histrionic Traits, we find this means he will have 1d2+2 randomly determined (or arbitrarily selected) traits from the list. Deciding on suspicious, touchy, and jealous, we move on to his secondary types. In this case, Agnar only has one secondary trait, paranoid. Considering his paranoid severity to be mild (one degree less than his primary type), we consult table 2-11: Paranoid Traits and roll a d2 and find that he will have 2 paranoid traits as well.

Severe: These personalities are the 15% of disordered people in the population. In our world, many of these people are institutionalized or jailed. They have profound, pervasive, and sometimes delusional beliefs that greatly disrupt their lives and the lives of those around them.

Moderate: Moderate personalities are slightly better off than people with severe personalities. They are on the edge of disorder but are usually able to get along in society. Their lives are always far from normal and they often behave in strange or bizarre ways.

Mild: Mild personalities are the closest thing to normal in the world. Remember concepts like "normal" and "average" are relative. Mild personalities still display many of the same characteristics of the more severe types; they are just not as extreme. Mild personalities also tend to benefit from some positive aspect of their traits.

Minor: Minor severity appears on tables 2-4 through 2-13 (q.v.) for the sake of completeness. It accounts for the secondary traits of mild personalities.

TABLE 2-3: PERSONALITY SEVERITY

D100	Severity
1 - 60%	Mild personality
61 - 85%	Moderate personality
86 - 100%	Severe personality

Personality at a Glance

To use this simplified version of the personality system, follow the steps to generate a primary personality type and a severity rating (roll once on tables 2-1 and 2-3 only). Check the appropriate severity table below for the applicable modifiers, and the character is ready to play. For explanations and clarifications, read ahead to the specific personality descriptions detailed hereafter.

If you are interested in developing the personality further, follow the guidelines for adding secondary traits.

Table 1: Mild Personality

Primary Personality	Skill Adjustment
Antisocial	+2 Intimidate, +2 Bluff, -2 Profession (all), -2 Craft
Avoidant	+2 Hide, +2 Move Silently, -2 Perform, -2 Gather Information
Borderline	+2 Perform, +2 Sense Motive, -2 Concentration, -2 Diplomacy
Dependent	+2 Handle Animal, +2 Sense Motive, -2 Intimidate, -2 Profession (all)
Histrionic	+2 Perform, +2 Diplomacy, -2 Intimidate, -2 Bluff
Narcissistic	+2 Knowledge (any one), +2 Profession (any one), -2 Sense Motive, -2 Diplomacy
Obsessive Compulsive	+2 Search, +2 Craft, -2 Concentration, -2 Gather Information
Paranoid	+2 Spot, +2 Listen, -2 Sense Motive, -2 Diplomacy
Schizoid	+2 Concentration, +2 Knowledge (any),-2 Sense Motive, -2 Perform
Schizotypal	+2 Spot, +2 Scry, -2 Spellcraft, -2 Innuendo

Table 2: Moderate Personality

Primary Personality	Skill Adjustment
Antisocial	+2 Intimidate, +2 Bluff, -4 Profession (all), -4 Craft
Avoidant	+2 Hide, +2 Move Silently, -4 Perform, -4 Gather Information
Borderline	+2 Perform, +2 Sense Motive, -4 Concentration, -4 Diplomacy
Dependent	+2 Handle Animal, +2 Sense Motive, -4 Intimidate, -4 Profession (all one)
Histrionic	+2 Perform, +2 Diplomacy, -4 Intimidate, -4 Bluff
Narcissistic	+2 Knowledge (any one), +2 Profession (any one), -4 Sense Motive, -4 Diplomacy
Obsessive Compulsive	+2 Search, +2 Craft, -4 Concentration, -4 Gather Information
Paranoid	+2 Spot, +2 Listen, -4 Sense Motive, -4 Diplomacy
Schizoid	+2 Concentration, +2 Knowledge (any one),-4 Sense Motive, -4 Perform
Schizotypal	+2 Spot, +2 Scry, -4 Spellcraft, -4 Innuendo

Table 3: Severe Personality

Primary Personality	Skill Adjustments	Special
Antisocial	+4 Intimidate, +4 Bluff, -8 Profession (all), -8 Craft	Frequently commits crimes. Cannot be good.
Avoidant	+4 Hide, +4 Move Silently, -8 Perform, -8 Gather Information	Avoids all social contact with others. Will not go out in public.
Borderline	+4 Perform, +4 Sense Motive, -8 Concentration, -8 Diplomacy	Frequent outbursts of extreme emotions and periods of bleak depression. Cannot be lawful.
Dependent	+4 Handle Animal, +4 Sense Motive, -8 Intimidate, -8 Profession (all)	Becomes frantic over fear of lost friendships. Strives to please others.
Histrionic	+4 Perform, +4 Diplomacy, -8 Intimidate, -8 Bluff	Extremely over-emotional, manipulative, and blatantly superficial. Strongly desires attention.
Narcissistic	+4 Knowledge (any one), +4 Profession (any one), -8 Sense Motive, -8 Diplomacy	Constantly belittles and insults others. Cannot take criticism.
Obsessive Compulsive	+4 Search, +4 Craft, -8 Concentration, -8 Gather Information	Never finishes a project. Becomes distressed by surprises and disorder. Cannot be chaotic.
Paranoid	+4 Spot, +4 Listen, -8 Sense Motive, -8 Diplomacy	Does not trust anyone. Goes to extremes to protect himself.
Schizoid	+4 Concentration, +4 Knowledge (any one), -8 Sense Motive, -8 Perform	Totally indifferent about others. No social skills.
Schizotypal	+4 Spot, +4 Scry, -8 Spellcraft, -8 Innuendo	Very superstitious and has many false beliefs about magic. Sees a distorted reality.

PERSONALITIES

The following section provides descriptions of behaviors, viewpoints and concerns of various personality types. Any character could have several of these traits simultaneously.

ANTISOCIAL

Antisocial people tend to be contemptuous and cynical and they gain enjoyment from being disruptive, disrespectful and manipulative. The antisocial personality is by far the most dangerous of all types. The most severe of these people are amoral, uncaring, manipulative, remorseless and often - evil. They have no regard for the emotions of others and do not experience guilt. Their view of life is often jaded and cynical. Antisocial people have a low tolerance for frustration and are likely to be confrontational, insulting, and violent.

When dealing with someone they deem useful, antisocial people can be superficially charming, conning, and deceitful. When dealing with people who are of no use to them, antisocial people are mean, cold, and abusive. They tend to be impulsive, irresponsible, egotistical, predatory and often lead parasitic lifestyles. Many of them lie pathologically and exhibit a sense of grandiose self worth by drawing attention to normal things about themselves. Being prone to boredom and lacking morals, they usually pass the time by doing destructive things. They see petty theft, vandalism and other more serious crimes against society as a good way to pass the time.

Mild: Mildly antisocial people are cynical, sarcastic and remarkably cold. They often think along more severe lines but usually don't act on their impulses. They are highly independent and make better leaders then followers. They frequently meet people that they "just don't like" and treat these offending people with a stiff dose of cold-shouldered sarcasm and condescending remarks. Many of these mild types find a way to channel their antisocial impulses into socially acceptable avenues.

When board, mildly antisocial people may engage in a little vandalism and bullying.

Moderate: Moderately antisocial people find great difficulty in channeling their innate impulses. They have no permanent place in a normally functioning society and will likely associate with others on the social fringe. They lead tumultuous lives, usually running from the past. Most of their relationships end with hard feelings and conflict. They have few long-term friends since they manipulate or abuse nearly everyone they know. These people fight boredom by striking out maliciously at society. They will resort to violence quickly and are rarely able to control their anger. It is very difficult for these people to hold a job or adhere to a commitment. Bounty hunters, vigilantes, mercenaries, gladiators and criminals are all likely professions for the moderately antisocial.

Severe: Severely antisocial individuals are a danger to themselves and everyone around them. Lives of crime and warfare are the only thing these people know. When manipulating others they can be diabolical, but when dealing with useless people the severely antisocial person will become predatory, heartless and cruel, even taking pleasure from the pain they inflict. These people actively seek personal gain at the expense of others. They consciously spread pain and suffering and take a morbid pleasure in their work.

Role-playing: The interplay of grandiosity and lack of remorse makes antisocial people very vindictive and vengeful. An antisocial person might say "I'll show them they can't do that to me!" Many rogues are antisocial since they have no moral inhibitions about crime. Fighters also count a large number of the antisocial among their ranks. Wizards who are antisocial will often be invokers, summoners or necromancers. Antisocial clerics usually worship gods of chaos, war and destruction.

The severely antisocial paladin is probably the only personality/class/alignment combination that is not likely to occur, unless it happens as part of that paladin's conversion to evil or some sort of insanity.

All of this is not to say that a severely antisocial person can't be a librarian. Only that when such a thing happens, the DM should make a few assumptions, such as:

1. The antisocial librarian hasn't had the job long, and wont keep it for long.

2. He probably got the job so he could steal books or commit some other crime.

3. Unless the characters are clearly of use to him, he will be curt and rude, maybe even blocking them from use of the facilities because he just doesn't like them (or because they seek books he has already stolen).

TABLE 2-4: ANTISOCIAL

Severity	Number of Traits
Severe	1d6 + 4
Moderate	1d2 +3
Mild	1-3
Minor	1-2

1. *Flaunts Norms:* The character is excessively proud of the typical things about himself and frequently draws attention to them. He might brag about the one spell he can cast or frequently talk about the single orc he defeated.
2. *No Plans:* The character fails to plan for the future and has no direction in life.
3. *Reckless:* The character thinks little about consequences and acts in a rash manner.
4. *Irresponsible:* The character cannot be depended upon.
5. *Remorseless:* Characters with this trait feel no guilt for their harmful behavior.
6. *Inconstant:* The character's life is in constant disarray and always changing.
7. *Aggressive:* The character has intimidating

mannerisms and often uses violence to solve problems.

8. *Conning:* Characters with this trait prefer tactics of trickery and deceit to physical attacks. It makes them feel smart.
9. *Debt Default:* The character's money always seems to go for things other then bills.
10. *Work Inconsistency:* The character has an inability to hold a job for more than a few weeks.

Avoidant

The avoidant person is uncomfortable in social situations. The company of others makes them feel uneasy, nervous and overly self-conscious. As a result, they seek to avoid contact with others. They generally have a low self-esteem and are easily hurt by criticism. Avoidant people tend to be socially inhibited and shy. They also have a great fear of showing anxiety in public, essentially being afraid of being afraid in public. They worry a lot about what others think of them. Unlike the schizoid who disregards socializing, the avoidant person longs for contact and wishes for better social skills. Usually the avoidant person has a close group of friends who do not cause the intense anxiety that strangers cause. It is not uncommon for avoidant people to become dependent (q.v.) on these close friends.

Mild: Those who are only slightly avoidant are a bit shy and a little more sensitive to criticism than other people. They can relate to others and successfully engage in conversation but they do not like it. They will not be the life of the party or a barrel of laughs. The mildly avoidant person may occasionally seem uneasy, nervous, or show a cold sweat. They might mumble a bit and stutter when speaking before a group or when meeting new people. They will also divert their gaze away from other people who try to look them in the eye. In smaller groups these difficulties are not apparent.

Moderate: The moderately avoidant characters have significant difficulty dealing with other people. They rarely socialize with anyone other then their close group of friends and family, whom they feel comfortable with. They will only seek contact with strangers if they have a strong motivation or a lot coaxing from their trusted acquaintances. These people frequently have noticeable difficulty dealing with strangers and large social gatherings.

Severe: A severely avoidant person always has a great deal of difficulty dealing with others. They are constantly fearful and nervous in the presence of all but one or two people in the whole world. Some severely avoidant characters may not have any friends at all and will likely flee from any prospective contact with another person.

Role-playing: A lone hermit in the distant mountains might be avoidant (or schizoid), but most avoidant people live in villages, towns and cities. As a result, they lead lives that minimize contact with others. Night watchmen, sheepherders, and the like are the preferred professions of typical avoidant people.

Encountering other people is always difficult for the avoidant person, causing stress. And it is usually apparent to others that something is wrong, but they rarely know what. This can often lead to misunderstandings and confusion.

Table 2-5: Avoidant

Severity	Number of Traits
Severe	1d3 + 3
Moderate	1d2 +2
Mild	1-2
Minor	1

1. *No Close Friends:* The character has acquaintances and accomplices but no one who he truly confides in and trusts.
2. *Hypersensitive to Criticism:* Criticism strikes directly at the character's low self-esteem. The character's feelings are severely hurt by the slightest criticism.
3. *Avoids People Out of Fear:* Fear of social situations, embarrassment and criticism causes the character to avoid contact with other people.
4. *Reticence:* The character is disinclined to speak up, tending to be quite and subdued in social situations.
5. *Overly Self-conscious:* The character is very self-conscious and worries about his appearance and words.
6. *Exaggerates Difficulties:* The character makes excuses by claiming that certain difficulties are insurmountable.

Borderline

Borderline people are at the mercy of emotions that rage out of control. They are highly unpredictable and random, suffering from drastic mood swings. This altering mood state can take them quickly from adoring to contemptuous, frolicking to fighting. Sometimes feeling emotionally empty inside, they occasionally suffer from depression. When in this depressed mood state they might become careless and self-destructive. Usually this means deliberately putting themselves in harm's way or inflicting small wounds on themselves. They often seem fickle, moody, reckless, unpredictable, unreasonable, and volatile. The borderline's point of view is one of randomness and change. The world looks hopelessly chaotic to them and they react accordingly, leading lives of stormy relationships and physical outbursts.

Mild: Mildly borderline individuals are spontaneous, a bit reckless, creative, and often think in nonlinear patterns. They are moody but functional. They are often quite empathetic; being skilled at feeling other's emotional pain. When depression strikes the mildly borderline character

they become reclusive, gloomy and careless about their personal well being.

Moderate: Moderately borderline characters have few long-term friends (since their behavior makes people want to avoid them), and suffer significant bouts of depression. During these times they may inflict damage upon themselves (usually no more than a few points). They are often alone for a long period of time when they are depressed and will not readily talk about their problems. When in a state of depression they do not practice their trade or class.

Severe: Severely Borderline people are the picture of madness. They never have a stable moment in their lives. They experience a constant shifting of mood that is very dramatic and disturbing to everyone around them. The severely borderline experience is akin to being helplessly adrift on a stormy sea of emotions. A severely borderline character might play the charming host at first and then suddenly fly into a murderous rage, only to be sorrowfully repentant for his deeds moments later.

Role-playing: The primary interpersonal effect these people have is to make others uneasy with their unpredictable mood swings and erratic behavior. Their self-mutilation and bouts of gloomy depression are difficult for others to understand.

Chaotic people are most likely to be borderline. Lawfully aligned borderline characters often suffer from feeling of guilt and self-loathing for their erratic and unpredictable mood swings.

Borderline wizards are perhaps the most dangerous characters. Paladins and monks with this personality are typically guilt ridden and struggle to control their emotions.

TABLE 2-6: BORDERLINE TRAITS

Severity	Number of Traits
Severe	1d5 + 3
Moderate	1d2 +2
Mild	1-2
Minor	1

1. *Impulsive:* The character acts without thinking about consequences or options.
2. *Mood Liability:* The character suffers from rapidly altering emotions.
3. *Irascible:* The character is prone to angry outbursts.
4. *Self-damaging Acts:* The character deliberately engages in behavior that is likely to cause physical, emotional, or financial pain to himself.
5. *Stormy Relations:* The character's relationships are always fraught with conflict.
6. *Identity Disturbance:* The character occasionally speaks and behaves like someone else, adopting their mannerisms.
7. *Boredom:* Occasional listlessness strikes the character, causing him to sit aimlessly and dawdle.
8. *Frantic Fear of Lost Relationships:* The character has a great fear of loosing his close friendships.

DEPENDENT

Some people have a psychological need for someone else to make their decisions, support them, and give them direction in life. These people are dependent. They are overly concerned with losing the emotional support of the people around them and feel a strong need for friendships and associations. Most dependent people fear abandonment, which makes them overcompensate with excessive agreeableness. They are typically submissive, timid, and passive when dealing those whom they depend on, since they fear losing these people. This dependency is usually not focused on something tangible like money or safety. Rather it is usually friendship, companionship, and closeness that concern dependent characters. They find it difficult to deny friends favors and put a great emphasis on the bonds between people. Dependent people are very loyal to their friends and quite focused on the quality of the relationship. They usually become extremely upset when the bonds of friendship are compromised or endangered. Dependent people are severely stressed by betrayal from their friends, expecting their companions to adhere to the same principals they do.

Mild: These people are perhaps a little too agreeable for their own good, but it rarely causes serious problems in their lives. They are typically helpful, compromising, and emotionally supportive. They are also somewhat overly attached to their friends, jealous, and slightly manipulative. They prefer help and advice from others but do not need it to get along in life.

Moderate: Moderately dependent people often lead troubled lives. Their strong desire to please others often causes them to compromise their values and principals. Eventually, they find themselves doing things they wish they wouldn't but they are unable to stop themselves out of fear of losing their friends. These people also have difficulty making decisions and prefer to depend on others to do it for them.

Severe: Severely dependent people cling pathetically to others and are unable to do much without the support of friends. When they are among friends, they are often elated. When they are alone, severely dependent people become greatly depressed. These people are poor leaders but great followers. They have an inability to take care of themselves and require a support network that does nearly everything for them. Without this network of support, the severely dependent person will become depressed and potentially helpless.

Role-playing: Dependent individuals are often the followers and yes-men of other characters. A dependent character will endure great hardships for his friends. The dependent character's constant need for support and approval from others often causes the character to make decisions he otherwise wouldn't. A dependent paladin might look the other way when his roguish friend commits theft. Of course, this will cause other

problems for the paladin if he hopes to continue his profession. Depending on how strong the severity is, the dependent character may need a support network just to get through the day.

Dependent wizards might be very controlling, relying on enchantment spells to build and maintain their support network. Dependent fighters are often wracked with grief as people they become dependent on frequently get killed. Dependent clerics are likely to become attached to their deity and will often be among the most loyal and devoted followers. Dependent rogues are most often concerned with romantic relationships.

TABLE 2-7: DEPENDENT TRAITS

Severity	Number of Traits
Severe	1d5 +4
Moderate	1d2 +2
Mild	1-3
Minor	1-2

1. *Submissive*: The character fears the consequences of being assertive.
2. *Constant Approval Seeking:* The character yearns for the approval of others.
3. *Fear of Abandonment:* The character worries that his social network will die or leave him.
4. *Hypersensitivity to Criticism:* Slight criticism gravely wounds the character's ego.
5. *Constant Need for Reassurance:* The character constantly must have his fears assuaged by friends.
6. *Intolerance of Being Alone:* The character dislike being without companions.
7. *Rejection Sensitivity:* The character suffers excessively when rejected by others.
8. *Excessive Agreeableness:* Rather than upset his friends, the character agrees with whatever they say.
9. *Inability to Take Initiative:* The character has difficulty leading and making decisions.

HISTRIONIC

Histrionic characters are praise hungry, over-dramatic, self-centered and attention seeking. They behave as though they are constantly on stage; saying and doing what they believe is expected of them so they can gain approval from their audience. They tend to be overly expressive of emotion, crying uncontrollably over a sad story, screaming hysterically at a minor fright, or hugging people they just met. Histrionic people tend to be uncomfortable when they are not the center of attention. They feel as though they must meet everyone else's expectations and will compromise their own values and integrity to do so. These people often become upset or angry when their friends do not attend to them or praise them. The speech of a histrionic person is often vague and characterized by hyperbole. There is often a smarmy fakery apparent in their interpersonal style. Histrionic people play vastly different roles when they are around different people and are more busy being who others want them to be than being who they are.

Although both histrionic and borderline personalities experience powerful emotions, there are several differences between them. The extreme moods of histrionic people are less volatile than those of people with borderline personalities. Although the histrionic's mood states are strong, they persist over a reasonable amount of time and are set off by somewhat relevant circumstances. Furthermore, the borderline personalities are not superficial and thespian-like as the histrionic is. Lastly, Histrionics do not inflict damage upon themselves when depressed. Rather, they sulk and cry, seeking emotional support from others.

Histrionic and dependent personalities are very similar. However, dependent people do not exhibit the same extremes of emotion that histrionic people do. Histrionic people are also more focused on themselves than dependent people are.

Mild: The mildest forms of histrionic personalities are simply warm, accommodating, polite, and sociable. They pick up well on social cues but people who know them often see them as fake and spineless. These people tend to lack strong opinions or convictions about major issues, unless doing so appeases a valued friend.

Moderate: The moderately histrionic characters experience strong moods and powerful emotions. They also lack a good ability to deal with their feelings. They are hypersensitive to criticism, often letting it depress their mood state. These people yearn for the approval of others and frequently seek words and signs of acceptance.

Severe: Severely histrionic characters are obsessed with a desire to be the focus of attention and are often overcome with gales of extreme emotions. They are very superficial and concerned with how others perceive them. These people often adopt mannerisms and attitudes of the people around them and rarely behave with consistency. These people's lives are always in extreme disarray.

Role-playing: The most obvious traits of many histrionic characters are the over dramatic display of emotions and the seemingly smarmy interpersonal style they have. They seem a little too interested in what other people say and they laugh a little too loud at jokes people tell.

Bards and rogues are probably the most typical histrionic characters. Histrionic wizards would likely have a repertoire of illusion and enchantment spells and use them frequently to get attention. Histrionic clerics are typically good empathizes and are often well liked by the public. Histrionic fighters might frequently engage in attention-getting displays of weapon prowess and overreact to combat situations.

TABLE 2-8: HISTRIONIC TRAITS

Severity	Number of Traits
Severe	1d4 +3
Moderate	1d2 +2
Mild	1-2
Minor	1

1. *Praise-hungry:* The character yearns for the positive comments of others.
2. *Seductive:* the character seduces others in an attempt to gain the attention he craves.
3. *Over-dramatic*: The character behaves with exaggerated displays of emotion.
4. *Shallow:* The character seems superficial and intellectually simple.
5. *Self-centered:* The character is more concerned with himself than with others.
6. *Impressionistic:* The character sometimes behaves like someone else would, copying their mannerisms and interpersonal style.
7. *Attention-seeking:* The character seeks to be the focus of attention, enjoying the spotlight.

NARCISSIST

The narcissist is self-centered and convinced of his superiority over others in most, if not all, areas. Narcissists believe that they are smarter, stronger, better looking and more charismatic than anyone around them (or at least in possession of very good promise). When they encounter people who are obviously superior to them, they experience unease. They also experience unease when faced with evidence of their own inadequacies or shortcomings. When confronted by such evidence, their psychology takes a number of defense strategies. Areas where they obviously lack superiority will be ignored and rationalized with excuses and followed up with emphasis on the narcissist's more impressive characteristics. Excuses are the narcissist biggest defense against failure or evidence of inferiority. This mindset causes the narcissist to be overly sensitive to criticism, but unlike the histrionic who is depressed and demoralized by critics, the narcissist is angered and offended by them, often becoming confrontational or aggressively competitive.

The people narcissist like best are those who reaffirm their egocentric beliefs. Yes-men and suck-ups are their favorite people. Second to them, narcissists tend to like weak, stupid, ugly people, since they further accentuate the narcissist's prowess. The narcissist thinks only of himself, making it difficult for him to understand or relate to others. This also leads to a pattern of behavior that involves berating those who are under him to bolster his self-esteem and provide a psychological bulwark against the things he can't deny.

Narcissists in positions of authority often play favorites with their subordinates, rewarding those who suck-up the best. They usually take actions in social situations to make people aware of their superiority. Quickly volunteering mundane information in an attempt to showcase their intelligence, bragging about battles and past glory, strutting and spouting brazen speech, all are typical narcissistic behaviors. These people also relish moments of true glory and any sort of compliment or award goes directly to their head.

Mild: The most modest form of this personality has a very healthy sense of self worth. They are somewhat self-centered and have difficulty when trying to understand other's feelings. Their friends see them as a little arrogant and perhaps vain. They are success oriented and work diligently to improve their skills in a wide range of areas. They also tend to spend a good deal of time tending to their appearance.

Moderate: Those who are moderately narcissistic are very sensitive to criticism and will often strike out at those who are too critical of them. They greatly prefer the company of admirers and are quite disdainful of those who are "lesser" than them. Their inflated egos often cause minor problems in their lives and sometimes cause major problems. These people also have such a strong focus on success that it can lead to depression if their goals are not met.

Severe: The extreme narcissist surrounds himself only with admirers and will not tolerate the company of those who doubt his superiority. He is openly abusive, condescending, and disdainful of those who are "lesser" than he is. He constantly berates others to bolster his self-esteem and pontificates endlessly. This personality feeds on envy. He also secretly harbors a great deal of envy for anyone who is superior. He vigorously seeks to rid his life of these superior people and, if possible, to gain their power base. Furthermore, he will only openly admit to the superiority of other's under threat of dire consequences. Criticism and humiliation incense severe narcissists to the point of irrational rage.

Role-playing: The narcissist's self-love can lead to envy, and jealousy of those who are superior. Since narcissists have difficulty understanding the feelings of others, they find it easy to neglect and abuse people, especially for personal gain, or if doing so makes them feel smarter than the other person. Narcissists also set unattainable goals and strive in vain to reach them.

Paladins are the most typical images of narcissistic characters, but any character could easily be overly focused on himself. A narcissistic cleric would believe no one is a more truehearted follower of his deity than he is. Two such clerics might fight about the issue. Narcissistic rogues and bards are also common, being a little too suave for their own good. Narcissistic fighters are often quite skilled, since those who can't live up to their own boasts often get killed. A narcissistic wizard would likely be quite smug and condescending, often deliberately speaking above the intelligence of those around him.

TABLE 2-9: NARCISSIST TRAITS

Severity	Number of Traits
Severe	1d5 + 4
Moderate	1d2 +3
Mild	1-3
Minor	1-2

1. *Exploitative*: The character uses and exploits others for personal gain.
2. *Grandiose:* The character tends to behave in flamboyant, bombastic, attention getting ways.
3. *Feels Unique:* The character is overly proud of his perceived uniqueness.
4. *Preoccupied With Success*: The character is heavily focused on proving his superiority by succeeding in life.
5. *Feels Entitled*: The Character believes he is more important than he actually is and behaves accordingly.
6. *Seeks Admiration:* The character desires and seeks out the admiration of others.
7. *Unempathic*. The character's focus on himself makes him unable to understand how others feel.
8. *Envious:* The character has a resentful desire for the possessions and achievements of others.
9. *Hypersensitive to Criticism:* The character's pride is easily damaged by critical words.

OBSESSIVE COMPULSIVE

Obsessive compulsive type personalities are concerned with methodology and order. They like plans, outlines, schedules, and ridged conformity. These people are not overly spontaneous or creative. They are logical, methodical and believe things must be done "the right way."

Note that this is not the same thing as the widely known obsessive-compulsive anxiety disorder, which can completely inhibit someone (see Chapter 3). Rather, Obsessive compulsive *personality* describes the general way the person carries out their daily activities. These people are likely to organize their life in a specific, color-coded, alphabetized manner. They dislike clutter and are often described as "perfectionists."

Mild: The slightly obsessive compulsive person is seen as stodgy, stuck in his ways, unlikely to adopt new ideas, a stickler for details, or perhaps a perfectionist. Some people might even say such a person is boring. However, these people are also well organized and able to handle tasks that require fine attention to detail.

Moderate: The moderately obsessive-compulsive type is less functional then those who are of only mild severity. These people experience a great deal of stress when encountering disorder and chaos. Confusion, new ideas and changes in routine all cause psychological unease for the moderately obsessive compulsive person. These people often focus excessively on detail and have a difficult time making decisions.

Severe: The most extreme type of obsessive-compulsive person is single minded in his opinions, views and habits. They have no tolerance for sloppiness, slovenliness or disorder. They cannot abide disharmony and insist on having conformity and predictability in their lives. These people strongly dislike surprises and unforeseen consequences. Their focus on detail often causes them to never get projects finished and to never be happy with their work. These people are completely unable to make important decisions for fear of making the wrong choice. They might spend days or weeks analyzing their options and refining their choice and never actually decide.

Role-playing: The obsessive-compulsive personality lends itself most usefully to arcane spell casters who must take great care and practice to get their magic right. Fighters with this personality will often clean and prep their armor and weapons repeatedly. They are careful to train frequently and tend to fight with textbook tactics. Rouges with this personality are likely to be quite thorough in their work and are very careful about getting caught. Obsessive-compulsive paladins are perhaps the most industrious heroes of all, striving tirelessly for order and stability.

TABLE 2-10: OBSESSIVE COMPULSIVE TRAITS

Severity	Number of Traits
Severe	1d5 + 4
Moderate	1d2 +3
Mild	1-3
Minor	1-2

1. *Perfectionism*: The character is preoccupied with doing everything "right."
2. *Excessive Orderliness:* The character has a strict and logical method to his personal habits that he rarely veers from.
3. *Stubbornness:* The character is resistant to new ideas and the will of others.
4. *Over-working:* The character's desire to succeed and "get it right" causes long hours of labor.
5. *Indecisiveness:* The character worries so much about making the right decision that he often makes no decision at all.
6. *Scrupulosity:* The character worries excessively about offending others.
7. *Reduced display of emotions*: The character does not exhibit the same range of emotions in public that others do. They are less happy than others in lighthearted situations and less angry than others in upsetting situations.
8. *Parsimony:* The character is extremely frugal.
9. *Hoarding:* The character collects and hides valuables, storing them away for a rainy day.

Paranoid

Paranoid people go through life worrying about all sorts of villainous plots against them. Paranoia skews their perception of the world, causing them to see schemes and danger where none exist. Their fears go well beyond just physical harm. In fact, a great deal of their concern is centered on insidious plans to get their money or usurp their power and influence. They worry about losing relationships, possessions, income, secrets, and opportunities. The bulk of their concern is caused by the certainty that someone, or maybe everyone, is out to get them in every way imaginable. Obtuse conspiracy theories make complete sense to paranoid people. They are always on guard for thieves and con men. A paranoid person might write his name on all his possessions lest they get stolen. If someone should happen to stop talking just as a paranoid person walks by, the paranoid person would automatically assume that they were talking about him. The paranoid person will discount, rationalize and ignore any evidence he encounters that conflicts with his fears. For example, proof that the shopkeeper is not out to get him. On the other hand, if the shopkeeper was found to own a *clairaudience* scroll, then the paranoid person would be sure the shopkeeper had been listening in on all of his conversations.

Becoming very rich, powerful or important will greatly compound the fears of paranoia, since the character now has much more to lose.

Mild: The mildly paranoid individuals are merely cautious, careful, and pragmatic. They check and worry more than others, but not to a disturbing degree. Their contributions to future plans are always aimed at covering for unlikely eventualities. Advice from these people often takes the form of foreboding warnings. They tend to be suspicious of new acquaintances for no particular reason and sometimes never get past this initial opinion. These people usually don't believe things that are impossible, only things that are highly unlikely.

Moderate: The moderately paranoid characters worry quite a bit and trust very few people or none at all. They believe that most people are out to get them for a whole litany of reasons. They are likely to believe conspiracy theories about all sorts of things. These people always assume an ulterior motive exists for the behavior of others and are always on guard against rare possibilities.

In magical campaign worlds it is also reasonable to believe that horses might actually be spies and the walls might really be listening. This would cause a moderate level of paranoia to be considerably troublesome.

The fears of the moderately paranoid stretch beyond the realistic and mingle with the bizarre. They might believe that everyone in a packed tavern is talking about them as they pass by or that the king and his secret agents are after his family's beef stew recipe. It is very difficult for a moderately paranoid person to trust anyone. Even their closest friends will receive only a guarded, superficial trust.

Severe: Extreme cases of paranoia experience pervasive, unjustified distrust of everyone. Paranoia bends their perceptions to the point of insanity. These people have no close friends since they can't trust anyone. They frequently find evidence of others plotting against them and act on this misinformation. Severely paranoid people have a large number of delusional beliefs and take extreme measures to preempt the schemes of others. The plots that they can believe are completely impossible. Such a person might believe that everyone he knows is collectively conspiring against him. Severely paranoid people never trust anyone other than themselves.

Role-playing: Paranoid people will search their surroundings for signs of listening devises and actively seek out magic to protect them from scrying and mind reading. They will also highly value *detect scrying*, *detect evil*, *alarm* and other divinations and abjurations. Of course, the paranoid person will know that these magics are not completely reliable and can be fooled, blocked, or nullified by other magic. Thus the paranoid person can never find solace from his fear.

Paranoia is best suited for rogues since their fears help keep them from being apprehended. On the other hand, it also impedes their earnings, since they are too fearful of getting caught to undertake any major heist. Wizards, with their spells, are the most dangerous of paranoid people since their fears motivate them to spy on others. Paranoid fighters might seem cowardly, but they see themselves as merely cautious and wise.

Valuables, Power, and Influence: Everyone, even the lowliest of slaves has valuables, power and influence. A slave is valued for his ability to work. Furthermore, in any community, even the lowliest, there is some kind of barter system of valuables. In the case of the slaves it might be clothing, bed space, and food. Slaves would also put value on the easier work details. Among any group of people there are dynamics of interaction. An attractive loyal servant might have more influence with his master then the other slaves. A headstrong rebellious slave might have power and influence over the other slaves, since they might see him as a leader who could liberate them. On the other hand, they might see him as a troublemaker who worsens their lives by making the master angry. In this case he would still have power and influence among his peers, being able to bring the wrath of the master down on the lot of them with a simple action. If any of these characters were paranoid they would jealously guard any and all of their valuables, power and influence.

Table 2-11: Paranoid Traits

Severity	Number of Traits
Severe	1d4 + 3
Moderate	1d2 +2
Mild	1-2
Minor	1

1. *Fears Others Will Take Advantage*: The character worries about what others might do if they get the chance.
2. *Mistrustful:* The character finds it difficult to believe or rely on the words of others.
3. *Suspicious*: The character frequently suspects malicious agendas and devious motives.
4. *Grudge-holding:* The character has difficulty forgetting injustices of the past.
5. *Unable to Confide:* The character never trusts anyone enough to divulge personal secrets.
6. *Touchy:* The character makes paranoid associations between the things people say and the things he worries about.
7. *Jealous:* The character has an unfounded fear of losing the things he has, especially relationships.

Schizoid

The schizoid person likes to be alone. They neither desire nor enjoy contact with others. This differs from the avoidant type in that schizoids do not experience unease when encountering other people. Schizoid people are simply nonsocial. They are detached from social relationships and experience a limited range of emotions. They are perceived as very stoic; never in a rage, but never too happy either. Others see them as aloof, cold and indifferent. They rarely mingle socialize or gossip. Their perception of the world is uncolored by emotion. They make decisions based on fact and disregard the emotional dimension. These people see socializing as pointless, wasteful, uninteresting, and bothersome.

Mild: The mildest schizoid individual functions fairly well. Although introverted and quiet, these people can successfully handle interpersonal contact when it comes their way. They are highly logical and emotionally stable. They have a bad habit of ignoring the feelings and thoughts of others. Although they enjoy solitude more then others do, they also keep a small group of friends and family that they interact with. These people have a considerable amount of emotional fortitude and very hard hearts.

Moderate: The moderately schizoid person rarely seeks out contact with others and almost never engages in small talk. When they do participate in banter, or even business, they seem rude and cold. These people may even become surly and curt. This is because they lack good interpersonal skills and cannot communicate clearly with others. They often have severe difficulty with one or more areas of interpersonal contact such as listening or speaking clearly and engagingly. They are completely indifferent to the emotions of others. These people have few close relationships. What bonds they do form with others will be dry, mundane and usually centered on some ulterior motive.

Severe: At the extreme end of the spectrum, these people are completely nonsocial. They have no interpersonal skills and no close friends. They will speak with others only about business and in that they will be blunt and direct. They have absolutely no regard for what other people think, say or do. These people spend the vast majority of their time alone, only having contact with others when it is absolutely necessary.

Role-playing: Successful crime bosses and heartless generals are sometimes schizoid. Wizards and priests who devote a lot of time to studying or prayer may also be schizoid. It is easy to imagine sages and hermits with this personality, but what about kings or innkeepers?

Schizoid characters often seem detached and aloof, careless of social dynamics. They might also seem annoyed at the presence of other people, as this imposes on their desire to be alone. Furthermore, they have little interest in what others think, so they have few inhibitions about showing their dislike of others.

Table 2-12: Schizoid Traits

Severity	Number of Traits
Severe	1d3 + 3
Moderate	1d2 +2
Mild	1-2
Minor	1

1. *Prefers to be Alone:* The character dislikes the company of others.
2. *Emotionally Constricted:* The character expresses little emotion.
3. *No Close Friends:* The character has no close relationships
4. *Indifference to Romance:* The character has no interest in romantic relationships.
5. *Aloof:* The character seems distant and reserved in social situations.
6. *Indifferent to Opinions of Others:* The character has little concern for what others think.

Schizotypal

These people are frequently judged by others to be odd and eccentric. They usually dress and speak in bizarre ways. They are likely to find symbolic meaning in meaningless events such as eclipses, earthquakes, coincidences, etc. and they are very likely to show a pattern of erroneous interpretations of social cues. These people frequently mistake jokes for insults, sincerity for calculated manipulation, casual conversation for meaningful dialogue or wandering glances for looks of longing love. They sometimes miss sarcasm and implied meanings in conversations and have difficulty "reading between the lines." Interestingly, schizotypal characters are also likely to be hypochondriacs, believing every little muscle ache and pang of indigestion to be the first stages of a terminal disease. They usually believe that they have the world figured out according to their own personal set of beliefs

that are superstitious and unverifiable. They are also likely to be somewhat paranoid and usually have few close friends.

Mild: The mildest form of the schizotypal personality merely seems quirky and offbeat. They sometimes get the wrong idea in conversation or from social cues, but for the most part, they get by without any major incidents. They may be a bit superstitious and/or somewhat of a hypochondriac. There is usually something unique or characteristic about the way they dress and talk.

Moderate: Those who are moderately schizotypal usually misinterpret social cues and often hold strange superstitions. They often dress in a way that is quite different from everyone else. Their speech is frequently peppered with colorful words and composed of obtuse sentences. They might believe that their lives are controlled by fate or that they are a reincarnation of a past life. These people are frequently preoccupied with false ideas about magic and have difficulty determining what is real and what is imaginary when it comes to the arcane and divine arts.

Severe: The most extreme schizotypal person is very superstitious and finds signs and omens everywhere. They might also believe that they posses a limited form of clairvoyance, ESP or telepathy. These people might also speak with such convoluted sentences that no one can understand what they are talking about. They also tend to perceive a reality that only exists in their minds, distorting actual events to fit with their bizarre reasoning. Severely schizotypal characters rarely have friends, since their bizarre behavior and beliefs drives most sane people away from them. They always behave and dress in ways that are strikingly different than other people.

Role-playing: Remember that these characteristics are relevant only to the characters' culture. If it is part of his religion to believe in reincarnation, then the schizotypal character will take this further, perhaps claiming to be the reincarnation of a famous person or to be able to remember his past life. Fantasy settings by nature are very conducive to the cultivation of schizotypal characters.

Prophets, hedge wizards and oracles are likely to be schizotypal. The best effect these NPCs have on a campaign is the introduction of red herrings. Players more readily believe prophets and seers than anyone else does. If the players should doubt a schizotypal prophet, the DM need only provide a small coincidence to convince the players.

Schizotypal wizards and clerics are the most disruptive to a campaign, since their personalities lead to misunderstandings about the workings of magic and the will of the gods. Other classes with this personality type will likely have an interest in magic and will believe they know more about it than they actually do.

TABLE 2-13: SCHIZOTYPAL TRAITS

Severity	Number of Traits
Severe	1d5 + 4
Moderate	1d2 +3
Mild	1-3
Minor	1-2

1. *Ideas of Reference:* The character finds meaning in meaningless things. He believes things happen to him for extraordinary personal reasons and often looks for the symbolic personal meaning in these meaningless events.
2. *Social Anxiety:* The character finds social situations to be stressful, and feels out of place and uncomfortable.
3. *Illusions:* The character observes behavior in others that is not actually there. He also holds erroneous presumptions about others and their behavior.
4. *Magical Thinking*: The character believes magical or impossible things are happening.
5. *No Close Friends:* The character has only associates, acquaintances and accomplices.
6. *Odd Speech:* The character's sentences are seasoned with rare and exotic words. This trait mixed with low Intelligence will result in someone who frequently misuses ubiquitous words. Conversely, someone with this trait will sometimes form sentences in obtuse and vague ways, rendering productive communication difficult.
7. *Inappropriate Affect*: The character displays emotions that are inappropriate to the situation, laughing at a grizzly murder, becoming offended by a friendly joke, being giddy when catastrophe strikes, etc.
8. *Eccentric:* The character has bizarre personal habits that deviate from the norm.
9. *Suspicious:* The character is wary and watchful of others, convinced that they are up to no good.

PERSONALITY AND ALIGNMENT

There are two ways to resolve the issue of personality and alignment. The first method is to replace alignment with personality, thereby removing good and evil from the game. This has a widespread impact on the system and you may want to consider carefully before doing so. The other method is to use personality and alignment together. This is the suggested method of use for these rules. Some important points and tendencies are discussed below.

Antisocial/Lawful Good: This is probably the least likely combination of personality and alignment. The behavior of characters with this profile will depend largely on how severe their antisocial personality is. Mildly antisocial characters who are lawful good will usually get along in life with only occasional, minor transgressions. However, a severely antisocial lawful good character is probably not likely to ever occur. If it does, players might consider the manipulative and aimless aspects of the antisocial personality to be the prominent traits, thus minimizing the overtly evil acts such characters are prone to.

Obsessive-compulsive/Chaotic: This seems like a difficult combination to consider, but only at first. Obsessive-compulsive persons can, and often do, exhibit seemingly impulsive behavior. However, what seems random and chaotic to others often seems logical and sensible to these characters.

Borderline/Lawful: As mentioned above, this personality/alignment combination will likely lead to an effort of the charter's part to rein in his erratic emotions. The character's severity will determine how successful he is at this. However, no such character will be completely successful and will at least rarely slip into bouts of emotional turmoil and erratic behavior. These bouts of chaos are always followed by periods of remorse, regret and self-loathing.

Summery

Kerith of the Marchlands, an Example: After generating a PC for a new game, we turn to the personality system to help develop the character's persona.

So far, we've determined that Kerith will be a "special forces" type of soldier, trained in underground warfare. Although he is human, he comes from a homeland that has had several wars with an evil underground race (drow perhaps). To combat these evil underworld dwellers the humans have begun training elite subterranean warriors (i.e. huntsmen from the *Primal Codex* with underground as their favored terrain). Kerith is among these brave young humans. His background however is rather roguish and he has shown some aptitude for innate magic. Since the campaign will begin at 4th level, Kerith is a rogue, huntsman, and sorcerer.

After consulting Table 2-1: Primary Traits, we roll a 98%, indicating Kerith has a schizotypal personality. Note that this does not mean he is disordered, only that he sees the world as a more magical place than it really is and he assumes sorcery and mysticism are at work when perhaps they are not. This fits well with his sorcerer class.

Moving on to Table 2-2: Secondary Types, we find schizotypal in the Primary Trait column and read across, checking once for each of the potential Secondary types. A result of 06% in the avoidant column and 02% in the borderline column indicates he will have some traits from these personalities as well. All other rolls exceed the indicated percentile, determining that Kerith does not have any of those traits.

On table 2-3: Severity, we address his measure of disorder. With a roll of 68% we find that his severity will be moderate. This means, in short, that his characteristic schizotypal traits will be rather pronounced and might cause some difficulties for him in life. He will probably have some significant misconceptions about certain ambiguous events and may have difficulty understanding social dynamics. We will learn more about the specifics of this in the next step.

Now we can determine his exact traits. Consulting Table 2-13 Schizotypal Traits, we see that his moderate severity (rolled on Table 2-3) indicates that he will have 1d2+3 schizotypal traits. Rolling a d2 and adding 3 we find he will have 5 traits. Deciding to determine his traits randomly, we roll 5d10, resulting in 2,4,8,8, and 10. Since there are only 9 schizotypal traits, we throw the 10 out. Since 8 was rolled twice, we throw one of them out. This leaves the 2, 4, and 8. Since he will have 5 traits and only 3 have been determined, we roll again. And since there is a chance of re-rolling a 2,4,8, or 10, we roll another 5d10. The results are 1,3, 4, 8, and 10.This is perfect. We throw out the 4, 8, and 10 and keep the 1 and 3. Now we can see that Kerith has ideas of reference, social anxiety, illusions, magical thinking and is somewhat eccentric. Since his severity is Moderate, we can assume that these personality characteristics are rather pronounced and have a significant impact on Kerith's life. If we wanted to quantify these personality traits, we could consult the sidebar that appears at the beginning of this Chapter.

Finally, moving on to Table 2-4: Avoidant Traits and Table 2-6: Borderline Traits, we repeat the last step to determine his secondary traits. Since secondary traits are considered to be one step less severe than primary traits, Kerith's secondary traits are considered minor. Therefore, Table 2-4 indicates he will have 1d2 avoidant traits and Table 2-6 indicates that he will have 1d2 borderline traits. After making some random rolls we find he has the avoidant traits of hypersensitive to criticism and reticence. He also has the borderline traits of stormy relations and frantic fear of abandonment.

Now we have a picture of Kerith's personality. He has a moderately severe schizotypal personality. He tends to engage in magical thinking and suffers from a little social anxiety. He is prone to somewhat odd speech, has eccentric habits and tends to apply meaning to meaningless things. His secondary traits are minor sensitivity to criticism and a touch of reticence. He occasionally has disruptions in his relationships and suffers from a faint but nagging fear of abandonment and loss of relationships. Kerith is likely to be superstitious and frequently suspects wizards, demons, curses and ambiguous "forces" to be at work.

If we look for clusters of similar traits, we can see that he has several anxious traits (moderate social anxiety, minor sensitivity to criticism and minor reticence). This implies that he is a little too self-conscious and is probably fairly subdued in large social gatherings.

Based on this knowledge, we could continue building his persona and start to fill in his background by asking, "why does he think this way?" Perhaps he was abandoned or orphaned at a young age (causing his fear of lost relationships). Being a sorcerer, Kerith has some relationship with magic but it is very limited. This probably influences his superstitious ideas about magic. Since he

has the specific traits of magical thinking and ideas of reference, it is safe to assume that he doesn't completely understand his own magical abilities and probably thinks he has more than he actually does (level advancement will prove him right). Being a sorcerer grants him enough credence to continue his misconceptions about magic and reality.

Now we have a vivid picture of Kerith's motives, perceptions and concerns. When he appears in the game, we will have a solid base personality with plenty of facets to develop and role-play with.

The Personality Matrix

A useful method of developing new and unusual social dynamics is to build groups of NPCs with these personality rules and put them on a matrix. Once you do this, start applying a little creativity, and you will notice the lines of cliques, factions, and conflict forming.

For example, we can consider five randomly generated NPCs. The adventure will take place in a war-zone, where the PCs are part of a larger group of soldiers. Together the PCs and NPCs compose an elite group of special troops. Although they are highly trained and very skilled, they will be thrust into situations where they will have to work together to survive, operating like a small commando team behind enemy lines. Unfortunately, the NPCs have some issues that will make working together somewhat challenging.

Let's assume that after generating our group of NPCs, we have assembled the following:

1. Fen, the leader, he is moderately narcissistic.
2. Gelb, a private, he is mildly dependent with secondary histrionic traits.
3. Helskar, a marksman, he is moderately borderline with secondary histrionic traits.
4. Cavernath, a seasoned veteran, he is mildly obsessive-compulsive with secondary antisocial traits.

The next step is to determine the dynamics of each relationship. All relationships are rated on a 5-point scale ranging from loyalty to hatred. Before we can assign these values however, we must consider all the extenuating variables. In this case, the NPCs are members of an elite team of soldiers. Therefore, rank and experience will be additional factors that are not common to all relationships. The biggest extenuating factor however, is the past. There is no good why to determine the past events of each relationship without getting extremely bogged down in tables and charts. Therefore, the past is up to the DM.

Now, considering all other relevant circumstances (no past determined at this time), we begin assigning relationship values of L (loyalty), F (friendly), N (neutral), D (dislike), and H (hatred). Since Fen is the highest ranking and most experienced officer we begin with him. He has a narcissist personality. This means he likes himself too much and he greatly favors people who also like him a lot. In other words, he shows favoritism with his men and prefers those who flatter him and feed his ego. He also doesn't listen to advice or take criticism very well.

Looking down the list of other personalities we find that Gelb has a dependent personality. He is anxious to please others, especially his commanding officer (Fen). So Fen probably likes Gelb and vice versa. However, Gelb probably likes Fen a lot more than fen likes Gelb. Fen doesn't like anyone as much as he likes himself.

Next we come to Cavernath. He has some mild obsessive compulsive traits and some minor antisocial traits as well. From this we can surmise that he is not prone to bootlicking or inflating egos. He probably dislikes the favoritism expressed by Fen since it conflicts with his orderly and proper nature. From this we can suspect that Cavernath has a fairly neutral or even negative opinion of both Fen and Gelb. In return, Fen probably does not care for Cavernath but Gelb may be a little warmer. Though Gelb's subservience to Fen may negatively affect his opinion of Cavernath as well.

Finally we consider Helskar, who is moderately borderline with some histrionic traits. This suggests that he is quite moody and unpredictable. This impulsiveness rubs Fen the wrong way but Gelb seems to like it. Cavernath feels that Helskar could endanger the whole group with his emotional outbursts but since that hasn't happened, and the two do have something in common (fen doesn't like either of them) Cavernath is able to get along with Helskar. In response, Helskar (being borderline and histrionic) appreciates Gelb's friendship and Cavernath's neutrality, even if he doesn't show it all the time. However, he sees what a sniveling bootlicker Gelb is and he really dislikes Fen (for his favoritism and self-absorbed egotism). So he feels fairly neutral towards Gelb and feels more camaraderie and friendship towards Cavernath.

Fortunately, no one in this group hates anyone else, yet…

To use this table in a game, simple add the characters to the matrix. They need not have defined personalities, but their feelings towards various NPC and vice versa should be recorded and updated when they change.

Note that the short example here was provided for simplicity and brevity. Matrixes of 6 to 12 NPCs plus 4 to 6 PCs seems to be the optimal size for balancing relationship maintenance and intrigue. DMs should also be mindful of the fact that with every character they add to the matrix (PC or NPC) the dynamics of group relationships increase considerably, eventually becoming impossibly complex.

The matrix for these NPCs would look like this:

TABLE 2-15: PERSONALITY MATRIX

	Fen	Gelb	Cav.	Hel.
Fen	--	F	D	D
Gelb	L	--	D	F
Cav.	D	D	--	N
Hel.	D	N	F	--

L: Loyal
F: Friendly
N: Neutral
D: Dislike
H: Hatred

Now that we've got the matrix drawn, we can make even more inferences. Obviously, Cavernath has no real friends in the group. Helskar is friendly towards him but Cavernath doesn't really like anyone, typical of his antisocial personality. We can see that Fen and Gelb are a clique and Cavernath and Helskar are sort of a clique. Helskar would say so anyway, Cavernath would disagree.

We can also see that Gelb follows Fen's lead on Cavernath but not Helskar. As mentioned before, Gelb and Helskar both have some histrionic traits and Gelb is entertained by Helskar's more positive mood swings. Additionally, the way in which Gelb is treated by Cavernath and Helskar has an effect on these relationships too. Cavernath (being antisocial) does not like Gelb, causing Gelb to reciprocate the emotion. However, Helskar feels neutral to Gelb. His borderline/histrionic personality is prone to valuing any friendship, even Gelb's.

FURTHER COMPLICATIONS

If we really wanted to complicate the situation, we could include some rules form Chapter one. Let's not forget these characters are in a war-zone and probably experiencing severe stress. Perhaps Fen, being a long time veteran suffers from several severe symptoms of PTSD. Perhaps after a few encounters some of the junior members of the team begin to suffer from a conversion disorder and need to be carried back to the base.

Chapter 3: Insanity

I know a room full of musical tunes,Some rhyme, some ching, Most of them are clockwork.-- **Sid Barrett.**

Introduction

There are currently very few rules in the d20 system that accurately represent the realities of insanity. These rules are intended to change that. With the system presented in this chapter, players can determine the realistic effects of insanity for the characters in their games.

Note the adjusted *insanity* spell in Chapter 4. Magic items, circumstances, curses, age and genetics can also cause severe insanity. These disorders can only be cured with *greater restoration, limited wish, miracle, wish* and the mentalist's ability to *cure insanity* (see Chapter 5).

When it is decided that a character has become insane, roll on Table 3-1: Insanity to determine which type of madness the character will have.

Table 3-1: Insanity

D100	Disorder
01-10%	Anxiety disorder
11-25%	Cognitive disorder
26-38%	Dissociative disorder
39-40%	Eating disorder
41-51%	Mood disorder
52-64%	Personality disorder
65-87%	Psychotic disorder
88-93%	Sleeping disorder
94-100%	Somatoform disorder

Each of the disorders is outlined in detail below.

Anxiety Disorders

Anxiety disorders are characterized by feelings of intense unease and apprehension. Exaggerated fears of imminent danger are the most common trait of these disorders. Rapid heart rate, sweaty palms and disorientation often accompany these intense feelings.

Table 3-2: Anxiety Disorders

D100	Disorder
1-20%	Generalized anxiety disorder
21-40%	Obsessive compulsive disorder
41-60%	Panic disorder
61-80%	Phobia
81-100%	PTSD

Generalized Anxiety Disorder: This disorder causes the character to suffer from incessant bouts of consuming anxiety. Afflicted characters worry indiscriminately and pathologically about everything. This intense, constant worrying causes severe physical and mental distress.

A wizard with this disorder might constantly fear that he will miscast a spell at a crucial moment and his friends will be killed, despite his perfect record of successful spell casting. A Cleric with generalized anxiety disorder might constantly doubt that his faith is good enough and be certain that his god is not happy with him, despite any evidence of divine displeasure.

This constant anxiety causes difficulty concentrating (-4 to all Concentration checks), difficulty sleeping (DC 14 to fall asleep, one check per hour), loss of appetite (eating causes nausea, not eating causes starvation), tremors (-2 to skills requiring eye-hand coordination) and slight muscle pain (-2 Strength). Characters with this disorder also become fatigued faster than usual. The character may only perform strenuous activity for half as long as normal and must make Constitution checks (DC 10 +2 per previous check) or become fatigued. This disorder also inflicts a -2 morale penalty to all rolls the character makes including attacks, saving throws, skill checks and ability checks.

Note that these conditions are cumulative. A character with this disorder must make an effective Concentration check (DC 20) to fall asleep (DC 14 for difficulty sleeping, plus the character is suffering –2 morale penalties to all rolls and –4 to all Concentration checks).

Obsessive-compulsive Disorder: OCD is somewhat different that the obsessive-compulsive *personality* disorder discussed in chapter 2. This disorder afflicts characters with persistent, intrusive thoughts that are unreasonable and very discomforting. To avoid any impulses or consequence that might arise from these thoughts, the character engages in bizarre, sometimes ritualistic, behavior. By examining its two basic components, obsessions and compulsions, we can better understand this disorder.

Obsessions are persistent, intrusive thoughts or urges that cause the character severe distress. Often these strong urges are associated with inappropriate violent or sexual acts, physical health, or an extreme need for order and symmetry. People with this condition may feel a need to yell offensive, embarrassing words in inappropriate places, or to engage in wild, unacceptable behavior. A fighter with this disorder might have a powerful urge to rush into combat without a weapon. A cleric might have frequent thoughts of committing transgressions against his god. Although the character suffers from these frequent, intrusive thoughts, he rarely, if ever, acts upon them. Instead, he takes actions to minimize these urges and to insure he doesn't have the chance to act upon them.

Compulsions are the extreme behaviors that afflicted characters engage in to avoid the terrible obsessions they experience. A character with this disorder might bathe for 20 hours a day to avoid obsessive thought about disease or filth. A fighter who obsesses about rushing into combat unarmed might start wearing a locked gauntlet all the time, so he's never unarmed. A cleric who obsesses about committing religious transgressions might start praying in penitence for many, many hours a day or begin avoiding any and all

tempting situations. Obsessions about order and symmetry will lead to compulsive ordering and arranging. Such characters might spend hours packing and re-packing their gear, constantly obsessing about what they might later need at a moment's notice. Obsessions about disease and illness lead to long rituals of cleaning. Obsessions about embarrassing or dangerous behavior will lead to compulsive avoidance of situations that give rise to those obsessions. Surprisingly, obsessions about aggression and sex lead to extreme checking compulsions. These people repeatedly check to make sure the campfire is out before they break camp every day. They might also check the lock to their room at the inn dozens of times before they go to bed each night, being unable to stop thinking about what might happen if the door was unlocked.

Characters with this disorder are likely to experience obsessions related to violence and danger. The most common compulsion to arise from these obsessions is a strong desire to avoid adventuring and combat. However, characters who choose early retirement because of this disorder find that they cannot escape their intrusive, obsessive thoughts and their subsequent compulsive behavior. They simply start obsessing about other things.

DMs can random select which obsessions a character suffers from, or they can roll randomly on the table below.

TABLE 3-2A: OBSESSIONS AND COMPULSIONS

d100	Obsession	Compulsion
01-25	Order and symmetry	Endless arranging and ordering
26-50%	Sex and violence	Constant checking, avoiding and preempting
51-75%	Disease and filth	Persistent cleaning and bathing
75-00%	Other	Various

Panic Disorder: Characters with this disorder suffer from sudden, unexpected, intense feelings of panic and experience substantial anxiety over the possibility having another panic attack in the future. A panic attack is characterized by a sudden increase in pulse rate, excessive perspiration, labored breathing, chest pain, dizziness and mortal fear. Feelings of depersonalization or unreality may also occur.

Panic attacks often begin as slight increases in pulse rate, mild perspiration or a few surreal thoughts. The character then becomes alarmed at these conditions, which leads to greater increases in heart rate, perspiration and psychological anxiety. At this point, the character's mind and body both enter a tailspin of panic. The more frightened the character becomes, the more intense his symptoms become. The more intense his symptoms become, the more frightened he becomes. Generally, rather mundane situations or events can trigger panic attacks. Sometimes the sheer reality of life is enough to trigger an attack. The intense chest pain associated with a panic attack often causes the character to believe that he is suffering from heart failure. Often, being in a confined or crowded space can increase the character's horror, since such places limit the character's ability to reach a safe, reassuring location with fresh air and pleasant scenery. Being in familiar, non-threatening surroundings can help a panicking character recover from an attack. Friends and trusted allies can also provide a sense of safety and assurance.

Panic attacks can be triggered by a number of circumstances, including anything that normally causes fear. Furthermore, after the first panic attack occurs, the character begins to worry a great deal about having another. This worrying leads to hyper-vigilance of physical cues that might signal the onset of another attack. Chief among these cues is a rapid heart rate. Whenever the character notices his heart rate has increased, he begins worrying that he will have another panic attack. This worrying leads to sweating and rapid breathing, which are also signs of an oncoming panic attack. These signs confirm the character's fears and he begins to spiral into another attack.

Whenever a character with this disorder encounters situations that cause increased heart rate, perspiration, or surreal experiences, he must make a Will save (DC 10 +1 per previous check) each round he continues to stay in the situation. As soon as he fails the Will save, he succumbs to another panic attack. This panicked condition persists for at least 1d4+2 minutes. After that time the character can begin making Will saves to recover from the attack (DC 20). Being in familiar, safe surroundings can grant a +2 circumstance bonus to this roll, as can the presence and reassurance of trusted friends. Characters may make 1 check per minute to recover.

Characters in the throes of a panic attack cannot run or charge, they suffer a 50% miss chance on all attacks and cannot cast spells. They also suffer from excessive perspiration (55 *PC*), labored breathing (55 *PC*), and 1d4 points of subdual damage.

Phobia: Characters with this condition become unreasonably frightened by some specified object, situation, or creature. The character must make a Will save (DC 30) every time he encounters the object of fear. Failure of this saving throw indicates the character is panicked (85 *DMG*) and will do everything they can to get away from the object of their fear. They believe, however irrationally, that their lives are in immediate danger and will insist on staying at a "safe distance" from the object of their fear. Depending on the selected phobia, this "safe distance" could be anywhere from a few feet to as far a possible. If they are unable to avoid the object they will begin to cower. Cowering creatures may take no actions, lose their Dexterity bonus to AC and suffer an additional – 2 AC.

Almost any object or creature type can become a fearful object for the character. Common phobias include sharp

objects, water, spiders, snakes, heights, undead, open spaces, enclosed spaces, males, females, specific races, and so on.

Characters can not become phobic of themselves, personally. For example, a human male fighter could become phobic of sharp objects (including his own sword) or phobic of men (other men, but not himself personally) or phobic of humans (other humans, not himself).

Phobic individuals will not fight with creatures they are afraid of. Nor will they fight with someone using an object they are afraid of.

PTSD: Post traumatic stress disorder is covered in detail in Chapter 1.

Cognitive disorders

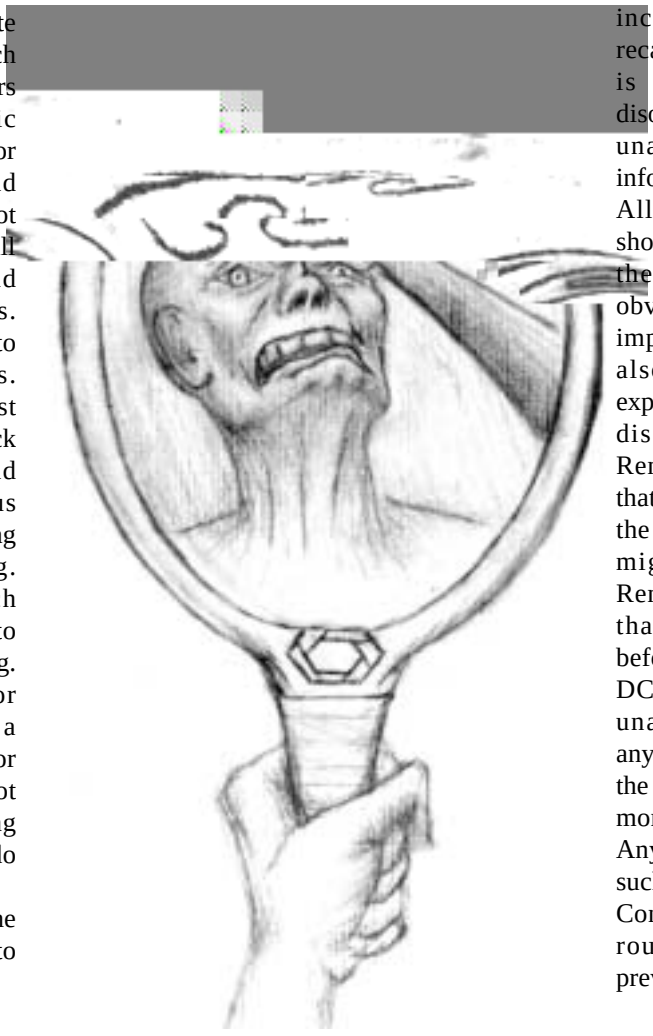
Cognitive disorders are among the most debilitating of all mental illnesses. These disorders are characterized by severe deterioration of the character's ability to think, reason, communicate, and remember.

Table 3-3: Cognitive Disorders

D100	Disorder
01-40%	Delirium
41-75%	Dementia
76-100%	Cognitive amnesia

Delirium: Characters with this disorder are unable to concentrate and suffer from impaired speech and memory. Delirious characters often forget such basic information as their own name or the faces of their friends and family. These characters cannot cast spells and suffer a –10 on all Intelligence, Wisdom and Charisma based skill checks. Furthermore, they suffer a –20 to all Concentration checks. Characters with delirium must also make a Concentration check (DC 15) to speak clearly and remember simple or obvious things, like what they are doing or where they are going. Characters must check each round in which they attempt to focus their attention on anything. Remembering uncommon or difficult things requires a Concentration check (DC 25 or higher). Characters who cannot remember what they are doing can only stand confused and do nothing.

Sleep deprivation and extreme stress have also been known to cause short-term delirium.



Dementia: This intellectual dysfunction is a deterioration of mental ability that affects memory, judgment, language and other mental processes. Characters with this disorder suffer from partial amnesia (see Chapter 1), disorientation (56 *PC*), and hallucinations (57 *PC*). They lose the ability to recognize familiar faces and to recognize and name objects. Furthermore, unlike delirium, demented characters are quite aware of their mental dysfunction. This causes additional symptoms of depression (see Mood Disorders, below). Characters with dementia often suffer from delusions (56 *PC*) also.

Demented characters have an inability to integrate new information into their memories and begin losing their existing memories. They are therefore unable to gain or retain experience points. These characters are almost completely unable to take care of themselves and require frequent assistance to get through the daily routines of life.

Cognitive Amnesia: This disorder is caused by severe damage to the character's thalamus, which shatters his memories and renders him unable to remember new information. Characters with this disorder can remember most things they learned as children, but more recent memories are increasingly difficult to recall. Once the character is afflicted with this disorder, he is completely unable to retain new information in his memory. All things slip his mind shortly after experiencing them. Aside from the obvious impairments this imposes, the character is also unable to gain experience points while this disorder persists. Remembering something that happened a year before the onset of this disorder might be DC 20. Remembering something that happened the day before the onset might be DC 40. The character is unable to remember anything that happens after the onset of this disorder for more than a few minutes. Any attempt to remember such information requires a Concentration check each round (DC 10 + 1 per previous check).

Psychotic Disorders

Psychotic disorders are also known as schizophrenia. These disorders are often characterized by a complete distortion of reality or a profound breakdown in the character's ability to relate to the world around him. These characters often experience auditory hallucinations, delusions, disjointed thought patters and sometimes, a profound loss of ambition. Psychotic individuals are often unable to recognize their own disorder and tend to think they are behaving rationally.

Table 3-7: Psychotic Disorders

D100	Disorder
01-20%	Catatonic schizophrenia
21-40%	Delusional schizophrenia
41-60%	Disorganized schizophrenia
61-80%	Paranoid schizophrenia
81-100%	Undifferentiated

Catatonic Schizophrenia: This strange disorder is somewhat like paralysis. The character's psyche occasionally becomes lost within himself. He sits or stands in a motionless, staring posture for extremely long periods of time. He does not react to any noises, sights or even pain. While in this catatonic state, the character's body can be manipulated like a mannequin by others and placed in nearly any possible position, which the character will maintain until the catatonic period ends. When not catatonic, these characters often exhibit hyper activity and tend to mimic the behavior and words of others. They also grimace immensely and suffer from several other typical psychotic symptoms such as a failure to express emotions (-8 on opposed sense motive checks).

Catatonic episodes happen randomly every 1d4 days and persist for 4d12 hours. One period of catatonia can overlap with the onset of the next episode, causing the character to be catatonic for quite some time.

Delusional Schizophrenia: Delusions are beliefs that are contrary to reality. Although all types of schizophrenia are characterized by false beliefs, delusional psychosis is unique in that the false beliefs it causes are actually possible; they just aren't real. By contrast, typical psychotic delusions are completely impossible, such as believing that one's own thoughts are being broadcast to the whole world. Characters with this disorder however, tend to believe things that could actually be happening. Typically these people have one of four types of delusions. Roll 1d4 to determine which type of delusions the character has. 1: amorous delusions; 2: grandiose delusions; 3: persecutory delusions; 4: somatic delusions.

Amorous delusions cause the character to believe that a person of a higher social status secretly loves him. People who stalk famous individuals sometimes fall into this category.

Grandiose delusions are beliefs that the character is related to some deity or legendary person, or is otherwise endowed with inflated importance, power, or identity. This causes the character to become incredibly arrogant, self absorbed, and commanding.

Delusions of persecution involve the false belief that the character, or someone close to him, is the subject of injustice, scheming, and malfeasance. These delusions are the sort of thing that might actually happen, rather than the wild, psychotic speculations that are typical of paranoid schizophrenia. Fears of poison and conspiracy are the most common delusions these characters experience.

Finally, somatic delusions cause the character to believe that he has a crippling physical ailment. Typically, blindness, paralysis, or severe disease is the supposed illness. The character will be considerably disabled by this ailment although it is actually a delusion.

These delusions completely occupy the character's mind and heavily influence his behavior. Furthermore, these characters are also schizophrenic. In addition to delusions, they also suffer from several typical psychotic symptoms including agitation, hallucinations (57 *PC*) and expressing inappropriate emotions.

Disorganized Schizophrenia: This disorder scatters the character's thoughts and mixes them into an incoherent jumble. The speech of these individuals is characterized by rambling, loosely related thoughts that only the speaker fully understands. Although they can properly

construct a sentence with verbs and nouns, they misuse words and jump quickly from topic to topic. A character with this disorder might say emphatically, "The soldier ran with his race horse in his teeth and the moon barked out spells of laughter! I was winging the dinner. Birds, you know. That's when the moon and the sun both smiled. I turned to my cousin, blue as the clouds, and said 'come, tomorrow has happened and we will be late!'"

Despite the utter nonsense of their words, these people will believe they are speaking clearly and won't realize that others can't understand them. Any attempt to read the character's mind reveals the same disjointed jumble of thoughts.

Characters with this disorder cannot cast spells and cannot communicate clearly through writing or speaking. They are able to convey general ideas through gestures and context but are incapable of articulate communication. These characters must also make a Concentration check (DC 20) each round that they attempt to focus their attention on even the most rudimentary task. They also suffer from hallucinations (57 *PC*) and inappropriate emotional reactions, laughing at hideous sights or becoming angry at humorous events. They also suffer a –4 circumstance penalty on all attack rolls and cannot cast spells with verbal components.

Paranoid Schizophrenia: This debilitating disorder combines the bizarre, illogical thoughts of schizophrenia with the persecutory fears of paranoia, creating a type of psychosis that believes in imaginary enemies who use impossible magic in an effort to "get" him. These paranoid delusions completely occupy the character's mind and he believes everyone is part of a massive conspiracy against him. He will trust no one and will go to drastic extremes to protect himself from everyone. This disorder is characterized by a combination of bizarre beliefs of persecution and even more bizarre behavior intended to thwart the imaginary persecutors. Wearing a tin helmet to protect from mind reading and speaking in the third person while frequently asking "why?" is not unusual behavior for these people. People with this disorder often flee from their current surroundings and attempt to hide and protect themselves with illogical reasoning. It is often very difficult to help these people since they are completely unable to reason logically and tend to believe everyone is trying to harm them.

Undifferentiated Schizophrenia: This type of psychosis usually causes characters to suffer from an array of symptoms that are similar to, but less severe than, symptoms of other types of psychosis. Periodic agitation and inactivity similar to catatonic schizophrenia might occur. Characters with this disorder might also display inappropriate emotions, laughing at serious situations and becoming sad when others would be enraged. Minor delusions and hallucinations are also common among these characters. They might also suffer from verbal minimization, speaking only the bare necessity of words and rarely uttering a whole sentence. Occasionally, characters with this disorder lose all motivation and fail to take any actions, including bathing and eating.

Characters with this disorder experience a psychotic episode every 1d3 days. These episodes persist for 6d6 hours and often render the character incapable of effective behavior. He may become unreasonably agitated, or strangely catatonic. He might also engage in a bout of delusional, incoherent ranting or become very subdued and capable of only partial actions. Between these psychotic episodes, the character can act fairly normally. However, he still suffers -10 to all Sense Motive checks and a -4 to all Concentration checks. He also continues to suffer from minor hallucinations such as hearing voices or perceiving insincerity in his friends.

Sleeping Disorders

Some of the most debilitating psychological disorders are those that disrupt the character's sleep pattern. Whether sleeping too much, sleeping too little, or sleeping at the wrong time, characters with these disorders find it very difficult to continue adventuring.

Table 3-8: Sleep Disorders

D100	Disorder
01-40%	Insomnia
41-60%	Hypersomnia
61-100%	Narcolepsy

Insomnia: This disorder makes it difficult for the afflicted character to achieve and maintain sleep. Such characters lay awake at night tossing and turning, their minds unable to drift into sleep. Characters with insomnia must make a Concentration check (DC 40) once per hour to fall asleep. However, since no one can go without sleep indefinitely, insomniacs gain a +1 circumstance bonus to their check for every two hours that have passed since they last awoke. Once asleep, an insomniac slumbers for 1d3 hours. After that time he must make a Concentration check (DC 20 +5 per previous check) each hour or awaken.

Characters with insomnia must make a Constitution check (DC 20 +1 per previous check) each day they go without getting at least 8 hours of sleep. Failing the check once indicates the character is drowsy (56 *PC*). Failing a second time causes the character to also become tired (-2 Dexterity and –2 attack). After a third failed check, the character become fatigued (84 *DMG*). After a fourth failed check the character is exhausted (84 *DMG*). Finally, after a fifth failed check, the character become delirious (see delirium, above). These cumulative effects continue until the character is able to get 8 hours of uninterrupted sleep.

Hypersomnia: The opposite of insomnia, characters with this disorder sleep excessively. Any time characters with this disorder engage in light activity such as reading, resting, listening to a speech, sitting quietly, etc. they become drowsy (56 *PC*) and tired (-2 Dexterity and –2 attack). They must then make Will saves each minute or fall asleep (DC 10 +1 per previous check). Unlike Narcolepsy however, hypersomniacs can be wakened normally and they function normally when high activity is required (fighting, running, swimming, etc.)

Note that this excessive sleep does not reduce the minimum 8 hours of sleep per night that the character normally must get.

Obviously, hypersomniac characters cannot be trusted to sit on watch. They also cannot memorize spells (unless they can make the Will saves). Even riding several miles on horseback can be so monotonous as to cause the character to sleep. Hypersomniacs who sleep in uncomfortable places or positions often wake with severe body pain that can hamper movement and impede combat. Typically this results in a –2 circumstance modifier to all rolls for 3d4 minutes after waking. Hypersomniacs might also sleep in their armor, suffering any relevant penalties when they wake (105 *PHB*).

Narcolepsy: Characters with this disorder find it very difficult to stay awake for extended periods of time. Narcoleptics can remain awake for 1d3 hours after waking. After that time, they must begin making Concentration checks (DC 10+1 per previous check) each round or fall asleep.

Once asleep they will remain so for 1d4 x 10 minutes. Sleeping subjects can only be wakened through several rounds of extreme prodding and noise. Pain will also rouse a sleeping narcoleptic. Upon waking the subject will function normally for 15 minutes. After which time he must begin making Will saves at a cumulative penalty of –1 each round until he falls asleep again. This cycle continues incessantly and does not reduce the 8 hours of sleep the character normally needs each day.

SOMATOFORM DISORDER

Somatoform disorders are those abnormal psychological disorders that are closely related to the character's physical health. Often these disorders can cause the character to experience disabilities and pain when no physical cause is apparent.

TABLE 3-9: SOMATOFORM DISORDERS

D100	Disorder
01-25%	Hypochondriac
26-50%	Somatization
51-75%	Conversion
76-100%	Pain disorder

Hypochondriac: Characters with this disorder suffer from extreme anxiety over their health. They are constantly worried about any possible sign of illness. A rapid heart rate, a sore muscle, or a slight headache will cause terrible fear and alarm for a hypochondriac. The character will always interpret these minor health conditions as the early signs of a fatal disease or illness. Once these fears begin, the hypochondriac becomes anxious and desperately seeks healing.

Characters with this disorder must make a Will save each hour (DC 10 +1 per previous check) or begin to suffer from severe anxiety induced by a perceived physical ailment. When this occurs, the character begins to experience psychosomatic symptoms until he is cured. Commonly, these symptoms are limited to malaise, excessive perspiration, headaches, and abdominal cramps. However, restlessness, mild nausea, and intense headaches might also occur. (See Chapter 9 of the *Primal Codex* for rules on these conditions).

These symptoms will persist until the character receives an appropriate spell to cure his imagined ailment. Typically, hypochondriacs seek out spells such as *remove disease*, and the various *restoration* spells. However, these spells will only alleviate the hypochondriac's fears for 24 hours. After that time the hypochondriac must begin making Will saves as before or develop new fears about his health and seek out more healing magic. Hypochondriacs will always seek the most expensive healing and divination magic they can find.

When healers tell them they are not ill, hypochondriacs believe they have such a rare and insidious disease that the healers are unable to detect it.

Somatization: Characters with this disorder constantly suffer from a long list of vague aches, pains, discomforts, and ills. Stiff joints, weak bladders, sore muscles, headaches, abdominal cramps, and other minor ailments are the most common complaints. Furthermore, these ailments are a significant part of the character's self-concept. He believes, on a very subtle level, that having such physical ailments is part of his self-identity and frequently talks about them with others. Although these characters chronically seek medical help, and often run up extremely high bills in medical fees, they are never truly cured of their illnesses. This is because they don't really want to be cured. Unlike the hypochondriac who is terrified by the idea of being ill, people with this disorder see illness as an opportunity to visit with healers and talk about themselves.

Characters with this disorder have their speed reduced by 5 feet. They cannot run or charge and suffer a –2 to all saving throws. They also suffer a -2 on all attack and damage rolls. Spell casters with this disorder

must make a Concentration checks (DC 15+ spell level) to cast a spell due to their constant physical discomfort.

Characters with this disorder who receive healing magic believe that they have been healed, but only for a little while. Their symptoms subside, but they must make a Will Save (DC 10 +1 per previous check) once per hour or have the symptoms return. They also occasionally suffer from malaise (57 *PC*), headaches (57 *PC*), and abdominal cramps (55 *PC*). (See Chapter 9 of the *Primal Codex* for rules on these conditions).

Conversion: Conversion disorders are covered in detail in Chapter 1.

Pain Disorder: Characters with this disorder suffer from several sources of constant, debilitating pain including muscle pain, joint pain, and so on. A key point to this disorder is the fact that most instances of pain arise from real injures. However, after the injury is healed, the pain remains.

Characters suffering from pain disorder must make a Concentration check (DC 25 + spell level) to cast a spell. They also suffer a –4 circumstance penalty to all attack and damage rolls. Furthermore, these characters suffer 1d2 points of subdual damage every round they spend performing strenuous activity including running, fighting, swimming etc. They also suffer a –2 circumstance penalty to all Strength and Dexterity based skills.

CHAPTER 4 SPELLS

The techniques used by Western psychiatrists are, with few exceptions, on exactly the same scientific plane as the techniques used by witch doctors.
—**E. Fuller Torrey.**

0-LEVEL SORCERER AND WIZARD SPELLS

Ench **Fumble:** One subject makes a Will save or drops what it is holding.
Stumble: One subject in motion make a Will save or trip.

1ST-LEVEL SORCERER AND WIZARD SPELLS

Ench **Animus:** Causes subjects to become resentful and hostile.
Clumsy: Subjects suffer –1d6 enhancement penalty to Dexterity, with an additional–1 per two caster levels.
Delusion: Subject suffers from minor hallucinations and misguided thoughts.
Drowsy: Subjects become sleepy and suffer –1 penalty to attack rolls and a –2 to Dexterity.
Phobia. Subject becomes phobic of one type of object.

Illus **Aromatic Fragrance:** Fill the area with a strong odor of the caster's choice.

2ND-LEVEL SORCERER AND WIZARD SPELLS

Ench **Canard:** Subjects believe any one statement made by the caster.
Cloudy Thoughts: Subjects suffer a –4 penalty on Will saves and Concentration checks, spell casters must make Concentration checks to cast spells.
Insomnia: Subjects are unable to sleep for 2d6 hours +1 hour/level.
Momentary Lapse of Reason: Subject may only take partial actions for 1 round per caster level.
Somnolent Slumber: 1 subject makes a Will save or sleeps soundly for 2d4 rounds.

Illus **Encumbering Load:** Subjects feel 25 lb. per caster level of phantasmal weight on their shoulders.
Fade: Shadows conceal the subject granting +8 Hide checks, 1 min./level

Trans **Volume:** Increases or decreases the level of noise in an area.

3RD-LEVEL SORCERER AND WIZARD SPELLS

Div **Combat Link:** Thought detection grants caster +4 insight bonus to AC and save. He also gains +2 insight bonus to attack against 1 opponent.

Ench **Chaotic Communication:** Scrambles and unscrambles the subjects' words, allowing them to communicate clearly while preventing eves dropping.
Delirium: Subject suffers from severe hallucinations and misguided thoughts.
Dumbness: Subject suffers 1d6 points of permanent damage to all three of their mental ability scores.
Hesitate: Subject loses Dexterity bonus to AC and Reflex saves and suffers an additional –4 penalty to Reflex saves and a –4 penalty to initiative rolls. Subjects also suffer a –2 penalty on attack rolls and cannot use the Dodge feat or any feat that it is a prerequisite for.
Major Phobia: As minor phobia, except no subsequent saving throws.
Narcolepsy: Subject must make increasing Will saves or fall asleep.
Numbness: Subject suffers 1d6 points of permanent damage to all three of their physical ability scores

Illus **Creeping Shadows:** Phantasms interfere with the caster's enemies and help him fight.
Lucid Tones: Hypnotic music permeates the area affecting 2d4 +2 HD of creatures (maximum +14).

4TH-LEVEL SORCERER AND WIZARD SPELLS

Ench **Amnesia:** Recent memories are blocked from the subject's mind.
Fearless: Subject is immune to fear effects of 4th-level or less
Hysteria: Subject panics and flees in a random direction, check for direction change each round.
Labyrinthine Conundrum: A contagious philosophical pondering completely occupies the character and may spread to anyone with whom he speaks.

Illus **Faces:** Illusion helps caster impersonate someone he knows.

5TH-LEVEL SORCERER AND WIZARD SPELLS

Conj **Wall of Sleep:** Shadowy area of sleep magic causes creatures to sleep for 1minute/level plus 3d6 rounds

Ench **Attention Disorder:** Subjects suffer –6 attack penalties, -4 initiative, and must make frequent Concentration checks.

Chronic Phobia: Subject becomes phobic of selected object for 1day/level.

Coma: Subject falls into a deep sleep for 1 day per caster level.

Disperse: Creatures in the area move away from each other in random directions.

Mind Probe: The caster may seek the answer to one question per round from the subject's mind.

Peal of Madness: Ear-splitting wail causes deafness, 1d6 damage, and possible insanity.

6TH-LEVEL SORCERER AND WIZARD SPELLS

Ench **Mass Hysteria:** Hysteria affects one creature/level, no two of which can be more than 30 ft. apart.

7TH-LEVEL SORCERER AND WIZARD SPELLS

Conj **Purple Haze:** Intoxicating cloud of smoke causes subjects to make a Fort. save or encounter 1d3 phantasmal killers.

Ench **Insanity:** Subject suffers from a mental condition determined by the rules in Chapter 3.

Normalcy: Subject appears normal to al observers who fail their Will save

Permanent Phobia: As *minor phobia* except this spell is permanent.

Illus **Burden of Proof:** subject appears to be constantly telling falsehoods.

8TH-LEVEL SORCERER AND WIZARD SPELLS

Ench **Death Dance:** Subjects thrash around and inflict 1d8 points of subdual damage upon themselves per round.

Rallying Cry: Compels all living creatures within 50 feet to aid the caster.

Illus **Death Dirge:** Slays opponents of 6 HD or less, terrifies higher HD creatures.

9TH-LEVEL SORCERER AND WIZARD SPELLS

Illus **Masquerade:** Illusion complete conceals and disguises 1 subject per level (maximum 25).

AMNESIA

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Close (25ft. +5 ft/2 levels)
Target: One person
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

This spell blocks recent events from the subject's retrievable memory. It becomes impossible for the subject to remember anything he has experienced during a period of time equal to one hour per level of the caster. This period of blocked memory begins at the moment of casting and extends backwards in time (through the subject's memory) for one day per level of the caster. The blocked memories are still in the subject's mind but cannot be retrieved through any normal means. Furthermore, *detect thoughts* has no chance of learning about the blocked memories, although more powerful magic such as *mind probe, legend lore, contact other plane* and so on are not blocked by the *amnesia*.

ANIMUS

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Close (25ft. +5 ft/2 levels)
Target: One person
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell infects targets with a seething resentment and hostility toward any object, creature, group or idea the caster desires. Resulting behavior is dependent on the alignment and personality of the subject and the nature of the encounter.

AROMATIC FRAGRANCE

Illusion (Figment)
Level: Sor/Wiz 1
Components: V, S, F
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)

Effect: Odorous figment which cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level
Duration: Concentration
Saving Throw: Will disbelief
Spell Resistance: No

This simple spell simulates any one particular scent the caster desires. Whether the stench of rotting flesh or the sweet aroma of lilacs, any smell can be simulated with this spell. This spell can foil animals that track with scent and even discourage such animals from entering a certain area. Conversely the caster could choose to create an aroma of fresh blood or meat to distract or even attract hunting animals and monsters. If used to mask a scent from a tracker using olfactory senses (i.e. dogs and the like), the tracker must make a Wilderness Lore check with a DC equal to the DC of this spell to find the desired scent.

Arcane Focus: Flower petals.

Attention Disorder

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Area: 1 creature
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

This enchantment disrupts the subject's ability to concentrate. Combatants who are affected by this spell suffer a –6 circumstance penalty to attack rolls and lose their Dexterity bonus to Armor Class and saving throws. They also suffer a –4 circumstance penalty to initiative. Spell casters under this spell cannot memorize or prepare magic. Casting spells or using magic items while affected by this spell requires a Concentration check (DC 30). Subjects of this spell also cannot follow conversations, read, or do anything else requiring the slightest amount of concentration without passing a Concentration check (DC 20). Subjects must repeat this Concentration check every minute in which they attempt to focus their attention on anything.

Burden of Proof

Illusion (Glamer)
Level: Sor/Wiz 7
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: 1 creature
Duration: 1 hour/level
Saving Throw: Will negates or Will disbelief (see text)
Spell Resistance: Yes

This dastardly spell slightly alters the appearance of the subject, making him appear as though he is constantly lying. It does not alter what the subject says, rather it uses very subtle effects to add a tone of insincerity to his voice, a shiftiness to his eyes, an uncomfortable, slightly agitated manner to his posture, and so on. Anyone with whom the subject speaks will perceive these subtle social cues as a sure sign of a deception and will react accordingly.

Furthermore, this spell is very difficult to detect or discover. *Detect magic* spells reveal nothing unusual about creatures under this spell. A Spellcraft check (DC 27) will reveal that the subject is under some sort of very subtle magic, though the exact nature will not be revealed. Characters who speak with the subject and actively attempt to disbelieve may make a Will save to see through the illusion. Unwilling subjects can also make a Will save at the time of casting to negate the effects. If they fail that save, however, they cannot make another and are unaware of the spell's effect until someone tells them.

Canard

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: One person
Duration: 10 minutes/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell causes the subject to believe any one statement spoken immediately after the casting. Regardless of the outrageousness of the statement it will be believed completely by the subject. No amount of reasoning or cajoling will get them to see otherwise. When the spell ends the subject becomes aware of the ruse and knows he has been tricked.

Chaotic Communication

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Close (25ft. +5 ft/2 levels)
Targets: One creature/level, no two of which can be more than 30 ft. apart.
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell scrambles and unscrambles the subjects' words, allowing them to communicate clearly with each other, but preventing eves dropping. Only creatures that are affected by the same *chaotic communication* spell as the speaker can understand him. Subjects communicate in a language they know, such as common. However, their words sound like gibberish to everyone except other creatures that are under the same *chaotic communication* spell. *Comprehend languages* cannot decode *chaotic communication* but the *tongues* spell is effective.

Chronic Phobia

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 action
Range: Close (25ft. +5 ft/2 levels)
Target: One person
Duration: 1 day/level
Saving Throw: Will negates
Spell Resistance: Yes

As major phobia, except for the longer duration.

Cloudy Thoughts

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: 1 Creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell clouds the subject's mind, making him more vulnerable to enchantments and impairing spell casting ability. Those who fail their saving throw become dull witted and find it difficult to think clearly, suffering a –4 to all Will saves and Concentration checks. Furthermore, spell casters affected by this spell must make a Concentration check (DC 10 + spell level) to cast a spell.

Clumsy

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Close (25ft. +5 ft/2 levels)
Target: 1 creature
Duration: 1minute/level
Saving Throw: Will power negates
Spell Resistance: Yes

This spell causes the target creature to become hopelessly clumsy and begin fumbling around. Casters must succeed at a ranged touch attack to strike the target. Those who fail their saving throw suffer a –1d6 enhancement penalty to Dexterity, with an additional –1 per two caster levels (maximum additional penalty of –5). The subjects Dexterity score cannot be reduced below 1.

Coma

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 action
Range: Close (25ft. +5 ft/2 levels)
Target: One person
Duration: 1 day/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell causes subjects to fall into a deep sleep. Those who fail their saving throw collapse in a coma and cannot be wakened by any means other than *dispel magic, limited wish* and similar spells. *Remove curse* is ineffective against this spell. *Detect thoughts* reveals no information if used on a subject of this spell.
Characters in a coma are in danger of dying from dehydration and starvation (86 *DMG*).

Combat Link

Divination
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell gives the caster specific insight into the subject's mind. The caster can use this insight to his advantage when fighting with the subject. Casters gain a +4 insight bonus to their AC against all attacks from the subject. The caster is also aware of any spells or spell-like ability the subject uses, gaining a +4 insight bonus to his saving throws against all spells and spell-like abilities originating from the subject for the duration of the *combat link*. Non-thinking creatures such as constructs are immune to the effects of this spell. Furthermore, the caster also gains insight into how the subject attempts to defend himself. This grants the caster a +2 insight bonus to attack rolls.

If the subject is not involved in combat, the *combat link* functions in a manner similar to *detect thoughts*, providing the caster with knowledge of the subject's surface thoughts. However, unlike detect thoughts, the caster need not

concentrate to maintain the effect. One casting of *combat link* cannot be moved from one subject to another and *combat link* does not penetrate barriers as *detect thoughts* does.

Creeping Shadows

Illusion [Phantasm]
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Personal and 20-ft.-radius
Target: Caster
Duration: 1 round/level
Saving Throw: None and Will negates
Spell Resistance: No and yes

This spell creates one or more shadowy phantasms that interfere with the caster's opponents and help him fight. Any living creature that makes a melee attack against the caster suddenly perceives one or more shadowy figures creeping in its peripheral vision. Those who fail their saving throw believe the shadow is a real threat and divert some of their attention to it.

The *creeping shadows* distract and interfere with the opponent as per the aid another rules (135 *PHB*). The caster can choose each round whether the shadows grant him a +2 circumstance bonus to attack or Armor Class. Each *creeping shadow* must make an attack roll against AC 10 to provide this bonus each round. They make touch attacks with the caster's attack bonus.

The shadows also seem to flit on the edge of the opponent's vision and dart out of sight. To the opponent, the mysterious shadows seem to be making incredibly good Bluff and Hide checks to avoid being seen and attacked while they interfere with him. In reality, they are only phantasms of his mind. He can attempt to make opposed Sense Motive and Spot checks to see where the phantasms hide, but he will not succeed.

Attacks always miss *creeping shadows.* If the opponent attempts to ready an action to attack a *creeping shadow* before it interferes with him, he finds his attack misses and he is still distracted.

This spell can create one *creeping shadow* per 3 caster levels (maximum 5 shadows). New opponents can be designated by the caster as a free action each round.

For example, a 6th level caster would be aided by 2 *creeping shadows.* If he were attacked by 1 orc, both shadows would automatically begin interfering with that orc unless the caster directed otherwise, granting a total bonus of +4 to the casters attack rolls or AC.

Death Dance

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 8
Components: V, S
Casting Time: 1 action
Range: Medium (100ft+ 10ft/ level)
Area: 30-ft.-radius spread
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell compels the subjects to begin thrashing around, violently throwing their bodies into dangerous objects and twisting in painful contortions. Creatures affected by *death dance* inflict 1d8 points of subdual damage upon themselves each round they spend thrashing around. Dancing creatures cannot fight, though they may slam into anyone near them, inflicting 1d8 points of subdual damage on anyone who gets in their way. Attacking a dancing creature requires a normal attack roll, though affected creatures cannot use the Dodge feat, shields, parry or fight defensively.

Death Dirge

Illusion (Audible Pattern) [Mind-Affecting]
Level: Sor/Wiz 8
Components: V, S, M
Casting Time: 1 action
Range: Medium (100ft+ 10ft/ level)
Area: Deathly music in 30-ft.-radius spread
Duration: 1 round
Saving Throw: See text
Spell Resistance: Yes

This spell creates a terrible song of death. The music of the *death dirge* automatically slays creatures of 2 HD or less. Creatures with 3-5 HD must make a Will save or be slain. Creatures with 6 or more HD must make a Will save or suffer –4 morale penalties on all saving throws and combat rolls for as long as they remain in the spell's area and for a 1d4 minutes afterwards.

Material Component: Scraps of a bloodstained battle-flag.

Delirium

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Close (25ft. +5 ft/2 levels)
Target: 1 creature
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell afflicts subjects with a combination of hallucinations and misguided thoughts. Commonly,

hallucinations caused by this spell are subtle things like insincerity in their companions behavior, sinister shadows lurking in the twilight, babbling streams that seem to actually be speaking, and so on. The misguided thoughts are often of a paranoid or suspicious nature. Furthermore, this spell impedes perception-based skills including Animal Empathy, Appraise, Diplomacy, Gather Information, Heal, Hide, Intuit Direction, Listen, Read Lips, Move Silently, Scry, Search, Sense Motive, Spellcraft, Spot, and Wilderness Lore. Subjects of this spell suffer a –4 circumstance penalty to these skills.

Delusion

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Close (25ft. +5 ft/2 levels)
Target: 1 creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Subjects of this spell suffer from minor hallucinations and slightly distorted thoughts for the duration. *Delusion* hobbles any perception-based skills including Animal Empathy, Appraise, Diplomacy, Gather Information, Heal, Hide, Intuit Direction, Listen, Read Lips, Move Silently, Scry, Search, Sense Motive, Spellcraft, Spot, and Wilderness Lore. Subjects of this spell suffer a –2 circumstance penalty to these skills.

Disperse

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 action
Range: Medium (100ft+ 10ft/ level)
Area: 30-ft.-radius +10 ft/ level
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell causes affected creatures to take double move actions and travel away from each other in random directions for the duration of the spell. *Disperse* effects 5 HD of creatures per level of the caster beginning with the lowest HD creatures first. Dispersing creatures will not wander into obviously dangerous situations or places. Any creature that is attacked while under this spell is immediately released from the effects.

Drowsy

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Close (25ft. +5 ft/2 levels)
Target: One creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

Drowsy causes subject to become extremely tired but does not cause them to sleep, although they may choose to do so on their own. The lethargy induced by this spell causes a –1 penalty to the subject's attack rolls and a –2 to their Dexterity ability score with all relevant effects to AC, skills and so on applied.

Dumbness

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Close (25ft. +5 ft/2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

Subjects of this spell suffer 1d6 points of permanent damage to all three of their mental ability scores (Intelligence, Wisdom and Charisma).

Encumbering Load

Illusion (Phantasm)
Level: Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25ft. +5 ft/2 levels)
Target: 1 creature
Duration: 10 minutes/level
Saving Throw: Will disbelief
Spell Resistance: Yes

This spell causes the recipient to feel as though a great weight is upon their shoulders. The *encumbering load* weighs 25 lb. per level of the caster. If this spell causes the recipient's encumbrance to exceed heavy caring capacity, he loses all Dexterity bonuses and can only move 5 feet per round.

Material Component: 1 ounce of lead.

Faces

Illusion (Glamer)
Level: Sor/Wiz 4
Components: V, S

Casting Time: 1 action
Range: Personal
Target: Caster
Duration: 10 minutes/level

This powerful illusion allows the caster to duplicate the visual and auditory characteristics of anyone he knows. He can replicate their appearance and voice so well that only magic can detect the deception. A Sense Motive check (DC 30) made by someone who knows the person being imitated will reveal that something is amiss. The caster can also choose to select a random appearance that is simply different from his own, rather than an impersonation. This spell also adds a +12 circumstance bonus to all Disguise checks made by the caster. Furthermore, a single casting of this spell can be used to replicate several different personages. Once the spell is cast, the caster can concentrate for 1 round and alter the depiction of the *faces* spell.

Fade

Illusion (Glamer)
Level: Sor/Wiz 2
Components: V
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

This spell helps the subject blend into shadows by dulling the colors of his clothes and skin and shrouding him in shadows. This spell adds a +8 circumstance bonus to the subject's Hide checks. Unlike *invisibility*, this spell continues to function even if the recipient attacks or otherwise voluntary reveals himself.

Fearless

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Close (25ft. +5 ft/2 levels)
Area: 20-ft.-radius sphere
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Subjects of this spell become immune to moral based penalties as well as magical fear of 4th level or less.

Fumble

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: Creature touched
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

This spell causes the target creature to make a Will saving throw or drop whatever it is holding in it's hands.

Hesitate

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Medium (100ft+ 10ft/ level)
Target: 1 creature
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell causes the target creature to briefly pause before every action they take. *Hesitate* negates any Dexterity bonus to the target's Armor Class and Reflex saving throws. Furthermore, this spell also imposes an additional –4 circumstance penalty to the subject's initiative rolls. It also imposes a –2 penalty on attack rolls. Subjects of this spell also cannot use the Dodge feat or any other feat that Dodge is a prerequisite for.

Hysteria

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Medium (100ft. +10 ft/ level)
Target: One person
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

Subjects of this spell become completely unglued and begin displaying severe emotional distress. Extremely irrational thoughts seize the subject's mind and he begins running amok as if in an uncontrollable panic. Rather than fleeing however, the subject runs in random directions and changes course each round. Use the Grenade-like Weapons diagram (138 *PHB*) to determine which direction the subject runs at the beginning of each turn. The subject will run headlong into even the most dangerous situations. Hysterical characters might run off the edge of a cliff or even straight into a burning building. If they do not accidentally run into an extremely damaging situation, hysterical characters still inflict 1d6 points of subdual

damage upon themselves as they stumble frantically over debris and impediments (trees, furniture, friends, themselves etc.).

Insanity

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 7
Components: V, S
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: yes

The enchanted creature suffers from a random effect determined from chapter 3 of this book. Consult Table 3-1: Insanity.

Insomnia

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Close (25ft. +5 ft/2 levels)
Target: One person
Duration: 1d6 hours +1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell renders victims unable to sleep for the duration of the spell.

Labyrinthine Conundrum

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Close (25ft. +5 ft/2 levels)
Target: One person
Duration: 10 minutes/level
Saving Throw: Will negates
Spell Resistance: Yes

This diabolical spell tricks the victim's mind into contemplating an abstract intellectual problem that completely preoccupies him. Those who fail their saving throw will do nothing but contemplate the *conundrum* until the spell ends. Furthermore, the spell is contagious. Anyone who speaks to someone under this spell must also make a saving throw or they too will be drawn into contemplation as the subject explains the *conundrum*. When the spell ends, the subject(s) is (are) unaware that any magic has been affecting their thoughts.

If someone under this spell is attacked, the spell is broken.

Lucid Tones

Illusion (Audible Pattern) [Mind-Affecting]
Level: Sor/Wiz 3
Components: V, S, M
Casting Time: 1 action
Range: Medium (100ft+ 10ft/ level)
Area: Hypnotic music in a 15-ft.-radius spread
Duration: Concentration +3 rounds
Saving Throw: Will negates
Spell Resistance: Yes

A harmonious melody permeates the area, mesmerizing creatures that hear it. Roll 2d4 +2 per caster level to determine the total number of HD affected (maximum +14). Creatures with the fewest HD are affected first; and among creatures with equal HD, those closest to the spell's point of origin are affected first. Hit dice of this spell that are not sufficient to affect a creature are wasted. Affected creatures do nothing but listen intently to the music. This spell is automatically broken if subjects are attacked.

Material Component: A musical instrument worth at least 10 gp.

Major phobia

Enchantment (Compulsion) [Mind-affecting]
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Close (25ft. +5 ft/2 levels)
Target: One creature
Duration: 2 hours/level
Saving Throw: Will negates
Spell Resistance: Yes

As minor phobia, except that this spell does not allow for subsequent saving throws. Failure of the initial saving throw indicates an automatic phobic reaction with no chance to avoid it.

Masquerade

Illusion [Glamer]
Level: Sor/Wiz 9
Components: V, S
Casting Time: 1 action
Range: Close (25 ft.+5 ft./2 levels)
Target: 1 creature/level
Duration: 1 hour/level
Saving Throw:
Spell Resistance: Yes

This spell causes the subjects' thoughts, alignments, magical auras, appearance and identity to be concealed

behind a powerful illusion. *Masquerade* affects one subject per caster level (maximum 25), granting them a new appearance and a new profile as detected by several divination spells. The subjects' true identities are protected from all forms of scrying, *trueseeing*, divination and detection by this spell. Rather than blocking scry and detection attempts, *masquerade* provides diviners with false images and information as determined by the caster of *masquerade*. Only powerful spells such as *disjunction, miracle* and *wish* can break the concealment of *masquerade.* Antimagic fields will also suppress a *masquerade.*

The subjects' appearance, auditory aspects, and tactile aspects can be altered with this spell. For example, a heavily armored character could be made to look, sound and feel as though he were wearing plain clothes. The subjects' size can be made to appear one category larger or smaller that it actually is. Alignments can also be masked with this spell, as can "surface thoughts" detected by such spells as *detect thoughts*. Subjects are also concealed from *detect magic* spells, appearing completely non-magical. Subjects of this spell cannot be targeted by a *true strike* effect, nor can they be studied via *legend lore.*

Mass Hysteria

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 6
Range: Medium (100ft. +10 ft/ level)
Targets: One creature/level, no two of which can be more than 30 ft. apart.

As *hysteria* except that it can affect more creatures.

Mind Probe

Divination
Level: Sor/Wiz
Components: V, S
Casting Time: 1 action
Range: Close (25ft. +5 ft/2 levels)
Target: 1 creature
Duration: Concentration, up to 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell allows the caster to seek out thoughts and information from a subject's mind. Subjects are aware of the mental invasion but are helpless to block their thoughts from being exposed to the caster. However, they may attempt to move out of range or even attack the caster.

The caster may learn the answer to one question per round. This knowledge is imparted upon the caster in the form of mental impressions. The caster need not speak the language of the subject to understand his thoughts. Anything the subject has forgotten is inaccessible to the caster.

Some things that are normally blocked from the subject's conscious memory can be found with this spell. The blackouts associated with some mental disorders and lycanthropy can be penetrated, bringing to light the character's hidden memories and behavior.

Creatures that are protected by *mind blank* are immune to this spell.

Momentary Lapse of Reason

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 2
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft + 5ft/2 levels)
Target: 1 creature
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

Creatures affected by this spell become somewhat confused and sluggish. Affected creatures may only take partial actions for the duration.

Arcane Focus: A pinwheel.

Narcolepsy

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Close (25ft. +5 ft/2 levels)
Target: One person
Duration: 1 hour/ level
Saving Throw: Will negates (see text)
Spell Resistance: Yes

This spell causes subjects to suffer from repeated bouts of sudden, deep sleep. Those affected by this spell must make a Will save every round at a cumulative penalty of –1 until they fall asleep. Once asleep they will remain so for 10 minutes per level of the caster. Sleeping subjects can only be wakened through several rounds of extreme prodding and noise. Pain will also rouse a sleeping narcoleptic. Upon waking the subject will function normally for 5 minutes. After which time he must begin making Will saves at a cumulative penalty of –1 each round until he falls asleep again. This cycle will continue throughout the duration.

Normalcy

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 7
Components: V, S
Casting Time: 1 action
Range: Touch and 60-ft.-radius

Target: Creature touched and all creatures within 60 ft.
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

Normalcy causes the subject to radiate a powerful type of enchantment that affects the behavior and memories of anyone he encounters. Creature who come within 60 feet of the subject and fail their saving throw pay absolutely no undue attention to the subject and think he is completely normal in appearance, place and activity. As long as the subject doesn't deliberately engage in attention getting behavior, such as direct conversation or combat, *normalcy* will keep all other living creatures from becoming suspicious of the subject.

Furthermore, after encountering a subject of *normalcy*, those who failed their saving throw will remember almost nothing about the subject.

Anyone the subject speaks directly with may make a second saving throw to avoid these effects. If the subject ever attacks or is attacked, the *normalcy* ends.

Numbness

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 4
Components: V, S
Casting Time: 1 action
Range: Close (25ft. +5 ft/2 levels)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

Subjects of this spell suffer 1d6 points of permanent damage to all three of their physical ability scores (Strength, Dexterity, and Constitution). Note that this is a mind-affecting spell that damages physical abilities. This means that *numbness* damages the subject's nervous system, impeding his mind's ability to control his body.

Phobia

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 1
Components: V, S
Casting Time: 1 action
Range: Close (25ft. +5 ft/2 levels)
Target: One person
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell temporarily afflicts victims with a phobia of the caster's choice. Those who succeed at the saving throw are unaffected. Failing the saving throw indicates the target must make a second Will save every time they encounter the selected object of fear for the duration of the spell. Failure of this second saving throw indicates an intense, fear-like reaction in the subject. Those experiencing a phobia are panicked (85 *DMG*) and will do everything they can to get away from the object of their fear. They believe, however irrationally, that their lives are in immediate danger and will insist on staying at a "safe distance" from the object. Depending on the selected phobia, this "safe distance" could be anywhere from a few feet to as far a possible. If they are unable to avoid the phobic object they will begin to cower. Cowering creatures may take no actions, loose their Dexterity bonus to AC and suffer an additional – 2 AC.

Almost any object or creature type can be selected as the object of fear by the caster. Common phobias include sharp objects, water, spiders, snakes, heights, undead, open spaces, enclosed spaces, males, females, specific races, and so on.

Subjects can not be made phobic of themselves, personally. For example, a human male fighter could be made phobic of sharp objects (including his own sword) or phobic of males (other men but not himself personally) or phobic of humans (other humans, not himself).

Phobic individuals will not fight with creatures they are afraid of. Nor will they fight with someone using an object they are afraid of.

Permanent phobia

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 7
Components: V, S
Casting Time: 1 action
Range: Close (25ft. +5 ft/2 levels)
Target: One person
Duration: Permanent
Saving Throw: Will negates
Spell Resistance: Yes

As *major phobia*, except for the permanent duration. This spell can only be reversed by a *wish*, *limited wish* or similar magic.

Purple Haze

Conjuration (Creation)
Level: Sor/Wiz 7
Components: V, S
Casting Time: 1 action
Range: Medium (100ft+ 10ft/ level)
Target: 10-ft.-cube/level
Duration: 1 round/level
Saving Throw: See text
Spell Resistance: Yes

This spell fills the area with a cloud of billowing purple smoke that obscures all vision, including dark vision beyond 5 feet. Creatures in the area gain a 20% miss chance against all melee attacks made within 5 feet and a 50% miss chance against all attacks made from 10 feet away or more. The smoky haze is also quite intoxicating. Any living creature within the haze must make a Fortitude check or begin reeling in a hallucinogenic nightmare. Those who succeed at the check but do not leave the area must check each round until they either leave the area, succumb to the spell, or the spell ends. Those subjects who fail their save are confronted with 1d3 phantasmal killers. These hallucinations function just as the *phantasmal killer* spell, (235 *PHB*) except that they cannot be turned upon the caster.

Peal of Madness

Evocation (Sonic)
Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 action
Range: Medium (100ft+ 10ft/ level)
Area: 20-foot radius spread
Duration: Instantaneous
Saving Throw: Will partial
Spell Resistance: Yes

This terrible spell renders victims deaf and perhaps insane as it creates an ear-piercing wail. Any creature within the area that fails its saving throw suffers permanent deafness, 1d6 points of sonic damage as blood pours from its ears, and must make a Will save or become insane for 2d6 rounds. (see Chapter 3 for rules on insanity).

Rallying Cry

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 8
Components: V, S
Casting Time: 1 action
Range: Medium (100ft+ 10ft/ level)
Target: 50-ft.-radius spread
Duration: 1 round/level
Saving Throw: Will negates (see text)
Spell Resistance: Yes

With this spell the caster compels all in the area to aid him in his cause. Affected creatures will do everything they can to help and protect the caster. This spell affects lowest hit dice first, automatically converting creatures of 4 HD or less to the caster's cause. Creatures of 5-7 HD may attempt a Will saving throw at –2 to avoid the effects. Creatures of 8 HD or more receive no penalty to their saving throw.

Somnolent Slumber

Enchantment (Compulsion) [Mind-Affecting]
Level Sor/Wiz 2
Components:
Casting Time: 1 action
Range: Medium (100ft+ 10ft/ level)
Target: One person
Duration: 2d4 rounds
Saving Throw: Will negates
Spell Resistance: Yes

Subjects of this spell must make a Will saving throw or fall into a deep sleep for 2d4 rounds. During this time the sleeping individual cannot be wakened by any normal means. Only *dispel magic* or more powerful magic can wake the victim.

Stumble

Enchantment (Compulsion) [Mind-Affecting]
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 action
Range: Close (25ft. +5 ft/2 levels)
Target: 1 creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

This spell can only be cast on a creature that is in motion. As long as the target creature is walking, running, crawling or jumping but not slithering, it must make a Will saving throw or fall down. Stumbled creatures are considered kneeling, not prone, but must still take a move equivalent action to regain their footing.

Volume

Transmutation
Level: Sor/Wiz 2
Components: V, S, F
Casting Time: 1 action
Range: Long (400 ft. + 40 ft./level)
Target: 15-ft.-radius emanation centered on a creature, object, or point in space
Duration: 1 minute/level
Saving Throw: Will negates or none
Spell resistance: Yes or no

This spell manipulates the sonic vibrations in the area, altering the noise level. Casters may choose to increase the noise level by as much as 200% or decrease it by as much as 99%. Note that complete silence cannot be achieved with this spell. Casters may alter the noise level once per round as a move equivalent action.
The spell can be centered on an object, creature or point in space. If targeted on a creature, that creature may make a Will save to avoid the effects.

Arcane Focus: A small cone.

Wall of Sleep

Conjuration (Creation)
Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 action
Range: Close (25ft. +5 ft/2 levels)
Effect: Wall whose area is up to one 10-ft. square/level or a sphere or hemisphere with a radius up to 1 ft./level.
Duration: 1minute/level
Saving Throw: Will negates
Spell resistance: Yes

A *wall of sleep* is a slightly opaque, shadowy area which induces magical sleep on anyone entering it. Anyone who succumbs to the spell sleeps for the duration of the wall plus another 3d6 rounds after the wall dissipates, even if they are dragged clear of the area. The only way to wake someone from this sleep sooner is by causing them physical damage. Every time a sleeping victim of this spell receives more than 5% of his maximum hit points in damage they may make another saving throw against the original DC of the wall with a +1 to their roll for each point of damage they received beyond 5. A successful *dispel magic* will also remove this sleep.

Chapter 5: Prestige Classes

Dream Weaver

Dream weavers are mystics who travel between the realms of dreams and wakefulness. They have learned to master the chaos of dreams and can blur the border between the two worlds. Dream weavers can also invade the dreams of others and they can travel to the Dream World while awake. They are masters of illusions and deception, always manipulating reality to suit their needs.

NPC dream weavers are usually members of secret organizations who police the borders of the Dream World, keeping the two worlds separate. They also travel throughout the Dream World, making sure dreamers don't stay too long or become too comfortable.

Hit Die: d6

Requirements

Alignment: Any
Concentration: 6 ranks
Knowledge (planes): 3 ranks
Will Save: +4
Spells: Ability to cast 2nd level arcane spells
Special: Ability to sleep and dream

Class Skills

The dream weaver's class skills (and the key ability for each) are Bluff (Cha), Concentration (Con), Disguise (Cha), Knowledge (planes), Listen (Wis), Perform (Cha), Profession (herbalist) (Wis), Scry (Int), Sense Motive (Wis), and Spot (Wis).

Skill points at each level: 4+ Int modifier.

Class Features

The following are all class features of the dream weaver.

Weapons and Armor: Dream weavers gain no special weapon or armor proficiencies.

Lucid Dreaming: Dream weavers automatically gain this feat at 1st level (see sidebar for details).

Summon Nightmare Creature: Whenever a dream weaver summons a creature with a *monster summoning* spell, he summons a "nightmare creature" instead. This creature is selected from the list of summoned creatures normally, but it has the nightmare template added to it (see below for the nightmare template). If the summoned creature already has a template such as "fiendish" replace it with the nightmare template.

Dream Shape: At 2nd level, a dream weaver can touch a sleeping creature and influence its dreams with his Lucid Dreaming feat without entering the creature's dreams. To do this, the dream weaver must make a Concentration check opposed by a Will save made by the sleeper. If the dream weaver wins, he has gained access to the sleeper's dreams. If he fails, he cannot attempt to invade that creature's dreams again until it wakes and returns to sleep once more.

Dream Phase: At 4th level, the dream weaver gains the ability to enter the Dream World while he is awake. Furthermore, he can enter the dreams of any sleeping creature within 120 feet of him. When he does this, he disappears from the Material Plane and enters the Dream World. If he chooses to invade a creature's dreams, he must make a Concentration check opposed by a Will save made by the sleeper. If the dream weaver wins, he has gained access to the sleeper's dreams. If he fails, he cannot attempt to invade that creature's dreams again until it wakes and returns to sleep once more.

Dream Shift: The dream weaver and all creatures within 60 feet of him are instantly transported to the Dream World. They remain there for 1 round per level of the dream weaver or until the dream weaver ends the effect. Unwilling creatures can attempt a Will saving throw to avid this shift (DC = 10 + spell level + the dream weaver's Charisma modifier). Dream weavers may begin using this ability once per day at 6th level.

Dream Message: At 8th level, dream weavers gain an innate spell-like ability to simulate the effects of the *dream* spell (198 *PHB*). They may use this ability once per day.

Projection: Once per day at level 10th level, the dream weaver gains the ability to project an image of himself into the same plane he is currently on. This ability is in all ways similar to the spell *project image* (239 *PHB*).

Spells: A dream weaver has the ability to cast a certain number of spells each day, according to his class and level. To cast a spell, the dream weaver must have a Charisma score equal to 10+ the spell level. A dream weaver's bonus spells are based on Charisma (DC = 10 + spell level + the dream weaver's Charisma modifier). An entry of 0 in the chart indicates the dream weaver gains only bonus spells at the indicated level (a dream weaver without bonus spells for that level cannot cast spells of that level). The dream weaver's spell list appears below. A dream weaver can choose which to prepare, in the same way a cleric does.

1st—**aromatic fragrance, cause fear, change self, *clumsy, *delusion, *drowsy, hypnotism, protection from law, silent image, summon monster I, sleep, ventriloquism.*

2nd—*blur, *cloudy thoughts, *encumbering load, enthrall, *fade, hideous laughter, hypnotic pattern, invisibility, mirror image, minor image, random action, scare, shatter, *Somnolent Slumber, summon monster II, undetectable alignment.*

3rd—*blink, *chaotic communication, charm monster, confusion, *creeping shadows, *delirium,*

*displacement, emotion, fear, freedom of movement, haste, illusory script, lesser geas, *lucid tones, major image, magic circle against law, *narcolepsy, nondetection, protection from elements, suggestion, summon monster III.*

4th—*break enchantment, chaos hammer, dimension door, dominate person, *faces, false vision, hallucinatory terrain, improved invisibility, *Labyrinthine Conundrum, mislead, modify memory, mind fog, phantasmal killer, rainbow pattern, shout, spell immunity, summon moster IV.*

* Spells marked with an asterisk can be found in Chapter 4.

NIGHTMARE CREATURE

Nightmares are malicious creatures from the realm of dreams. When summoned to the Material Plane, they often resemble their natural world counterparts, though they are often larger and more terrible in appearance.

CREATING A NIGHTMARE CREATURE

"Nightmare" is a template that can be added to any creature. The creature's type changes to "outsider." It uses all the base creature's statistics and special abilities except as noted here.

Speed: Increased by +10 ft

Special Attacks: A nightmare creature retains all the special attacks of the base creature and also gains the following.

Aura of Fear (Sp): All nightmare creatures are surrounded by an aura of fear with a 20-ft.-radius. Opponents within the area must make a Will save (DC 12+ creature's Charisma modifier). Those who fail are shaken for the rest of their encounter with the nightmare creature (-2 morale penalty to attacks, weapon damage and saving throws). An opponent who succeeds at the saving throw is immune to that creature's aura of fear for 1 day.

Special Qualities: A nightmare creature has all the special qualities of the base creature, and also gains the following.

- Damage Reduction (see table below)
- SR equal to double the creature's HD (maximum 25).
- Sonic and electricity resistance (see the table below).
- *Fast Healing (Ex):* A nightmare creature heal 1 point of damage each round so long as it has at least 1 hit point.

Hit Dice	Sonic, electricity resistance	Damage Reduction
1-3	5	--
4-7	10	5/+1
8-11	15	5/+2
12+	20	10/+3

Saves: Same as the base creature +2
Abilities: Same as the base creature
Skills: Same s the base creature.
Feats: Same as the base creature
Climate/Terrain: Any
Organization: Same as the base creature
Challenge Rating: Up to 3 HD, as base creature; 4 HD to 7 HD, as base creature +1; 8+ HD, as base creature +2
Treasure: Same as base the creature.
Alignment: Same as base the creature.
Advancement: Same as base the creature.

Lucid Dreaming [General]
Characters with this feat may take control of their dreams and achieve astounding results. Dream weavers may use this feat in conjunction with their Concentration skill to influence and control the dreams of other creatures.
Prerequisites: Concentration 6 ranks
Benefit: Whenever a character with this feat is in the Dream World, whether awake or asleep, he may make Concentration checks to enhance his skills and abilities. He may also hinder and impede others and control the environment around him. Consult the table below for examples and difficulty.

Example	DC
Become conscious of sleep	5
Minor alteration (cosmetic changes to the scene, no game mechanic effect). Simulate 0-level spell	15
Moderate alterations (changes in terrain or physical abilities result in +2 circumstance bonus per alteration.) Simulate any 1st-2nd level spells	25
Major alteration (several creatures gain and lose minor abilities, individuals gain or lose major abilities such as *fly* and *haste*.) Simulate any 3rd and 4th level spell	35
Severe alterations (several creatures gain or lose major abilities, individuals gain or lose severe abilities such as *repulsion.*) Simulate any 5th or 6th level spell	45
Extreme alterations (several creatures gain severe abilities, individuals gain or lose extreme abilities such as *mind blank.)* Simulate any 7th and 8th level spell	55
Impossible alterations. Simulate any 9th level spell	65

Table 3-9: The Dream Weaver

Class Level	*Base Attack Bonus*	*Fort Save*	*Ref Save*	*Will Save*	*Special*	Spells per Day			
						1st	2nd	3rd	4th
1st	+0	+0	+0	+2	Lucid dreaming, summon nightmare creature	0			
2nd	+1	+0	+0	+3	Dream shape	1			
3rd	+1	+1	+1	+3		1	0		
4th	+2	+1	+1	+4	Dream phase	1	1		
5th	+2	+1	+1	+4		1	1	0	
6th	+3	+2	+2	+5	Dream shift	1	1	1	
7th	+3	+2	+2	+5		2	1	1	0
8th	+4	+2	+2	+6	Dream message	2	1	1	1
9th	+4	+3	+3	+6		2	2	1	1
10th	+5	+3	+3	+7	Projection	2	2	2	1

LUNATIC

The lunatic is constantly in the grip of bizarre thoughts and unpredictable emotions. His view of the world is terribly skewed and he suffers from several delusions. Lunatics often hear voices and see imaginary visions. They have a great deal of difficulty distinguishing between reality and fantasy and frequently act on their misperceptions.

The lunatic is exceptionally resistant to mind affecting spells and even has the ability to induce insanity in others. He can also explode in a murderous rampage that cannot be voluntarily stopped.

NPC lunatics are just as likely to be members of one class as another, with the exception of barbarians, who are slightly more inclined to madness. Monks and paladins are the least likely to become lunatics due to the alignment restriction.

Hit Die: d8

REQUIREMENTS

To qualify to become a lunatic, a character must fulfill all the following criteria.

Alignment: Any chaotic.

Concentration: 2 ranks

Charisma: 13+

Special: Must be suffering from some sort of insanity (see Chapter 3). If the character is ever cured of his insanity he losses all abilities of this prestige class until he again becomes insane.

CLASS SKILLS

The lunatic's class skills (and the key ability for each) are Animal Empathy (Cha), Bluff (Cha), Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Sense Motive (Wis), and Spot (Wis).

Skill Points at Each Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the lunatic prestige class.

Weapons and Armor: The lunatic gains no particular weapon or armor proficiencies when he is calm. However, when in a state of rampage, the lunatic can use any melee or thrown weapon without suffering non-proficient penalties.

Rampage (Ex): At 1st level the lunatic gains the ability to enter a state of uncontrollable rage. This ability is similar to the barbarian rage ability but is more extreme and uncontrollable. When on the rampage, a lunatic gains a +6 bonus to Strength, +6 bonus to Constitution, and +3 morale bonus to Will saves. He also suffers a –2 penalty to AC.

Unlike barbarian rage however, a rampage cannot be initiated or stopped voluntarily. A rampage might be triggered whenever a lunatic becomes stressed. Combat is the most common trigger of a rampage, but DMs may rule that any other stressful situation might cause a rampage. Typically, the lunatic can resist flying into this rampage with a Will save (DC 10+ 1 per previous check), though he can always choose to fail this save on purpose. Once this fit of madness begins, the lunatic is helpless to stop it and will continue attacking any and all creatures in the vicinity (including allies) until he is fatigued, restrained or killed. While in a rampage the only class skills a lunatic can use are Climb, Intimidate, Jump, and Listen.

Freakish Ability (Su): Starting at 2nd level, lunatics gain a +2 circumstance bonus to all rolls during phases of the full moon.

Maddening Thoughts (Ex): Anyone who tries to read the mind of a lunatic is exposed to a horrifying confusion of thoughts that swirl in the lunatic's head. Anyone using *detect thoughts mind probe*, or any other spell that reveals the lunatic's thoughts must make a Will save (DC 10+ the lunatic's prestige class level + the lunatic's Charisma modifier) or be stunned and reeling for 1d6 rounds. Those who succeed at this saving throw perceive the lunatic's thoughts to be nothing more than incomprehensible nonsense.

Cause Insanity (Su): Upon reaching 5th level, the lunatic is able to afflict one subject at a time with

madness. To do this, the lunatic must be able to communicate with the subject. The subject must also have an Intelligence score of at least 3. The lunatic must have an uninterrupted conversation with the subject for 1 minute, after which time the subject must make a Will save (DC 10+ the lunatic's prestige class level + the lunatic's Charisma modifier) or become insane for 1 hour per class level of the lunatic. The lunatic may do this at will.

Lucid Moments (Ex): The character is able to ignore the effects of his insanity for short periods of time and behave as though he were sane. These lucid moments can be maintained for a number of rounds equal to the lunatic's Wisdom modifier. Lunatics may use this ability once a day at 3rd level, twice a day at 6th level and three times a day at 9th level.

Intimidating Visage (Ex): Upon reaching 4th level, the twisted thoughts of the lunatic begin to show on his face and his erratic impulses becomes evident in his body language, causing him to gain a +2 circumstance bonus to all Intimidate checks. At 8th level, this increases to +4.

Cackle (Ex): Upon reaching 3rd level, the lunatic can emit a spine chilling, mind bending laugh that affects all living creatures within 60 feet who hear it. Any living creature hearing this mirth must make a Will save (DC 10+ the lunatic's prestige class level + the lunatic's Charisma modifier) or become insane for 2d6 minutes (See Chapter 3). This ability is a standard action that may be used once per day.

Insane Clarity (Su): Upon reaching 7th level the lunatic gains the permanent ability of *true seeing*. This ability is in all ways similar to the spell of the same name (267 *PHB*). Note that this does not negate the delusions and false perceptions caused by the lunatic's mental condition.

Mass Insanity (Su): Once per day at 9th level, a lunatic can speak words of madness to a crowd, inciting them to deranged behavior. This ability affects all creatures that are within 60 feet of the lunatic and who can hear and understand his language. All such creatures must make a Will save (DC 10 + the lunatic's class level + the lunatic's Charisma modifier) or become insane for 2d6 hours. The lunatic must speak continuously to his listeners for 1 minute to affect them with this ability.

In Another World (Ex): The mind of a lunatic becomes increasingly difficult to reach with mind-affecting spells as he advances in level. At 2nd level, lunatics gain a +2 circumstance modifier to al saving throws made against mind-affecting spells and spell-like abilities. At 5th level, this increases to +4 and at 8th level it increases to +6.

Gaze of Confusion (Su): At 10th level, lunatics gain a gaze attack that causes opponents to become affected by the spell *confusion* (PHB) for 2d6 rounds (DC 10+ the lunatic's prestige class level + the lunatic's Charisma modifier). This gaze attack can be used for up to ten rounds each day. These rounds do not need to be consecutive, the gaze may be initiated and ended by the lunatic as a free action as many times as he desires, so long as the gaze is not active for more than ten total rounds each day. It otherwise functions in all ways as a standard gaze attack (77 *DMG*).

TABLE 3-1: THE LUNATIC

Class Level	*Base Attack Bonus*	*Fort Save*	*Ref Save*	*Will Save*	*Special*
1st	+0	+2	+0	+2	Maddening thoughts, rampage 1/day
2nd	+1	+3	+0	+3	Freakish ability, in another world +2
3rd	+2	+3	+1	+3	Cackle 1/day, lucid moments 1/day
4th	+3	+4	+1	+4	Intimidating visage +2, rampage 2/day
5th	+3	+4	+1	+4	Cause insanity, in another world +4
6th	+4	+5	+2	+5	Cackle 2/day, lucid moments 2/day
7th	+5	+5	+2	+5	Insane clarity, rampage 2/day
8th	+6	+6	+2	+6	Intimidating visage +4, in another world +6
9th	+6	+6	+3	+6	Mass insanity, lucid moments 3/day
10th	+7	+7	+3	+7	Gaze of confusion, rampage 3/day

MENTALIST

Mentalists are the learned scholars who study insanity from the sane point of view. Seeking out lunatics and other victims of insanity, these people work to cleanse society of madness.

The mentalist has unique insight into the minds of others. He is able to determine personalities and manipulate them to suit his wishes. Mentalists can exercise a great deal of power and influence over others through their supernatural and spell-like abilities.

NPC mentalists are often engaged in tracking down and apprehending lunatics. They may also be involved in some sort of research or information gathering.

Hit Die: d6

REQUIREMENTS

To qualify to become a mentalist, a character must fulfill all the following criteria.

Alignment: Any non-chaotic

Concentration: 5 ranks

Sense Motive: 5 ranks
Knowledge (psychology): 7 ranks
Feats: Dream Analysis

Class Skills

The mentalist's class skills (and the key ability for each) are Alchemy (Int), Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Innunendo (Wis), Intimidate (Cha), Knowledge (psychology) (Int), Profession (herbalist) (Wis), Search (Int), Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

Analyze Psyche (Ex): At 1st level, the mentalist is able to psychologically analyze any creature he encounters that has an Intelligence greater than 2. To do this, the mentalist must observe or interact with the creature for 3 rounds and make a Sense Motive check (DC 20). If the subject is attempting to bluff the mentalist, use the subject's Bluff check for the DC instead. If successful, the mentalist learns the creature's Intelligence score, alignment, and primary personality type (if any). With this information he can attempt a Knowledge (psychology) check (DC 20) to deduce the creature's surface thoughts.

Hypnotism (Su): This ability functions like the spell *hypnotism* (215 *PHB*), except as noted here. The number of HD affected is always twice the mentalist's class level. Mentalists may use this ability a number of times per day equal to their Charisma modifier.

Will Bonus: Mentalists have powerful wills and receive a +2 bonus to all Will saving throws.

Negate Mind-Affect (Sp): Mentalists may attempt to dispel any single mind-affecting spell effect that is active within 60 feet of them. This ability functions just as if the mentalist had cast *dispel magic*. However, it only applies to mind-affecting spells and spell-like abilities. The mentalist's caster level is equal to his total character level. Mentalists may use this ability a number of times per day equal to their Charisma modifier.

Mentalists of 5th level gain a +2 circumstance bonus to their opposed caster level roll when using this ability.

Suggestion (Sp): At 2nd level, mentalists gain the ability to cast *suggestion* (257 *PHB*) as a spell-like ability once per day. Every other level thereafter this rate increases by one to a maximum of five times a day at 10th level.

Emotion (Sp): Upon reaching 3rd level, the mentalist can affect one creature he has analyzed with a powerful emotion. This emotion persists for 1 minute per class level of the mentalist and is language dependent. It otherwise functions in the same way as the spell *emotion* (199 *PHB*). Mentalists may use this ability a number of times per day equal to their Charisma modifier.

Attitude Adjustment: At 5th level, mentalists gain the ability to manipulate the attitudes of people they have analyzed, changing the way they feel about various people, places, activities, and objects. This change alters the subject's attitude one step according to the tables below. Mentalists can cause someone who is unfriendly towards a particular person to either hate that person or feel neutral towards them. This attitude change is permanent, although it may be changed by various situations at a later time. For example, a wizard whose attitude is adjusted to prefer melee will be eager to get into combat. However, after trying it once or twice he may learn what a foolish idea that was and change his mind again.

This ability can also be used to manipulate the subject's feelings regarding various activities such as using magic, or performing physical labor. It can also affect the subject's attitude towards objects such as their personal possessions or the possessions of others.

Using this ability is a full-round action and requires that the subject be able to hear and understand the words of the mentalist. Subjects must make a Will save (DC 10 + the mentalist's modifier + the mentalist's class level). Mentalists may use this ability a number of times per day equal to their Charisma modifier.

Attitudes about People and Places

Attitude	Means	Possible Actions
Hostile	Takes risks to hurt the person in question	Attack, interfere, berate, flee
Unfriendly	Wishes ill upon the person in question	Mislead, gossip, avoid, insult
Indifferent	Doesn't care	Socially expected interaction
Friendly	Wishes the person in question well	Chat, advise, offer limited help, advocate
Helpful	Takes risks to help the person in question	Protect, heal, aid

Attitudes about Activities

Attitude	Means	Possible Actions
Hostile	Refuses to participate in the activity in question	Flee, interfere, berate or attack
Unfriendly	Avoids and dislike the activity in question	Gossip, scoff at, avoid, ridicule.
Indifferent	Doesn't care	Socially accepted behavior
Friendly	Prefers or enjoys the activity in question	gladly participate, promote,
Helpful	Lives for the activity in question and will take risks to participate.	Eagerly rush into, often instigate or perpetuate, dwell on.

ATTITUDES ABOUT OBJECTS

Attitude	Means	Possible Actions
Hostile	Loathes and detests the object in question	Seek to destroy.
Unfriendly	Dislikes the object in question	Discredit, deface, sell or discard
Indifferent	Doesn't care	Socially acceptable behavior
Friendly	Prefers or admires the object in question	Advocate, attend to, help, purchase.
Helpful	Will take risks to preserve, protect and/or obtain the object in question	Pay high price for or steal, guard with life, refuse to part with.

Modify Memory: Mentalists of 6th level gain the ability to modify the memories of other creatures. This ability functions like the spell of the same name (230 *PHB*), except as noted here. This ability is language dependent, the subject must be able to hear and understand the words of the mentalist. The mentalists may use this ability a number of times per day equal to his Charisma modifier.

Cure Insanity: Mentalists of 7th level or higher are able to cure insanity. To use this ability, the mentalist must have an uninterrupted conversation with the subject for 1 minute. At the end of that time, the subject must make a Will save (DC 10 + the mentalist's Charisma modifier + the mentalist's class level). If he fails, he is cured of his insanity. Mentalists may use this ability once per day.

Nightmare (Su): Once per day, a mentalist can plant the seeds of a nightmare in a subject's mind by talking with them. This ability functions like the spell *nightmare* (232 *PHB*), except as noted here. Unlike the spell, mentalists need not name the subject nor must the subject be sleeping when the mentalists uses this ability. Instead, the mentalist must communicate with the subject for one full minute. When doing so, he plants subliminal fears in the subject's mind which surface the next time the subject sleeps.

Ego Crush (Ex): The mentalist can utter a phrase that causes one subject to reconsider his entire philosophy of life. Subjects who fail their Will save (DC 10 + the mentalist's class level + the mentalist's Charisma modifier) are stunned by the mentalist's phrase and can do nothing for 2d3 minutes. Those who make the Will save are only stunned for 2d3 rounds. This ability only affects creatures that can hear and understand the mentalist. Using the *ego crush* ability is a standard action. It has a range of 120 feet and does not provoke an attack of opportunity. One creature per use can be affected. Mentalists may use this ability one timer par day at 6th level and twice per day at 9th level.

Domination (Su): At 4th level the mentalist gains the ability to dominate people. This ability functions once per day, mimicking the effects of the spell *dominate person* (197 *PHB*). Mentalists can use this ability two times per day at 7th level, and three times per day at 9th level. Subjects must make a Will save to resist (DC 10 + the mentalist's class level + the mentalist's Charisma modifier).

Ultimate Domination: Upon reaching 10th level, the mentalist gains the ability to *dominate monsters* as per the spell of the same name (197 *PHB*). He may use this ability one time per day.

DREAM ANALYSIS [General]

Characters with this feat can analyze dreams and gain insights into current and future events.

Prerequisites: Sense Motive 4+ ranks, Knowledge (psychology) 4+ ranks

Benefit: Characters with this feat can make a Sense Motive check (DC 25) to determine the meaning of a creature's dreams. These dreams must be explained clearly to the analyst within at least 48 hours after they occur if any useful information is to be gleaned from them. Otherwise, the dreamer forgets too many small, but important, aspects of the vision to be useful.

The character may also attempt to analyze his own dreams, but this is more difficult (DC 30).

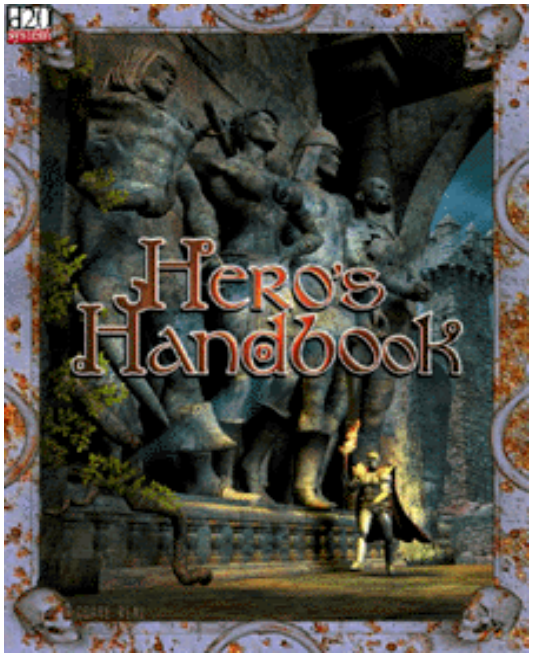
A successful check might reveal any random tidbit of useful information that pertains to the present or future of the dreamer. For example, a character that is struggling to solve a riddle might stumble upon the answer in his dreams, but fail to recognize it. If he explains his dream to a dream analyst, the analysts can discover and unravel the symbolic meaning of the dream. Dream Analysis can also reveal insights into information that the dreamer has no way of knowing, such as the events of a distant land. Additionally, creatures sometimes dream of events that have not yet occurred. In these cases, Dream Analysis will reveal that the dream is prophetic, but will not be able to determine when the symbolized events will transpire or exactly what they mean. Rather it will only be able to tell the general gist, such as "you are about to meet with tragedy."

Dreams that have been manipulated with the Lucid Dreaming feat reveal no useful information about anything, besides the fact that the dream was being influenced by outside forces.

TABLE 3-1: THE MENTALIST

Class Level	*Base Attack Bonus*	*Fort Save*	*Ref Save*	*Will Save*	*Special*
1st	+0	+0	+0	+2	Negate mind-affect, analyze psyche, hypnotism
2nd	+1	+0	+0	+3	Suggestion
3rd	+1	+1	+1	+3	Emotion
4th	+2	+1	+1	+4	Domination
5th	+2	+1	+1	+4	Attitude adjustment, negate mind-affect +2
6th	+3	+2	+2	+5	Ego crush 1/day, modify memory
7th	+3	+2	+2	+5	Cure insanity, domination 2/day
8th	+4	+2	+2	+6	Nightmare
9th	+4	+3	+3	+6	Ego crush 2/day, domination 3/day
10th	+5	+3	+3	+7	Ultimate domination

The Hero's Handbook



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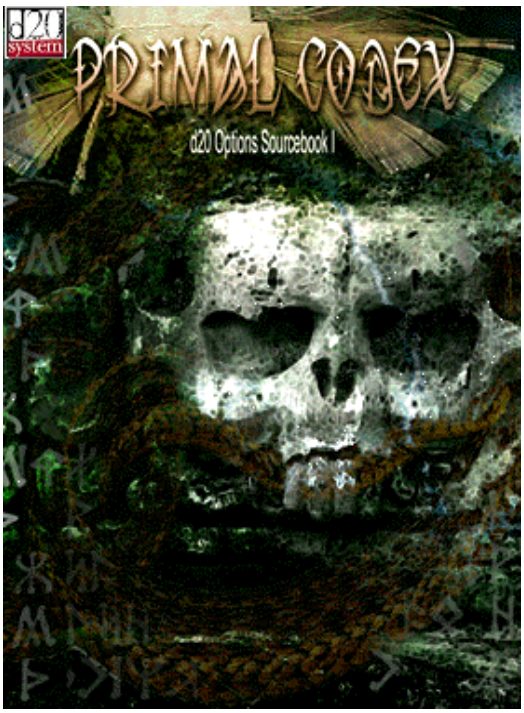
The Primal Codex



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