

## Variant 4e Horror Rule

**Exposure:** When you are exposed to a scene of supernatural horror, the dread sometimes lingers in your system, causing shock, weariness and general despair.

Monster Attack: Some creature attacks are so horrific that supernatural dread accompanies the attack.

Dreadful Vision: Some situations are so vile that mere exposure to them assaults your will with horror.

Prolonged Exposure: If you spend a long time exposed to a dreadful environment, you might be faced with horror checks per day of exposure.

**Dread Level:** Your level of Dread exists as states along a spectrum, with Sane at one end and Final State at the other.

**Dread Progression:** Once you've experienced a horror effect, make your choice of an Endurance or Insight check after each extended rest to see if you improve, worsen or maintain your current condition. There are two DCs involved with the check: a low DC to maintain and a higher DC to improve your condition.

Maintain: If the check result beats the lower DC but doesn't beat the higher one, your condition remains the same.

Improve: If the check result beats the higher DC, your condition improves, moving one step closer to sanity.

Worsen: If the check result doesn't beat either DC, then your condition worsens by one step towards the Final State.

Cure: When you reach Sane at the end of the track, you are cured and stop making Endurance or Insight checks.

Final State: When you reach the Final State, you no longer make checks to improve. Your only way to recover from the final state is through the Cure Affliction ritual.

**Religion Skill:** An ally can use a Heal or Religion check in place of your Endurance or Insight check to help you recover from exposure to dread.

### **Legacy of the Stargazer**

### **Level 2 Dread**

*Heavenly knowledge is not always benign, nor delivered by angelic agents.*

**Attack:** +5 vs. Will

**Endurance or Insight** improve DC 16, maintain DC 11

- (1) Sane: The target shakes off this effect.
- (2) The target gets a **Phobia** if he doesn't already have one.
- (3) **Initial Effect:** The target gets a **Phobia** if he doesn't already have one. When stressed or at the start of any combat encounter, the target's vision gets blurry and all creatures beyond 5 squares gain concealment from the target (save ends). Eyes dry out and become itchy.
- (4) The initial effect is no longer (save ends). Eyes become bloodshot.
- (5) The target has a hard time distinguishing friend from foe. When bloodied he must take advantage of all opportunity attacks, even from allies (save ends). Blood constantly drips from the target's eyes.
- (6) **Final State:** The target is catatonic and is unable to take any actions except stand in place and gaze at the stars. Unless prevented, the target attempts to claw out his eyes.