

Phobias

Players may choose to have one or more phobias for their PCs. Sometimes, effects can impose Phobias beyond the player's choice.

Players may role play their phobias in any manner they see fit.

Phobias have the following in-game effects:

When faced with on object of your Phobia, you are wracked with fear and desperation. You start the encounter Dazed (save ends). If you roll a natural 20 on your save, you instead gain a +1 circumstance bonus to all d20 rolls dealing with their Phobia for the rest of the encounter.

If you spend an action point during an encounter, you are automatically freed from the dazed effect due to your phobia (you do not gain the circumstance bonus).

Suggested Phobias include:

- 1) Fire
- 2) Snakes
- 3) Spiders
- 4) Blood
- 5) Darkness
- 6) Enclosed spaces
- 7) Heights
- 8) Dead
- 9) Lightning/Thunder
- 10) Dirt/Unclean things

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