

<h3>Paranoia</h3>  <p>Effect: Until the end of the encounter, you treat no other creature as an ally, nor can any other creature consider you it's ally.</p> <p><i>Sometimes paranoia's just having all the facts.</i></p> <p>encounter</p>	<h3>Restless Leg Syndrom</h3>  <p>Effect: Until the end of the encounter, you must end your turn at least 3 squares from where you started.</p> <p><i>Anywhere is walking distance, if you've got the time.</i></p> <p>encounter</p>	<h3>Logorrhea</h3>  <p>Effect: Until you reach 2 milestones, you babble constantly, sometimes understandably, sometimes not. Your stealth modifier is 0 and you take a -5 penalty to any attack or skill check that relies on spoken language.</p> <p><i>Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum.</i></p> <p>daily</p>
<h3>Syncope</h3>  <p>Effect: You faint, and are unconscious (save ends).</p> <p><i>If thou faint in the day of adversity, thy strength is small.</i></p> <p>at will</p>	<h3>Echopraxia</h3>  <p>Effect: Until the end of the encounter, you imitate the nearest ally. You chose the same target, use the same attack type (melee, ranges, close, area) etc.</p> <p><i>Imitation is the sincerest form of flattery.</i></p> <p>encounter</p>	<h3>Fight or Flight</h3>  <p>Effect: Until the end of the encounter, you must choose to either move or attack on your turn. You do still have standard and move actions</p> <p>encounter</p>
<h3>Homicidal Mania</h3>  <p>Effect: Until the end of the encounter, the nearest creature becomes your target. Once that creature is dead, your mania switches to the next nearest creature.</p> <p>encounter</p>	<h3>Phobia</h3>  <p>Effect: Until the end of the encounter, you cannot end your movement adjacent to an enemy.</p> <p>encounter</p>	<h3>Hallucinations</h3>  <p>Effect: Until the end of the encounter, deadly hallucinations torment you. You grant combat advantage. Additionally, at the start of your turn you must choose to either take 5/10/15 psychic damage or be dazed until the start of your next turn.</p> <p>encounter</p>