

~ Insanities in the Old World ~

In WFRP2, insanities are more often than not extremely debilitating to the affected character, resulting in a character that is a catatonic mess, a psychopathic nut-case, or a combination of the two. The Liber Fanatica – Volume III goes some of the way to lessen the impact of psychological disorders by suggesting the breaking down of insanities into stages, and the reintroduction of Minor Disorders from WFRP1. This current document extends on this idea by providing a new insanity chart that includes minor disorders, some additional missing disorders from WFRP1, and suggesting simple stages of major disorders from the WFRP2 rulebook. Once again, this is a document that I have written for myself and that I am making freely available for anyone to use.

The original table of insanities (WFRP2 201) lists 20 disorders of varying effect. Provided here is an extended table (table I-1) that loosely breaks insanity disorders into minor, average and major disorders. When one obtains an Insanity, a roll is first required on the Table I-1. The outcome of this roll determines the relative severity of the disorder, and dictates the disorder table on which to roll on next.

**TABLE I-1
INSANITIES**

Dice Roll	Disorder Type	Table
01-25	Minor	Table I-2
26-50	Average	Table I-3
51-00	Major	Table 9-1 WFRP p201

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**TABLE I-2
MINOR INSANITIES**

Dice Roll	Disorder Type
01-09	Absent Minded
10-18	Allergy
19-27	Biting Fingernails
28-36	Headaches
37-45	Narcissism
46-54	Nightmares
55-63	Shaking
64-72	Skin Complaint
73-81	Stammer
82-90	Talking to Self
91-00	Talking in Sleep

TABLE I-3
AVERAGE INSANITIES

Dice Roll	Disorder Type
01-07	Agoraphobia
08-15	Animosity
16-22	Anorexia
23-33	Claustrophobia
34-41	Depression
42-52	Fear of darkness
53-62	Gluttony
63-77	Manic
78-90	Megalomania
91-00	Compulsive lying

Description of Insanities

A brief description of all insanities is now given. Use your discretion when applying penalties, e.g. a Fel penalty from a rash should only apply if the rash is visible and not covered by a mask or glove etc.

Absent Minded

The character often loses concentration, and can seldom remember where things are. Ready Actions require a Full Action instead of a Half Action, and Channelling Tests are made at -10%.

Allergy

Allergic to a particular substance such as food, animal or dust. Coughing and sneezing or rash may result with -5 penalties to Conceal/Silent Move or Fel Tests respectively.

Biting Fingernails

While not harmful, the disorder may offend some characters. -5 to Fel Tests.

Headaches

Terrible headaches after any Int, Wp or Fel test. -5 to Int, Wp and Fel for d100 minutes.

Narcissism

These characters develop an unhealthy fascination with their own image and must test against Wp every time they pass a mirror or reflective surface (e.g. stream, window). If the test is failed, they will look at themselves. A new Wp test is made each round to drag themselves away. These characters will most likely talk about their (perceived) virtues, and could be very annoying to have in a party. Great role playing opportunities abound. Additionally, characters may gain +5 Fel while receiving a -5 Wp penalty at the GMs discretion.

Nightmares

These characters suffer from recurring nightmares, usually of the trauma that caused the disorder. Affected characters thrash about in their sleep, and seldom gain a good night sleep. Each morning, on a failed Wp test, the affected character suffers -5 penalty to one of Int, Wp and Fel (choose at random) – though some form of sleeping drug may prevent this. The affected character may also make it difficult for others to sleep.

Shaking

The character has become a nervous wreck and now shakes uncontrollably, which reduces BS or Ag by -5 (choose randomly each day).

Skin Complaint

A nervous rash breaks out on the character, roll for a Hit Location to determine where the rash manifests. Rashes on the face or arms cause -5 Fel, rashes on the body or legs cause -5 Ag.

Stammer

Characters suffer -5 Fel.

Talking to Self

These characters are constantly talking to themselves in a low mumble, which is impossible to understand, but is annoying nonetheless. They must pass a Wp test to stop muttering for d10 minutes – otherwise they suffer -5 Fel, and Conceal/Silent move tests.

Talking in Sleep

These characters talk in their sleep, and usually commentate on the events that led to the disorder. The disorder does not affect the capacity of the character for a good night sleep, but will annoy other people sleeping in the same room. Additionally, it may be possible that characters with this disorder may unwillingly, and unbeknownst to them, impart secretive information while sleeping.

Agoraphobia

Agoraphobia includes fears not only of open spaces but also of related aspects such as the presence of crowds and the difficulty of immediate easy escape to a safe place (usually home). Symptoms include breathlessness, excessive sweating, nausea, shaking, heart palpitations, inability to speak or think clearly, and a fear of dying. Whenever afflicted characters are out of doors they suffer a -10% penalty to Wp and Fel.

If gained again, the symptoms of Agoraphobia may progress to The Fear (Open spaces and crowds) at stage 1.

Animosity

Characters gain an unreasoning hatred against one specific group of people, sex, race, religion etc, and suffer -20% Fel when dealing with these individuals. Involvement with the hated group will not normally escalate into violence, but may do so in extreme circumstances.

If gained again, the symptoms of Animosity may progress to Profane Persecutions.

Anorexia

This disorder includes Anorexia proper, other similar eating disorders, and also stress related stomach ailments that prevent characters from holding down an eaten meal. Such characters must pass a Wp test after eating or be unable to keep their food down – but will excuse themselves from a table etc. first wherever possible. The affliction takes its toll on the character's health:

After one month the character loses one Wound from their maximum.

After two months the character loses an additional Wound from their maximum and also 5% from their Strength.

After three months the character loses 5% from their Toughness.

There are no further effects beyond this. Lost characteristic points are recovered within a month of the affliction being cured. The character still eats a standard amount of food so that living costs are unaffected.

Claustrophobia

Claustrophobia is a fear of confined spaces. The precise nature of a confined space is left to the GM, but generally anywhere with a ceiling less than 7 feet high, any corridor less than 3 feet wide or any room less than 5 feet square will qualify. The disorder affects the character in a similar manner as Agoraphobia detailed above.

If gained again, the symptoms of Agoraphobia may progress to The Fear (Closed spaces).

Depression

Depressed characters refuse to see any good or hope in anything and are generally inconsolable, and suffer -10% penalty to Wp and Fel.

If gained again, the symptoms of Depression may progress to Heart of Despair.

Fear of darkness

Characters suffering from a fear of darkness suffer a -10% penalty to Wp and Fel in low light such as moonlight or torchlight. In complete darkness, a character with this disorder has their Wp score halved.

If gained again, the symptoms of Agoraphobia may progress to The Fear (Darkness) at stage 1.

Gluttony

The character seeks respite in food and develops an insatiable appetite. If they have the opportunity to eat during a game, a Wp test must be made – failure meaning that the character will eat until there is no food left. In the long term, this can have an effect on the characters physique:

After one month the character gains one Wound but loses -5% Ag.

After two months the character gains an additional Wound and also 5% to their Toughness, but loses an additional 5% from their Ag and 1 point from their Movement.

After three months the character gains an additional 1 Wound and 5% Strength, but loses an additional 5% Ag and 1 point from their movement.

There are no further effects beyond this. The profile returns to normal within one month of the disorder being cured. The character eats much more food than normal and will spend between 2 to 3 times the normal maintenance costs.

Manic

Manic characters become tense, wild-eyed and over-active, gaining +5% to Agility and a further +5 to Initiate, but suffering -10% to Wp due to a lack of attention.

If gained again, the symptoms of Manic may progress to the Wheel of Dread and Pleasure.

Megalomania

Megalomaniacs become filled with an inflated sense of their own importance and an insatiable lust for power. They will seek to be the leader of any group, and will go to extreme lengths to gain any position of authority. They suffer -20% Fel when dealing with individuals who have challenged their authority or who have refused to obey their orders without question, and must make a Wp test or physically/verbally abuse such individuals.

Compulsive lying

Compulsive lying, or pathological lying, is a common disorder often caused by low self-esteem and a need for attention. Often, the liar does not realise how often he or she is lying because it becomes second nature. Afflicted characters will lie about anything, and while this has no effect of the player's Characteristic Profile, it should be role played appropriately.

The following is a breakdown of the original WFRP2 disorders into 2 stages, where appropriate. Stage 1 is applied when the disorder is first obtained, while stage 2 is applied if the disorder is gained again for a second time.

The Beast Within

The affected character becomes a sociopath. This disorder is best dealt with through role playing. However, if necessary the following guidelines can be used to break the disorder into two stages:

Stage 1: At this stage the character may exhibit criminal behaviour. They may not work, and if they do work, they are frequently absent or may quit suddenly. They do not consider other people's wishes, welfare or rights. They can be

manipulative and may lie to gain personal pleasure or profit, and will steal whenever possible. While stage 1 affected characters will not normally degrade to outright murder or torture, they are often found to kill or torture animals, and to beat and belittle defenceless members of society such as the disabled and beggars.

Stage 2: At this stage an affected character is increasingly impulsive and shows a complete inability to plan ahead. They continue to lie and steal but now are also aggressive and irritable, are entirely irresponsible, and show a reckless disregard for their safety and the safety of others. They now lack any sense of a moral compass and will murder and torture to further their own goals ... or simply for pleasure.

Blasphemous Rage

The harsh realities of life have caused the character to snap. This disorder is characterised by impulsive acts of aggression, in contrast with planned violent or aggressive acts as observed by sufferers of The Beast Within.

The exact effect of the Rage depends on the stage of the disorder.

Stage 1: As detailed in WFRP 202 except that the sufferer does not initially physically attack people at random, though they will lash out if challenged (which is quite likely given that they are blatantly insulting everyone's God, lifestyle etc.). Random attacks will tend to be unarmed or blunt object such as chairs etc. that are within reach.

Stage 2: As detailed in WFRP 202. Random attacks will be with weapons if possible.

Blasted Brain

Amnesia. This disorder is best not broken into stages and uses the description in WFRP 202.

Body of Rot

Hypochondria. The description and rules outlined in WFRP 202 are sufficient with the following amendments.

Stage 1: All rules apply except that the affected character will not spend any great time researching cures for their condition. The character will often blame Test failures on his condition.

Stage 2: The character will now make regular visits to physicians, seek out professionals throughout the Old World, and invest considerable time and money in alternative cures and research.

Delirious Saviour

The WFRP 203 description is sufficient.

Desperate and Doomed

The afflicted character is under the impression that the fight against Chaos (etc) is never-ending and hopeless, and that instead one must Repent and die pure.

Stage 1: The character acts as outlined in WFRP 203. The character suffers physically and mentally and is unyieldingly focused on repenting for their sins.

Stage 2: The character further falls into the depths of insanity and believes it is necessary to save the souls of others. The character will attempt to cleanse the sins of their loved ones by whatever means available; normally leading to their death or serious injury in some mass suicide ritual.

The Fear

The character develops a phobia, normally of something associated with the gaining of the disorder – though Agoraphobia, Claustrophobia, and Achluophobia/Scotophobia are all somewhat common.

Stage 1: As detailed in WFRP 203.

Stage 2: As detailed in WFRP 203 except that additionally the character may violently attack any thing/object preventing their escape from the source of fear.

Firebug

Pyromania. The character deliberately sets fires for pleasure and satisfaction derived from the relief of the tension experienced before the fire-setting.

Stage 1: As described in WFRP 204. The character most commonly creates small fires, such as garbage in alleys, large bonfires, or fires in buckets and barrels.

Stage 2: As described in WFRP 204. The character will attempt to create large fires such as burning down warehouses or disused buildings.

Fortune's Thrall

Compulsive gambling.

Stage 1: As WFRP 204 except that each new wager does not reduce Wp by 5.

Stage 2: As WFRP 204.

The Glorious Corruption

This is fairly extreme and not really a physiological disorder. The WFRP 204 description is sufficient.

Heart of Despair

Deep depression. The WFRP 205 description is sufficient.

Host of Fiends

This is fairly extreme and not really a physiological disorder. The WFRP 204 description is sufficient.

Knives of Memory

Stage 1: As described in WFRP 206 except that no additional penalties are imposed due to nightmares (though nightmares may still be experienced). When the affected character encounters

something that reminds them of the event, a failed Wp test does not send them hysterical. They instead suffer from terrible headaches and anxiety imposing -5 to Int, Wp and Fel for d100 minutes.

Stage 2: As described in WFRP 206, plus effected character also has twisted nightmares and may have trouble sleeping. In addition to the penalties associated with this disorder apply the effects of the Nightmares Minor Disorder.

Lost Heart

Stage 1: The romantic love is very much a private affair and the affected character spends much of their time looking at communications from their lover and any likeness (painting, sketch etc) they may possess.

Stage 2: As described in WFRP 206 the character now actively pursues the object of their desire and may stalk or even kidnap, and will most likely find themselves on the wrong side of the law.

Mandrake Man

“Woe betide the slave of the Mandrake” – Daniel Graf von der Schulenburg, Reikland Nobel (bankrupt).

The outlined rules in WFRP 206 are sufficient but should apply to any drug addiction, and not just Mandrake Root.

Profane Persecutions

In addition to the rules stated in WFRP 206, characters suffering from Profane Persecutions suffer -30% from Fel when dealing with the individual group.

Stage 1: Irrational reactions typically involve verbal abuse or avoidance.

Stage 2: Irrational reactions typically involve physical abuse or fleeing.

Restless Fingers

The WFRP 206 description is sufficient.

Terrible Thirstings

The WFRP 206 description is sufficient.

Venomous Thoughts

Paranoia. The WFRP 206 description is sufficient.

Wheel of Dread and Pleasure

Manic depressant. The WFRP 206 description is sufficient.