

	Physical reaction ~ <i>Negative mental balance and up to +14</i> ~ <i>This reaction will hold for 1-20 minutes.</i>			
Reaction	1 - 5	6 – 10	11 - 15	+16
Scream	<b>Screams</b> for 1d6 rounds. Lose 1 action per round and gets -4.  Lost endurance: 0 ( <b>Frighten</b> )	<b>Screams in fear</b> for 2d6 rounds. Lose 2 actions per round and gets -8.  Lost endurance: 10 ( <b>Frighten</b> )	<b>Screams in terror</b> for 1d10 min. Lose 3 actions per round, may use a 4:th action with -10.  Lost endurance: 10/min ( <b>Frighten</b> )	<b>Soul in panic</b> , the victim screams for 1d20 minutes Lose all actions.  Lost endurance: 10/min ( <b>Chocked</b> )
Weep	<b>Weeps</b> for 1d6 rounds. Lose 1 action per round and get -4.  Lost endurance: 0 ( <b>Hopeless</b> )	<b>Weeps in despair</b> for 2d6 rounds. Lose 2 actions per round and gets -8.  Lost endurance: 5 ( <b>Hopeless</b> )	<b>Weeps in total despair</b> for 1d10 min. Lose 3 actions per round, may use a 4:th action with -10.  Lost endurance: 10/min ( <b>Chocked</b> )	<b>Soul broken down</b> , the victim weeps for 1d20 min. Lose all actions.  Lost endurance: 10/min ( <b>Chocked</b> )
Faint	<b>Dazed</b> for 1d6 rounds. Lose 2 actions per round.  Lost endurance: 5 ( <b>Shaken</b> )	<b>Faint</b> for 2d6 rounds. Lose all actions.  Lost endurance: 10 ( <b>Shaken</b> )	<b>Faints with heart problem</b> , for 1d10 minutes. Lose all actions.  Lost endurance: 20 ( <b>Chocked</b> )	<b>Collapse</b> for 1d20 minutes.  Lost endurance: 60 ( <b>Chocked</b> )
Runs away	<b>Runs</b> for 1d6 rounds. Must use 1 action to move and gets -4.  Lost endurance: 1/round ( <b>Frighten</b> )	<b>Flees</b> for 2d6 rounds, must use 2 actions to move and gets -8.  Lost endurance: 1/round ( <b>Shaken</b> )	<b>Flees in panic</b> for 1d10 min. Must use 3 actions to move, and gets -8.  Lost endurance: 10/min ( <b>Shaken</b> )	<b>Flees in total panic</b> for 1d20 min. Must use all actions and gets -8.  Lost endurance: 10/min ( <b>Chocked</b> )
Catatonic shock	<b>Shocked</b> for 1d6 rounds. Lose 2 actions per round and gets -10.  Lost endurance: 5 ( <b>Dazed</b> )	<b>Paralyzed by dread</b> for 2d6 rounds, lose 2 actions per round and get -8.  Lost endurance: 10 ( <b>Dazed</b> )	<b>Catatonic chock</b> for 1d10 min. Lose all actions, and don't catch what happens.  Lost endurance: 20 ( <b>Chocked</b> )	<b>Paralyzed body and soul</b> for 1d20 minutes.  Lost endurance: 60 ( <b>Chocked</b> )
Rage	<b>Anger</b> for 1d6 rounds. Lose 0 actions per round and gets -4 to all non combat skills.  Lost endurance: 1/round ( <b>Shaken</b> )	<b>Fury</b> for 2d6 rounds. Gets +4 to combat skills, must use 2 actions attacking enemy.  Lost endurance: 5/round. ( <b>Shaken</b> )	<b>Rage</b> for 1d10 minutes. Gets +8 to all CC skills and attacks, my not dodge or run. EGO check with +5 requires to not attacking friends.  Lost endurance: 15/min ( <b>Shaken</b> )	<b>Rage beyond humanity</b> for 1d20 minutes. Gets +8 to all CC skills, 4 actions and attacks all persons in sight.  Lost endurance: 60 ( <b>Chocked</b> )
Then the rest of the time.	<b>Hopeless: -4</b> <b>Dazed: -4</b> <b>Frighten: -2</b> <b>Shaken: -2</b>	<b>Dazed: -8</b> <b>Shaken: -4</b> <b>Frighten: -4</b> <b>Hopeless: -4</b>	<b>Chocked: -10</b> <b>Shaken: -8</b> <b>Frighten: -8</b>	<b>Chocked:</b> Normally you loose all control and faint if endurance reach 0.
<b>Positive mental balance results in that no disadvantages become active after the physical shock.</b>				

	Physical reaction ~ <i>Positive mental balance from +15 to +44</i> ~ <i>This reaction will hold for 1-20 minutes.</i>					
	Mental Balance from +15 to +29			Mental Balance from +30 to +44		
Reaction	1 - 5	6 - 10	11 -	1 - 5	6 - 10	11 -
Scream	<b>Shout out loud</b> for 1d3 rounds.  Lost endurance: 0	<b>Screams</b> for 1d6 rounds, gets -5.  Lost endurance: 5	<b>Screams in fear</b> for 2d6 rounds, gets -5.  Lost endurance: 5	<b>Shout out loud</b> for one round.  Lost endurance: 0	<b>Shout out loud</b> for 1d3 rounds, gets -2.  Lost endurance: 0	<b>Screams</b> for 1d6 rounds, gets -5.  Lost endurance: 5
Weep	<b>Tears</b> come from your eyes.  Lost endurance: 0	<b>Cry</b> for 1d6 rounds, gets -5.  Lost endurance: 0	<b>Cry</b> for 2d6 rounds, gets -5.  Lost endurance: 5	<b>Tears</b> come from your eyes.  Lost endurance: 0	<b>Tears</b> comes from your eyes, gets -2.  Lost endurance: 0	<b>Cry</b> for 1d6 rounds, gets -5.  Lost endurance: 5
Faint	<b>Confused</b> for 1d3 rounds.  Lost endurance: 0	<b>Confused</b> for 1d6 rounds, gets -5.  Lost endurance: 5	<b>Dazed</b> for 2d6 rounds, gets -5.  Lost endurance: 10	<b>Confused</b> for one round.  Lost endurance: 0	<b>Confused</b> for 1d3 rounds, gets -2.  Lost endurance: 0	<b>Confused</b> for 1d6 rounds, gets -5.  Lost endurance: 5
Runs away	<b>A step back</b> and then safe.  Lost endurance: 0	<b>Runs</b> for 1d6 rounds, gets -5  Lost endurance: 5	<b>Flees</b> for 2d6 rounds, gets -5.  Lost endurance: 5	<b>A step back</b> but nothing more.  Lost endurance: 0	<b>A step back</b> and then safe, gets -2.  Lost endurance: 0	<b>Runs</b> for 1d6 rounds, gets -5.  Lost endurance: 5
Catatonic shock	<b>Shaken</b> for 1d3 rounds.  Lost endurance: 0	<b>Shaken</b> for 1d6 rounds and lose 1 action, gets -5.  Lost endurance: 5	<b>Paralyzed</b> for 2d6 rounds and lose 2 actions, gets -5.  Lost endurance: 10	<b>Shaken</b> for one round but nothing more.  Lost endurance: 0	<b>Shaken</b> for 1d6 rounds, gets -2.  Lost endurance: 0	<b>Shaken</b> for 1d6 rounds, gets -5.  Lost endurance: 5
Rage	<b>Bad mood</b> for 1d3 rounds.  Lost endurance: 0	<b>Anger</b> for 1d6 rounds, gets -5.  Lost endurance: 5	<b>Anger.</b> Must attack enemies once.  Lost endurance: 5	<b>Bad mood</b> but nothing more.  Lost endurance: 0	<b>Bad mood</b> for 1d3 rounds.  Lost endurance: 0	<b>Anger.</b> Consider to attack once.  Lost endurance: 5
<b>Then the rest of the time.</b>	<b>Shaken: -3</b>	<b>Shaken: -5</b>	<b>Frighten: -5</b>	<b>Hopeless: ±0</b>	<b>Hopeless: -2</b>	<b>Shaken: -5</b>
	<b>Able to act in spite of shock.</b>			<b>An EGO check cancels the shock and the penalties.</b>		

	The effect of meeting with terror <i>First row when failure and second when great failure.</i>			
<b>Step 1 to 3</b>	<b>Wounds, seeing accident, PC used to situation etc</b>	<b>Being raped or beaten, traumatized, see the true nature of lictors etc.</b>	<b>Committing torture, murder or rape, violation of advantage etc.</b>	<b>Supernatural event or place, magic etc.</b>
<b>New disadvantages? <sup>1</sup></b>  <i>If not go to the next step and decide the effect.</i>	Not normally.	Yes, if event isn't covered by existing disadvantages.	Not normally.	Yes, if event isn't covered by existing disadvantages.
	Yes, if event isn't covered by existing disadvantages.	Yes, if event isn't covered by existing disadvantages.	Yes, if event isn't covered by existing disadvantages.	Yes, if event isn't covered by existing disadvantages.
<b>Lowering the general Mental Balance</b> <i>or</i> <b>Worsen a existing disadvantage</b>	Lower the general MB in favor of worsen existing disadvantage.	Worsen existing disadvantages in favor of general lowering of MB.	Lower the general MB in favor of worsen existing disadvantage.	Worsen existing disadvantages in favor of general lowering of MB.
	Worsens existing disadvantages.	Worsens existing disadvantages.	Worsens existing disadvantages or lower existing advantage.	Worsens existing disadvantages.
<b>Seeing through the illusion? <sup>2</sup></b>	Not normally.	Not normally.	Not normally, but flashes of future damnation may occur.	Not normally, but flashes of Metropolis etc may occur.
	Yes, flashes of Metropolis, Borderliners, Dead spirits etc.	Yes, visions of Inferno, Purgatides and true nature of monsters etc	Yes, visions of Inferno, your own or the victims future damnation etc.	Yes, visions of your own awakened, Metropolis, the true nature of monsters etc.

1. If you fail the EGO check; 10-15 (disadvantage of 5), 16-20 (disadvantage of 10) and >20 (disadvantage of 15).

2. There is 1 chance of 20 for every ±10 Mental Balance, but the Game Master should decide what is proper for the situation.

	The effect of meeting with terror <i>First row when failure and second when great failure.</i>			
Step 4 to 5	Wounds, seeing accident, PC used to situation etc	Being raped or beaten, traumatized, see the true nature of lictors etc.	Committing torture, murder or rape, violation of advantage etc.	Supernatural event or place, magic etc.
Projection of terror? <sup>3</sup>	Not normally.	Not normally.	Not normally, but violation of advantage may trigger it.	Not normally.
	Not normally, but if the event is connected to existing disadvantages it may occur.	Yes, if the event is connected to existing disadvantage.	Yes, if the event is connected to existing disadvantage or breaking advantage.	Yes, if the event is connected to existing disadvantage.
Physical change? <sup>4</sup> <i>Temporal or permanent.</i>	Not normally.	Not normally.	Not normally.	Not normally.
	Yes, if the event is connected to existing disadvantage or an extreme new experience.	Yes, if the event is connected to existing disadvantage or an extreme new experience.	Not normally.	Yes, if the event is connected to a threat or insight to your own awakened.
<p>3. When choked roll another unmodified EGO check, but the Game Master should decide what is proper for the situation.</p> <p>4. Permanent: Mental Balance of -75 or lower. Temporal: Mental Balance of -50 to -74. Game Master should decide what is proper for the situation.</p>				