

Bouts of Madness – Summary

After 1d10 hours you come to your senses and...

d100	Bout of Madness – Summary
1-3	Amnesia: The investigator has memory of who they are, or the place where they are located.
4-6	Robbed: The investigator has been robbed. Everything they carried of value is automatically stolen. Treasured possessions get a Luck roll.
7-9	Battered: The investigator is battered and bruised. They lose half their current Hp, but suffer no wounds.
10-12	Violence: The investigator exploded in a spree of violence and destruction. They harmed someone or something.
13-15	Fanaticism: The investigator expressed an ideology/belief in an extreme, crazed manner.
16-18	Seek Help: The investigator attempted desperately to interact with one of their important relationships.
19-21	Institutionalized: The investigator comes to their senses in psychiatric ward or police cell.
22-24	Flee in panic: The investigator comes to their senses somewhere far away, perhaps lost in the wilderness or traveling.
25-27	Disability: The investigator spent the bout suffering a psychosomatic disability (blindness, deafness, paralysis).
28-30	Hallucinations: The investigator spent the bout being haunted by self-inflicted hallucinations and delusions.
31-33	Outburst: The investigator erupted in a dramatic emotional outburst, which can include screaming fits and hysteria.
34-36	Speech disorder: The investigator suffered a temporary speech disorder hindering communication.
37-39	Eating disorder: The investigator has eaten something strange, possibly unhealthy.

d100	continued
40-42	Paranoia: The investigator has tampered with their environment to protect themselves from inexistent dangers, e.g. one of their phobias.
43-45	Maniacal Episode: The investigator has acted in a drastic way to appease one of their existing manias or a momentary desire.
46-48	Compulsive Shopping: The investigator invested a considerable part of their cash and assets in purchasing futile goods. Assets may be pawned.
49-51	Sexual Episode: The investigator experienced an unconventional sexual encounter.
52-54	Catatonic: The investigator spent their bout time in a paralyzed, catatonic state. Maybe their are hospitalized.
55-57	Seek Danger: The investigator is in a physically dangerous situation of their own making.
58-60	Lost and trapped: The investigator is alone in a location never seen before, with no obvious means to escape it.
61-64	Appearance: The investigator did something to their looks, that changed their personal description.
65-68	Twist of Faith: The investigator had a change of heart that twisted their ideology/beliefs.
69-72	Relationships: The investigator corrupted their relationship with some significant person, or a shady new relationship is gained.
73-76	Places: The investigator changed their ties to a meaningful location, or became fixated with a new place.
77-80	Heirlooms: The investigator changed their ties to a treasured possession, or became fixated with a new object.
81-90	Phobia: The investigator has developed a new phobia (see table).
91-100	Mania: The investigator has developed a new mania (see table).