FATES WORSE THAN DEATH

INSOMNIAC CHARACTER SHEET

Legal Name Street Name(s) Player Name Worldviews	Gender Orientation Ideals		omic Class	INSOMNIAC STREET PERSON Appearance
Advantages			Disads	
Base Current Plusses/Minuse AGY	<u> </u>	Skill	Attribute	
Weekly Income/Costs \$ _ /wk. for	ADVANCEMEN INFO 10 INTL 1		PSY:X_20	\$ on person \$ in bank \$ hidden@home \$ hidden \$_ hidden \$_ held by PSY:M10 PSY:S_10

FATES WORSE THAN DEATH INSOMNIAC PSYCHIC SKILL SHEET

Psychic skill sheet for	
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		7	PSYC	CHIC SKILLS
Skill	Attribute	levels	Туре	Description/Effects

Special bonus characteristics.

Charred: (Optional disadvantage) Gives 7 bonus points.

The pc has taken sibosin one too many times and can no longer sleep. The pc never needs to sleep and never suffers damage from sleep deprivation. Additional doses of sibosin have no effect on the pc. Addiction: Any time the pc is exposed to very cold water, asphixiated, or uses inhalant drugs he must make a save against psychological addiction (20 difficulty, +5 for every level the pc has been charred). Itchies: Any unpleasent sensation that is constant and unchangeing becomes harder and harder to deal with (+1 difficulty to save for every hour the pc has to deal with it). Example: An insomniac notices an anoying hum near his dwelling. Every hour he must make a save using, WIL to avoid doing something about the hum. After 10 hours it is only 10 difficulty, but after 20 hours the difficulty has risen to 20. The difficity keeps riseing until the pc is forced to find and destroy the source of the hum, move away or poke his own eardrums out.

Mutilation: Unless the pc becomes entirely still (so the pc deosn't feel his own body) the pc must make a daily save to avoid changeing his own flesh (cutting it, pierceing it, scarring it, tattooing it etc.). The difficulty of this save is 5 per level that the pc has been charred.

Psychic provess: The pc gains +4 AWR, +10 to psychic WIL rolls and +10 pooled endurance for use with psychic skills.

Sibosin effects.

Administration: Orally as a little yellow pill with a bitter aftertaste. Effects: Inability to sleep, no damage from sleep deprivation, inability to become inured to details (must make saves vs. continual anoyances), +5 to psychic WIL rolls for 48 hours. Each time the drug is used there is a 1 in 20 chance of the effects becomeing permanent. Long term effects: Any person who uses the drug for multiple days in a row gets +7 to psychic WIL rolls and must make WIL rolls to avoid mutilating there own bodies (at a difficulty of 10 per day, max 30). Overdose (2x): Same as normal effects, but increased (1 in 6) chance of permanent effects. Cold water addict: (Optional disadvatage) Gives 5 bonus points. This disadvantage is only available to charred pc's. The pc is addicted to immersion in very cold water (cold enough to force them to make a save against hypothermia.). As per the addiction rules (p. 65, FWTD) the pc must make a cravings roll (difficulty 20 +5 for every level the pc has been charred) every day to avoid acting on their craving for immersion in cold water.

Asphyxiation addict: (Optional disadvantage) Gives 7 bonus points. This disadvantage is only available to charred pc's. The pc is addicted to being asphyxiated to the pooint that they nearly lose conciousness (Must be long enought to force then to save vs. unconciouness, see pg. 64 FWTD.). As per the addiction rules (p.65, FWTD) the pc must make a cravings roll (difficulty 20 +5 for every level the pc has been charred) every day to avoid acting on there craving to be asphyxiated.

Name	Value		