

# ANGER

**1. Impatient** - You find your patience wears thin, and you will become irritable and easily frustrated with tasks requiring long concentration. You may shout at inanimate objects when failing to operate normally.

**2. Short Tempered** - You occasionally snap at others, and may feel regretful and apologize afterward. Counter-proposals or arguments made against your ideas are often met with shouts and impatience.

**3. Aggressive** - Solve your problems with force. Make your arguments with your fists. If something won't move, force it. If a piece of equipment doesn't work, break it.

**4. Violent** - Any resistance should be met with violence. If someone isn't listening to you, you're not against forcing them physically or even attacking with lethal force.

**5. Psychopathic** - You hate the world and everything in it. You just want to destroy everything. Previous relationships are immaterial, kill them all.

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# PARANOIA

**1. What Was That?** - You have a vague feeling like something is watching you. Sometimes you glance over your shoulder and think you see or hear something when nothing is really there.

**2. My Things!** - Pick a small object in your possession to misplace. Discover it is missing and assume someone stole it. Start asking probing questions to try and ferret out who took your missing possession.

**3. Not Sure About That Guy** - Pick one player or NPC that you suspect is working against the group's best interests. Subtly try to convince others of his guilt.

**4. It's a Conspiracy** - Pick one other player or NPC who is the only person you trust. You are sure everyone else is involved in a massive conspiracy against you. Find evidence to convince him/her of the truth, and try to make a plan to expose the others.

**5. They're All Out to Get Me!** - Your friend is in on it. There is no one you can trust. Try to find a way to escape. Use whatever force is necessary.

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## OBSESSION

**1. Talisman** - Select a small item in your possession that is your talisman. You feel somewhat nervous if it is not either in physical contact or sight, and often take it out to fidget with it.

**2. Compulsion** - You must keep your your talisman in constant physical contact and visual range. You clutch at it constantly, and hold it before you when threatened or scared.

**3. Delusion** - Pick a player or NPC to transfer your obsession to. You are sure that person will be everyone's salvation. Back everything that person says or does without question.

**4. Fixation** - In order for your obsession to save everyone else, you must save him/her. Never let your obsession do anything remotely dangerous. You would take a bullet for your obsession.

**5. Destroy What We Love Most** - There is no hope. Find a way to kill your obsession and yourself so at least you can experience bliss together forever in the afterlife.

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# DELUSIONS

**1. Quirk** - You develop a strange quirk or tick. This can be anything you like, a tendency to repeat a nonsense phrase, a physical tick (eye blinking, hand twitching, etc.), occasional tourette's-like outbursts, or something else.

**2. Crazy Talk** - Intermittently insert nonsensical sentences into your normal speech. Try saying normal things, but skip every other word, or re-order them.

**3. Hallucinations** - A character or person from your past that has no earthly business here appears to you. Or maybe the dog can suddenly talk. Have frequent conversations with this person.

**4. The Voices** - Voices tell you to do strange things, and you listen to them. Feel free to behave erratically and blame it on the voices, or ask the GM what the voices are telling you.

**5. Delusions of Grandeur** - You have developed a super power. Maybe you can fly, or turn invisible, or talk to animals, or several different things. It is definitely not all in your mind, no matter what the others say. Use your powers to save everyone else.

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# FEAR

**1. Nervousness** - You feel a sense of general unease. You will not volunteer to go first in any pursuit. You occasionally steel yourself for actions (chant a quick mantra several times, have a quick drink of something, shut your eyes, etc.)

**2. Babbling** - You have been strongly spooked and find yourself unable to control your speech. Words tumble out, you voice every fear in your head and try to make sense of your experience vocally.

**3. Hysterics** - You are overwhelmed and any stimulus will cause you to immediately scream, cry, fall into uncontrollable fits of laughter, or hyperventilate.

**4. Deer in Headlights** - You are so overwhelmed with fear that you stand dumbly rooted in the spot. You can be lead about and may start to respond, but further stimulus will freeze you up again.

**5. Flight** - You are so scared you must flee at maximum possible speed from any threat. Even if restrained you will fight to escape, and will try to convince all others to flee with you. shouting and screaming as necessary.

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