

## Madness meters come to WFRP

Intensity of situation	Self	Helplessness	Violence	Unnatural
Test	Will Power + Cool	Fellowship + Cool	Initiative + Cool	Intelligence + Cool
1	Lying to your best friend	Getting locked up in the stocks for a night	The sight of blood	Witnessing a cantrip
2	Stealing	Being mugged or being shot at	Shooting at somebody	Hearing disembodied voices
3	Stealing from your family	Being locked up for long periods	Beating someone	Witnessing manifest magic
4	Cheating on your wife with her best friend	Being violently kidnapped and held for ransom	Discovering a dead body	Witnessing an unattended object moving by itself
5	Defrauding everyone you know	Finding out you're suffering from a fatal illness	Killing someone in defence	Watching the dead rise
6	Murdering a loved one	Realising you have hours to live if unless you pull off a specific task	Killing someone in cold blood	Being attacked by the undead
7	Killing a child	Waiting on death row for your sentence to be executed	Discovering a mutilated corpse	Being struck by an invisible attacker
8	Mass murder	Being herded to your death	Torturing someone	Witnessing a Minor Daemon/Elemental
9	Betraying humanity itself	Confirming the Chaos lurks behind everything after years of study	Being shelled by artillery	Witnessing a Greater Daemon/Elemental
10	?	?	?	?
<b>Tendency</b>	Lying (criminally insane)	Shirk (paranoid)	Intimidate (psychotic)	Occult (obsessive "truth" seeker)

On each occasion that a character encounters a traumatic situation, roll against the appropriate test:

- **Incredible success = *resolute* = increase by 1 notch (strikeout cell with "X")**
- **Stunning success = *inured* = increase by 1 notch + role-play cynicism with regard to this aspect**
- **Definite success = *hardened* = increase by 1 notch + gain 1 **Insanity Point****
- **Lucky success = *anxious* = coping but unsure you'll manage next time**
- **Unlucky failure = *affected* = notch is failed (highlight cell with "!"), i.e. that situation is now deeply uncomfortable**
- **Terrible failure = *terribly affected* = as above + gain 1 **Insanity Point****
- **Disastrous failure = *deeply affected* = as above + immediate reaction (flight, flight or freeze)**
- **Horrific failure = *horribly affected* = as above + long-term trauma, i.e. minor insanity, e.g. phobia, depression, dependence, fugues, etc.**