

QUANTUM **Sanity Attack Quick Sheet** BLACK

A character's Resilience rating reflects his ability to avoid taking mental damage, much as Defense is a character's ability to avoid physical damage. Sanity represents how much mental damage a character can withstand, much like Health represents how much physical damage a character can withstand. Also much like Health, damage to Sanity lasts until healed. A Sanity attack has the following steps:

1. Determine whether an attack occurs
2. Determine attack strength
3. Determine attack type
4. Resolve the attack

Unlike physical combat, a Sanity Attack has a fixed value. The Gamemaster does not roll for the attack. However, much like physical combat, the player rolls to defend against it.

1. Determine Whether a Sanity Attack Occurs

In general, a Sanity attack occurs whenever a character encounters a terrifying creature or situation. However, sometimes there are exceptions.

Repeat Encounters with a Type of Horror: A character only suffers a Sanity attack once for any specific type of creature for any scene. However, the arrival of new creatures can incur another Sanity attack.

Sanity Loss Limits: After a character succeeds in defending against a Sanity attack from encountering a type of creature, he no longer needs to roll again when encountering those creatures.

2. Determining Strength of Sanity Attack

First, the Gamemaster must determine how horrifying the creature or situation is. If a creature is encountered, refer to the Horror Rating listed in its entry in the Cosmic Horrors chapter. For other situations, use the Sanity Attack Strength table.

Handling Multiple Simultaneous Threats to Sanity

Sometimes characters may face multiple threats to their Sanity at the same time. When encountering multiple threats to Sanity, the Gamemaster makes a single Sanity attack with a strength equal to 1 + the Horror Rating of the creature with the highest Horror Rating.

3. Determining Type of Sanity Check

Next, determine the type of Sanity damage inflicted, either minor or serious. Most of the time it will be minor—the default assumption of the game is that Sanity damage is usually minor and temporary. Sanity attacks dealing serious damage are reserved for extremely terrifying moments, such as encountering the most powerful and horrific of creatures.

Understanding the Horror Rating

A Horror Rating has two components. The first part is a number indicating the strength of a Sanity Attack. The second part is the type of Sanity damage it inflicts. A rating of M means minor damage and a rating of S means serious damage.

4. Resolving a Sanity Attack

The first step is to compare the character's Resilience rating to the strength of the Sanity attack. If the character's rating is at least twice the

Sanity Attack Strength

Situation	Example	Horror Rating
Slightly disturbing	Finding maggots in the food you are eating	1
Disturbing	Encountering an unexpected corpse	2
Very disturbing	Finding a finger in the food you are eating	3
Horrific	Encountering multiple unexpected corpses	4
Horrifying	Encountering a grisly, unexpected corpse	5
Very horrifying	Encountering a room full of grisly, unexpected corpses	6
Terrifying	Watching an alien creature rip itself out of a friend's chest	7
Extremely terrifying	Discovering alien body parts growing out of your body	8
Mind shattering	Being exposed to secrets the human brain cannot assimilate	9+

strength of the attack, the player can take the average and automatically succeed.

If the character's Resilience is less than twice the difficulty of the Sanity attack, the player rolls a number of dice equal to her Resilience (modified by any previous penalties for Sanity damage).

If the player rolls at least as many successes as the difficulty rating of the Sanity attack, nothing happens.

If the player fails, her character takes mental Sanity damage based on the type of damage the attack does.

Resolving Minor Sanity Damage

If the player rolls fewer successes than the strength of the Sanity attack, then the character takes minor Sanity damage. A character suffers a penalty of -1 to his dice pool for every 2 points of minor Sanity damage, or fraction thereof, he has taken

If a character's Sanity falls to zero or less due to minor Sanity damage, the situation is too much for the player character to immediately process. They become unconscious for a minute. After a minute, they must make a Willpower check with a difficulty equal to how far below zero their Sanity has fallen. If they succeed the roll, they awaken with a Sanity of 1. If they fail

Initial Effects of Minor Sanity Damage

Minor Sanity Damage Taken	Penalty
1-2	-1
3-4	-2
5-6	-3
7-8	-4

the roll and do not awaken, for each additional minute of unconsciousness, they recover 1 point of minor Sanity damage and can roll again.

Any character with a Sanity of zero awakens after one minute with 1 point of Sanity restored.

Resolving Serious Sanity Damage

When a player fails a roll against a Sanity attack that does serious Sanity damage, her character takes serious Sanity damage equal to the amount she failed by. For the remainder of the scene, the character reduces all of his dice pools by -1 for each point of serious Sanity damage her character has taken.

If your character's Sanity reaches zero or lower due to serious Sanity damage, your character immediately becomes unconscious due to the massive influx of horror. Eventually they wake up, at a time of the Gamemaster's choosing, as an insane individual who is now being controlled by the Gamemaster or player (Gamemaster's choice).

Mixing Sanity Loss Types

Players should keep track of minor and serious damage separately, but their total counts together. If a character takes a mix of serious and minor Sanity damage, then the serious damage is applied first and is not healed until treatment is complete. The minor Sanity damage is applied second. Thus, a character with a Sanity Attribute of 4 who suffers 2 points of serious Sanity damage and 2 points of minor Sanity damage is merely unconscious.

Healing Minor Sanity Damage

A character will heal minor Sanity damage at a rate of 2 points per scene or 1 point per 1 minute (whichever is applicable to the events of the game) or fully heal after a night's rest.

Healing Serious Sanity Damage

A character does not heal serious Sanity damage on their own; they must receive treatment to overcome their horrific trauma. In the *Quantum Black* setting a character with serious Sanity damage may be treated using the Academics (Psychology) skill or Medicine skill -2. This requires a safe, quiet place.

Healing one point of serious Sanity damage is an extended action with a difficulty equal to the Sanity damage taken by the character being treated. Each roll takes 15 minutes. No more than one point of serious Sanity damage can be removed in a single day.