

STRESS AND MANIA HOUSE RULE

The Third Horizon can be a stressful and terrifying place, when the chips are down and The Dark Between the Stars is leaking in it's hard to keep going without losing yourself to madness and horror. Even the bravest and most disciplined mind sometimes crack under the pressure and beg the Icons to save them from the coldness of space, the hands of cruel men, or the unfairness of fate. Mania is what happens when the mind cracks, it comes as minor hallucinations, manic behaviour, screaming scripture or lashing out at the world, like a safety valve of emotion to keep from going insane.

When Praying to the Icons for a reroll, 1's on the second roll cause Mind Points damage, with the following rules:

- ❖ You can only take **maximum 3 MP damage per roll**, regardless of how many 1's rolled.
- ❖ Any 1's rolled on the original roll are not counted, **only 1's on the second roll counts**.
- ❖ **The player can choose** between taking the MP damage or suffer a **Mania**.

MANIA

Mania in combat situations

The character loses their cool and start ranting and raving, striking at shadows, they keep firing at downed opponents "JUST TO MAKE SURE!", they zone out with a dark epiphany, are harrowed by doubts, or go catatonic for a short while before regaining their senses:

- ❖ **1 MP is 1 Act lost**, to a maximum of 3 Acts (an entire turn).
- ❖ If the character does not have the Acts to spend, they can (and will) be taken from the characters next upcoming turn.

Mania in social situations

The character cause social problems for themselves or the group, they commit faux pas, insult important or dangerous NPC's, or start screaming insults at people they were originally trying to make friends with:

- ❖ **1 MP only affects the player**, -2 on future rolls with this NPC or group for that character only.
- ❖ **2 MP affects the group**, -1 on future rolls with this NPC or group for the whole group.
- ❖ **3 MP puts the entire group in danger**, negotiations break down, guns are brandished, the proverbial shit hits the symbolic fan.

Mania in other situations

In situations where concentration and expertise are needed (mostly agility or wits rolls, like observation, hacking, repairs, climbing etc) the pressure gets to the character, unfortunate, untimely, and costly mistakes are made:

- ❖ **1 MP is a minor setback**, the player loses time, but nothing else, if it's part of several rolls the next similar roll has -1.
- ❖ **2 MP unforeseen complication**, they need something they didn't think of (binoculars, database, scanner, or other gear key card, access to a different part of the system) and need to find a solution.
- ❖ **3 MP causes problems for the group** and may need a new roll to "unfuck the situation", or may cause a new problem to appear (you managed the hack the terminal, but guards appear, the graviton drive is back up and running, but now there is a fire, etc).