

SOMETHING STRANGE
SETTING
COMPATIBLE

EXPANDED FEAR GUIDELINES



RULES SUPPLEMENT



CREDITS

DESIGN AND DEVELOPMENT

J. Scott Zumwalt

This product was created under license. **GENESYS** and its logo, and **GENESYS FOUNDRY** and its logo, are trademarks of Fantasy Flight Games in the U.S.A. and other countries. All Fantasy Flight Games characters and character names, and the distinctive likenesses thereof, are trademarks of Fantasy Flight Games.
www.FantasyFlightGames.com

This work contains material that is copyright Fantasy Flight Games and/or other authors. Such material is used with permission under the Community Content Agreement for Genesys Foundry. All other original material in this work is copyright 2019 by J. Scott Zumwalt and published under the Community Content Agreement for Genesys Foundry.

If you have any feedback, issues, or questions contact me on reddit as /u/DrainSmith, Discord as DrainSmith#0001, or email at scott.zumwalt@gmail.com

Document Version 2.3.0

EXPANDED FEAR GUIDELINES

This guide is intended to expand on the current fear rules available in the Genesys Core Rulebook. The rules here should allow a GM to make fear more of a focus in a game. Included is a new table for spending dice results during fear checks and general guidelines to help fear become a larger part of the experience.

FEAR

At its most basic, fear is the reaction to a stressful situation. Different people will react in different ways to a variety of stimuli. Fear reactions are frequently not rational, well thought out actions. They are instead baser instincts brought about through millions of years of evolution combined with learned behaviors. Small sources of fear can produce simple feelings of anxiety and unease while larger sources can trigger full on fight or flight responses. Sometimes, what one person thinks of as scary is not at all to another and vice versa.

It is important to remember how fear checks can make players feel like they are losing agency over their characters. If necessary, GMs should discuss how fear is going to be used in the game. This loss of agency is how a lot of people experience fear. One could argue that fear reactions are exactly that, when we lose control and let the primitive parts of our brains act on instinct.

MAKING FEAR CHECKS

Discipline is the skill used when making fear checks. This represents a character's ability to keep control of their reaction to a fear stimulus. Fear checks should only be called for when the GM believes that the characters may react to something in a more realistic way than the players are likely to represent. It can be hard to convey how a character would be frightened of a certain creature when only hearing a vague description of it. Being in that moment, smelling the hot breath of an eight foot tall werewolf in one's face is very different from hearing about it while sitting at a game table.

USING THE FEAR MOTIVATION

GM should take effort to include how a character's Fear Motivation could affect or call for a fear check. When a character is facing something that is related to their Fear Motivation, GMs could call for a fear check only for that character. Additionally, if there is a general source of fear and a character's Fear Motivation relates in some way, GMs are encouraged to add ■ or ■■ to the pool. Using the Fear Motivation to call for a fear check means that they can occur during social encounters. The same table below can be used, but the narration of how they play out is likely to be different.

SPENDING ▲, ●, ○, AND ✖ ON FEAR CHECKS

DICE RESULT	EFFECT
○ or ✖	Aversion: Add ■ to all checks involving the source of the fear for the remainder of the encounter.
○○ or ✖	Flee: Must perform Move maneuver on next turn to move away from source of the fear. May not make maneuvers toward the source for one round.
○○○ or ✖	Frozen: Immobilized and staggered for one turn.
✖	Terror: Upgrade all checks involving the source of the fear
✖✖	I'm Out!: Immediately leaves the encounter.
▲ or ●	Rally: All allies gain ■ to their next fear checks.
▲▲ or ●	Guarded: May immediately take the Guarded Stance maneuver for free.
▲▲▲ or ●	Aggressive: Immediately take any maneuver for free.
●	Focus: Add ■ to all checks involving the source of the fear for the remainder of the encounter.
●●	Iron Will: May automatically succeed on all fear checks for the remainder of the session.