

IRRATIONAL FEAR

Roll	Subject of Fear and Loathing
01–04	GM's choice (pies, meatbread, ham, critics)
05–08	Humans
09–12	Elves
13–16	Dwarfs
17–20	Anything larger than yourself
21–24	Halflings
25–28	Wizards
29–32	Goblins
33–36	Orcs
37–40	Winged creatures
41–44	Other Mutants
45–48	Items and creatures of a particular colour
49–52	Loud noise
53–56	Reptiles
57–60	Insects
61–64	Odd smells
65–68	Women
69–72	Men
73–76	Children
77–80	Ham
81–84	Blood
85–88	Vomit
89–92	Salt water
93–96	Rodents
97–100	Religious paraphernalia

Irrational Hatred **Fear 0****Type:** Multiple.**Description:** You develop an unreasoning hatred of something. Roll on the Irrational Fear table to determine what you hate. When you encounter the object of your spite, you immediately enter a Frenzy (as if you had the Talent) until the object is removed from your sight or you kill it.**Special:** If the object you hate is the same as the object you fear, gain 1 Insanity Point. In addition, when you encounter the source of fear and hate, you must make the normal Fear (or Terror) Test and only if you succeed do you enter the frenzied state.**Large Ears** **Fear 0****Type:** Single.**Description:** Your ears triple in size. Gain the Acute Hearing Talent.**Leathery Skin** **Fear 0****Type:** Multiple.**Description:** Your skin thickens, becoming hard and leathery. Each time you gain this mutation, increase your Toughness Characteristic by +1d10%.**Levitation** **Fear 2****Type:** Single.**Description:** Much to your surprise, you can now hover above the ground at will. Gain the Hoverer Talent with a Hovering Movement equal to your Movement Characteristic.**Limb Loss****Fear 0****Type:** Single.**Description:** One of your limb or appendages falls off and dissolves into a pile of wriggling maggots. Roll on the following table to see which part of you lose. See *WFRP* page 134 for effects of lost limbs and extremities.**LIMB LOSS**

Roll	Loss
01–10	Left Hand
11–20	Right Hand
21–30	Left Arm and Hand
31–40	Right Arm and Hand
41–50	Left Foot
51–60	Right Foot
61–70	Left Leg and Foot
71–80	Right Leg and Foot
81–90	Both Arms and Hands
91–00	Both Legs and Feet

Limb Transference **Fear 1****Type:** Single.**Description:** A random body part picks up and moves to another part of your body. Roll 1d10/2 to see how many parts shuffle around. Then roll on the following tables to see what moves and where it goes.**LIMB TRANSFERENCE**

Roll	Body Part	Roll	New and Fun Location
01–05	Head	01–10	Head
06–10	Eyes	11–20	Chest
11–15	Nose	21–30	Back
16–20	Mouth	31–40	Stomach
21–25	Ears	41–50	Hip
26–30	Right Hand	51–60	Groin
31–35	Left Hand	61–70	Elbow
45–55	Right Arm	71–80	Knee
56–65	Left Arm	81–90	Hand
66–70	Right Foot	91–00	Foot
71–75	Left Foot		
76–85	Right Leg		
86–95	Left Leg		
96–99	Internal Organ		
00	GM's Choice		

Long Legs **Fear 1****Type:** Single.**Description:** In spurts, your legs extend far from your body as if they were trying to escape. After a few moments they stop growing but are not long and spindly. At first walking was a chore, but you've grown accustomed to them and can now take large strides. Increase your Movement Characteristic by 1.

Long NeckFear 0**Type:** Single.**Description:** As your neck extends in a curious way, the tendons and veins under the skin bulge, becoming ropey. While this does improve your perspective on things, your long neck is an inviting target. All critical values that target your head increase by +2.**Variations:** Fully 10% of Mutants saddled with this unusual mutation do not develop the neck structure to support this long neck and must walk around with their head between their knees. If they want to look around, they have to pull their head up by their hair. Some Mutants actually drag their faces on the ground behind them! These Mutants do not suffer from the improved critical hits made against them and instead gain 1 Fear Point.Long NoseFear 0**Type:** Single.**Description:** Your nose grows such that it looks like a long warty, carrot (or some other appropriate object). While comical, you do gain a +10% bonus to scent-based Perception Tests. In addition, gain the Follow Trails Skill.Long SpinesFear 1**Type:** Single.**Description:** Sharp spines grow out of your flesh, just like a porcupine. When engaged in melee combat, all opponents must succeed on an Agility Test each round to avoid taking a Damage 1 hit.**Variations:** About 10% of Mutants with this mutation develop poisonous spines instead. Opponents who take damage from these spines must succeed on a Challenging (-10%) Toughness Test or die in a number of rounds equal to their Toughness Bonus. The Mutant, obviously, is immune to his own poison.MadnessFear 0**Type:** Multiple.**Description:** You get a little stranger in the head (he sometimes speaks to you). Gain 1d10/2 Insanity Points.Magic ImmuneFear 0**Type:** Single.**Description:** You have long believed, in the secret places in your brain, that you were invulnerable, but your inability to be affected by spells clinches it. You cannot be the target of any Petty Magic, Lesser Magic, or Arcane Lore spell, though spells from other sources and rituals affect you normally. In addition, your Magic Characteristic, if any, is immediately reduced to 0.**Special:** If you follow Tzeentch, the Changer of Ways, you cannot gain this mutation. Instead, you become a Chaos Spawn.Magic ResistantFear 0**Type:** Single.**Description:** Somehow, you've gotten it in your head that magic doesn't work so well against you. Gain a +20% bonus to Will Power Tests made to resist all magical effects. In addition, your Magic Characteristic, if any, is immediately reduced to 0.**Special:** If you follow Tzeentch, the Changer of Ways, you cannot gain this mutation. Instead, you become a Chaos Spawn.Malign SorcererFear 0**Type:** Single.**Description:** The Ruinous Powers have seen fit to reward you with some ability to cast spells. Increase your Magic Characteristic by +1. If you do not already have access to a Dark Lore, you may purchase this Talent (selecting a Dark Lore appropriate to your master) by spending 200 XP.**Special:** If you follow Khorne and gain this mutation, the Blood God believes you have betrayed him. In 1d3 days, he sends a pack of Flesh Hounds (see page 224) to shred your body into pieces and recover your soul to bring back to the Realm of Chaos. There, after centuries of torment, Khorne plans to crush you between his blackened, blood-clotted teeth.Mane of HairFear 0**Type:** Single.**Description:** You grow a huge mane of hair, much like you'd find on a horse or lion. You may no longer wear a helmet unless it is part of a suit of Chaos Armour.**Variations:** About 10% of Mutants with this mutation gain sensitive hair instead. This hair bleeds when cut. Since it's so sensitive, the Mutant gains a +10% bonus to sound-based Perception Tests.Manic FighterFear 0**Type:** Single.**Description:** You have temper problems, which are exacerbated by the fact that you perceive anyone you henceforth meet as an enemy. To resist entering a psychotic, killing rage, you must succeed on a Will Power Test. If you fail, you enter a Frenzy as if you had the Talent, and you cannot come out of it until the triggering enemy is chopped into pieces or leaves your line of sight.ManikinFear 2**Type:** Single.**Description:** Life becomes a bit strange when your facial features (except your mouth) atrophy and fall off your face after a few painful and terrifying moments. Once the last vestige of your face rots away, a horrid little body sprouts out of your forehead. It's perfect in almost every detail, having two arms, a head, and a face (a twisted mockery of what you just left on the ground). The manikin does all the talking for you (you may play the manikin normally, but it's a coarse,