

# Sanity

All character start with 99 Sanity. Various effects may cause them to lose sanity in a temporary or permanent way, such as Disrupt sanity spells, the sight of certain creatures. Losing sanity will affect the character's abilities to perform certain tasks, and may cause them to gain phobias. There are spells that may be able to restore an amount of sanity to a character.

Sanity	Effect
100	Too Sane!! (See Referee)
99	Normal Sanity Rating
89	Lose Runic Psionic casting
80	Lose Bardic casting
75	Gain a Minor Phobia
74	Lose Illusionary Casting
65	Gain a Permanent Minor Phobia
60	Lowest Sanity an Elf can be dropped to*
59	Lose Sorcery casting
50	Gain a Major Phobia
49	Lose Lore Casting
40	Lose Priestly, Gymier and Siedar casting
39	Regain Illusionary casting, Lose Draconic casting
37	Ritual casters lose casting
35	Gain another Minor Phobia
30	Lose Wizardry casting
25	Gain a Permanent Major Phobia
15	Gain another Major Phobia
10	Lose the will to Fight
5	Thieves lose the will to steal
0	Lose the will to live
-1	Too Sane!! (See Referee)

\*By standard spells and normal monster - Depru / old ones etc can lower this (refs Discretion)