

Phobias

Each phobia described below counts as a separate flaw.

Effect: Although each phobia has a specific effect, they all involve the Shaken, Frightened and possibly the Panicked conditions (*see DMG page 300*). A shaken character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks. Shaken is a less severe state of fear than frightened or panicked. A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a -2 penalty on all attack rolls, saving throws, skill checks and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear, which requires the affected character to drop anything held while fleeing at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions, and it suffers the effects of the frightened condition. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat.

A character that has a phobia has an irrational, overwhelming fear of something. This fear is so deeply rooted in the character's psyche that no class ability (such as the Paladin's Aura of Courage) or other ability (such as the Fearless Feat) can protect the character from the fear effect inflicted upon them by their phobia. Effects which provide a bonus on saving throws against fear, only provide half their indicated bonus on saving throws required by a phobia. A character must be aware of being in their phobic situation before the phobia effect is applied.

Special: Unlike most fear effects, the shaken condition caused by multiple phobias are not cumulative. They are, however, cumulative with fear effects from other sources. In addition, multiple frightened conditions caused by multiple phobias are cumulative as normal. Refer to page 294 of the *Dungeon Master's Guide* for cumulative fear effects.

Many phobias require a character to make a Will saving throw after being attacked. Refer to the spell *invisibility* on page 245 of the *Player's Handbook* for a description of what constitutes an attack. If the attack is made by a trap instead of a creature, use the trap's CR in place of the attacker's HD to calculate the DC of the required Will saving throw. Most of these effects have a duration of 1d10 rounds.

Phobia: Ataxophobia

Ataxophobia is an irrational fear of disorder or untidiness. You have an obsession with symmetry and cleanliness. You avoid disorder and untidiness. You have anxiety from just thinking about disorder and/or untidiness. This anxiety may be creating symptoms including, muscle tension, shakiness and sweating. In extreme cases you could go into a panic attack.

Effect: When the phobic character enters an area that exhibits obvious signs of disorder or untidiness (i.e. a typical teenagers bedroom, a wizards laboratory an smithy's workshop) for longer than 2 rounds (12 seconds) you must make a WILL saving throw against a DC of 15 (+/- 5 depending on the degree of untidiness in the area). If you fail the save by less than 7, you become Shaken. If you fail the save by 7 or more, you become Frightened. If you fail the save by rolling a natural 1, you have a Panic attack.

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