

SANITY EATER

Prerequisite: [Apocalyptic](#)

The very presence of this weapon is a blasphemy against nature that causes the mind to violently recoil, with only the strongest of wills able to resist a complete descent into madness, and only for a short time, at that. The Nightmare Child destroyed many minds in this manner during the Time War.

Effect

Any living creature within line of sight of this weapon must make a Difficulty 27 Resolve + Convince Roll every round or suffer D3 Resolve damage for every Level of Failure (Time Lords only suffer 1 point per Level of Failure). Once Resolve is reduced to 0 or less, the character goes temporarily insane until D6 scenes after they leave the weapon's presence. Once driven to madness, they are under the total control of the GM until the end of that period. Characters that go insane but recover before the end of the adventure gain a Major Bad Trait of the GM's choosing. Characters who do not recover before the end of the adventure are lost to madness permanently and become permanent NPCs, and possibly villains! Time Lords may regenerate to avoid permanent madness, but will still earn a Major Bad Trait which will follow them into their next incarnation.

[good](#), [major](#), [apocalyptic](#), [gadgets](#)

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