TRAIT

ABRASIVE

The character rubs people the wrong way. This gives them ***trouble*** *when trying to make Ego checks to persuade someone to help them out. It gives them an* ***edge*** *when they're trying to make Ego checks to intimidate someone.*

TRAIT

ANATHEMA

The character suffers direct harm when exposed to a particular substance. They cannot voluntarily enter the same space with it. If they are touched by it, they instantly suffer the damage of a Rank 3 attack roll that automatically succeeds. This continues each turn until they are separated from the substance or are killed or destroyed.

Damage caused by Anathema ignores all damage reduction the character has and cannot be healed by their Healing Factor.

TRAIT

AUDIENCE

Many people follow the character's work and treat them with the respect they deserve. By making an Ego check, the character can persuade their audience to provide help in the form of information or resources. The Narrator determines the TN of the Ego check based on the favor requested.

TRAIT

BATTLE READY

The character is always mentally prepared for any sort of conflict to start. Add +30 Focus.

TRAIT

BEGUILING

*The character has an **edge** when making an Ego check to persuade someone who could be attracted to them.*

TRAIT

BERSERKER

The character often loses control of their temper. Any time they take physical damage, they must make an Ego check with a TN equal to the amount of damage done. If they fail, they go berserk and must charge at full speed into combat with the enemy who hurt them.

Being berserk gives the character an ***edge*** *on all close attacks and adds +2 to their Melee, Resilience and Ego defenses. However, it takes -2 from their Agility defense, and they cannot use ranged weapons.*

If the character defeats the enemy who hurt them, they must then charge to attack the next closest foe.

At the end of the character's turn, they lose 5 Focus. When their Focus is reduced to the point that the character could not voluntarily spend any more Focus—or if there are no enemies in sight—the berserk state automatically ends.

TRAIT

BIG

The character's size is big, which applies -1 to their Melee and Agility defenses, adds +1 to their Run Speed, and increases their reach to 2. They still occupy a single space.

TRAIT

BLOODTHIRSTY

The character likes hurting people—even killing them. After they knock someone unconscious, they must make a Challenging Ego check to keep from continuing to attack them until they're dead.

A character with this trait cannot take the Heroic tag.

TRAIT

BREATHE DIFFERENT

The character cannot breathe Earth's air for long. They lose 1 point of Health for every minute they do not have some sort of assistance to allow them to breathe properly.

TRAIT

CLINICIAN

*The character has an **edge** on Logic checks to determine what is medically wrong with someone they examine.*

TRAIT

CLUELESS

*The character tends to shut out things they're not entirely focused on. They have **trouble** on any Vigilance checks to spot hidden or invisible things. Enemies have an **edge** on Agility checks to sneak near or past them.*

TRAIT

COMBAT EXPERT

*The character knows how to handle themselves better than most. They have an **edge** on Melee attacks against enemies of Rank 1.*

TRAIT

COMBAT REFLEXES

The character can react quickly in combat. This grants them one additional reaction each turn.

TRAIT

CONNECTIONS

The character knows someone with access to and knowledge of a particular field. The connection could be a reporter, a police officer, a politician, a mobster and so on. By making an Ego check, the character can call on their contact to provide help in the form of clues, information or resources. The Narrator determines the TN of the Ego check based on the favor requested.

This trait can be selected multiple times, using many different types. These include Celebrities, Community, Criminal, Espionage, Military, Outsiders, Police, Professional, Sources, Super Heroes and so on.

TRAIT

DEALMAKER

The character is skilled at the art of negotiation. They have an ***edge*** *on action checks that have to do with making deals.*

TRAIT

DETERMINATION

The character never gives up, even when they feel like they're at their worst. While demoralized, they do not gain ***trouble*** *on all actions, though they still cannot maintain concentration or spend further Focus.*

TRAIT

EIDETIC MEMORY

The character rarely forgets anything. If their player forgets something, they can ask the Narrator to remind them.

TRAIT

ENDURING CONSTITUTION

*The character can function for up to 48 hours without sleep and has an **edge** on Resilience checks to overcome fatigue or weariness.*

TRAIT

ENHANCED PHYSIQUE

The character is stronger than regular humans. Treat them as one size bigger for lifting, carrying, swinging, and throwing things. (This does not stack with other factors).

TRAIT

EXTRA OCCUPATION

The character has a busy life and has done all sorts of things. They can choose another occupation.

TRAIT

EXTRAORDINARY ORIGIN

The character has an additional origin. This trait can be selected multiple times, but each time must be cleared with the Narrator. Take care to make sure that the origins make some kind of sense when combined together.

TRAIT

FAMOUS

The character is widely known-at least among a certain group of people or a population. They may be well-liked or they may be hated, but either way, they are famous. They have an ***edge*** *when making an Ego check to persuade someone who thinks favorably of them. They have* ***trouble*** *when making an Ego check to persuade someone who dislikes them.*

If the character has a secret identity, this trait works for only one of their identities. However, it can be taken multiple times for multiple identities.

TRAIT

FEARLESS

The character is extremely brave. They have an ***edge*** *on any action checks required to deal with fear.*

TRAIT

FIRST AID

The character knows how to administer first aid. They have an ***edge*** *on Logic checks to stop bleeding.*

TRAIT

FONT OF INFORMATION

*The character has an **edge** on Logic checks having to do with knowledge.*

TRAIT

FREE RUNNING

*The character has an **edge** on Agility checks made to perform acrobatics during a movement action.*

TRAIT

FRESH EYES

The character has their own way of doing things. This often makes them seem strange to those around them, but it means they can bring new perspectives to existing issues. They have an ***edge*** *on Logic checks when faced with something for the first time.*

TRAIT

GEARHEAD

*The character knows their way around machines. They have an **edge** on Logic checks to figure out how any machine works.*

TRAIT

GLIBNESS

The character can strike up a conversation with anyone at any time and can often convince them to lend a hand. They have an ***edge*** *on Ego checks to persuade characters they are speaking to for the first time.*

TRAIT

GOD HERITAGE

The character-or at least one of their ancestors-is a god. Pick something that they are the god of.

They don't have to be a god that most people have heard of. In fact, they can be the god of something entirely new. However, they cannot generally be the god of something that's already been claimed by someone else in their pantheon. Other gods are often jealous of their positions and take issue with such rivals.

The character has an ***edge*** *when dealing with something that they are the god of.*

Restriction: *This trait can be selected only by characters with a mythic origin and an attachment to a particular pantheon, like Asgardian or Olympian.*

TRAIT

GULLIBLE

The character is easy to fool. People lying to them have an ***edge*** *on their Ego checks to persuade the character of something.*

TRAIT

HONEST

*The character is a terrible liar. They have **trouble** any time they make an Ego check that involves telling a lie. However, they have an **edge** on any friendly Ego (persuasion) checks in which they're truthful.*

TRAIT

INTERROGATION

The character knows how to ask the right questions in the right way. They have an ***edge*** *on Ego or Logic checks made when asking questions.*

TRAIT

INVENTOR

The character is good at coming up with solutions on the fly. They have an ***edge*** *on Logic checks when creating or repairing things.*

TRAIT

INVESTIGATION

*The character is an expert investigator. They have an **edge** on Vigilance checks to spot clues and on Logic checks related to interpreting clues. If they have access to a forensics lab at the time, they gain a second **edge** on such checks.*

TRAIT

IRON WILL

*Enemies have **trouble** on Ego attacks to control the character's mind or influence their behavior. Also, the character gains an **edge** on Ego checks to break free of mind control or other compulsions.*

TRAIT

LEGAL EAGLE

The character knows the laws of their homeland and can help others navigate them. They have an ***edge*** *on Logic checks when dealing with legalities.*

TRAIT

LEVERAGE

The character is good at figuring out what people want and using it against them. They have an ***edge*** *on Logic checks to investigate people and on Ego checks to persuade people they've investigated.*

TRAIT

LONER

The character does not play well with others. They cannot be given an ***edge*** *via assistance by someone who is not a teammate.*

TRAIT

MONSTER

The character is some kind of monster, often of a type spoken of in legend. They have an **edge** *whenever they attempt to intimidate someone.*

TRAIT

OUT OF SHAPE

The character is in poor physical condition. They are considered one size smaller for the purposes of lifting, carrying, swinging and throwing things.

TRAIT

PILOTING

The character knows how to operate vehicles of all kinds. They have an ***edge*** *on Agility checks triggered when piloting or driving a vehicle during a movement action. This applies to cars, boats, aircraft and so on.*

TRAIT

PRESENCE

The character knows how to command attention on demand. They have an ***edge*** *on Ego checks that involve getting people to pay attention to them or to voluntarily do things for them.*

TRAIT

PUBLIC SPEAKING

The character knows how to get the attention of a crowd, whether that's at a political rally or in front of a jury or a classroom. They have an ***edge*** *on Ego checks when attempting to persuade groups.*

TRAIT

PUNDIT

The character knows how to break news items and put them into context to craft a story around them. They have an ***edge*** *on Ego or Logic rolls made when giving their opinion via media.*

TRAIT

QUICK LEARNER

*If the character fails an action check, they gain an **edge** on the check if they try the same action again on their next turn.*

TRAIT

SCIENTIFIC EXPERTISE

The character has extensive scientific training. They have an ***edge*** *on Logic checks made when dealing with scientific research. If they have access to an appropriate lab at the time, they gain a second* ***edge*** *on such checks.*

TRAIT

SIGNATURE ATTACK

The character is known for favoring a particular kind of weapon or attack power. They have an ***edge*** *when making attacks that way.*

This trait can be taken more than once, but each time must be with a different kind of weapon or attack power.

TRAIT

SITUATIONAL AWARENESS

*The character is trained to always keep an eye out for hazardous situations. They have an **edge** on initiative checks.*

TRAIT

SKEPTICAL

*The character is hard to fool. People lying to them have **trouble** on their Ego checks to persuade the character of something.*

TRAIT

SMALL

The character's size is small, which adds +1 to their Melee and Agility defenses and takes -1 from their Run Speed.

TRAIT

SNEAKY

*The character has an **edge** on Agility checks when sneaking around. Enemies have **trouble** on Vigilance checks to detect the character when the character is invisible or hiding.*

TRAIT

STRANGER

The character doesn't understand local customs. They have ***trouble*** *on checks made when trying to decipher such things or when trying to pass themselves off as a local.*

TRAIT

SURPRISING POWER

The character can choose a power they normally wouldn't be able to use. The character will still need to have any pre-requisite powers, but they can ignore rank and origin requirements. This trait can be selected multiple times.

TRAIT

TECH RELIANCE

The character relies on technology for powers. When they take damage that would render them unconscious, they can instead choose to lose all of their technology-related powers and remain conscious with 1 point of Health remaining.

Assuming the character has access to parts and tools, lost powers can be repaired after a battle.

TRAIT

WEAKNESS

The character suffers an unusual amount of harm from certain substances. Any attack made with that substance ignores all inherent damage reduction the character has and cannot be healed by their Healing Factor.

TRAIT

WEIRD

The character has something weird (or even wonderful) about them. This causes people to have strong reactions to them, both good and bad. They have an ***edge*** *on all Ego checks to persuade people inclined to like them and* ***trouble*** *on all Ego checks against people inclined to dislike them.*