

ANIMAL FRIENDSHIP

Some people just have a natural affinity for animals – creatures seem to like them for no apparent reason. Maybe they just smell friendly or give off the right signals, but animals are put at ease and may even go against their training to greet their new friend.

Effect

When encountering an animal for the first time, the character may attempt to show it that they mean no harm and calm any aggressive tendencies. This trait gives them a +2 modifier to a Presence and Convince skill roll to calm an animal. With a Fantastic result, the animal, even a trained guard dog, may adopt the character as their new master!

[good](#), [minor](#), [characters](#)

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