

ARGUMENTATIVE

Some people just think they're right all the time, even when they're not. Some even provoke an argument just for arguing's sake. Characters with the Argumentative trait are like this and will argue their point of view even if it is with their teammates or with the leader of an invading alien fleet. However, they don't start arguments all the time - that would make the character impossible to be around, but when someone contradicts their opinion or knowledge, they will actively try to correct them.

Effect

Argumentative is a Minor Trait, so it shouldn't get in the way too much of their normal behaviour. However, they will find it difficult to hold their tongue when their opinion or knowledge is contradicted. If this situation arises, the Gamemaster will reward 'playing in character' with Story Points. If the argument may end in a fight, the character may try to back down for their own safety, but the player will have to make an Ingenuity and Resolve roll, with a -2 modifier, to try to hold their tongue.

bad, minor, characters

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