

CLUMSY

It seems as if the character is unable to keep hold of things, keeps tripping over the smallest hazard, and shouldn't be trusted with that pocket universe suspended in a glass chamber.

Effect

Clumsy is a Minor Bad Trait, but it doesn't mean the character will pratfall every five minutes. It does mean that in times of stress, especially when being chased, the player will have to make additional Awareness and Coordination rolls to avoid knocking vital things over, dropping the vial of toxic chemicals or tripping up and landing on their face.

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

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