

DARK SECRET

The character has a skeleton in the closet and if it's revealed it could change the way people think about them. It could be something mundane, such as a criminal record that they're trying to gloss over after turning their back on a life of crime. Or it could be something more extreme, that the character is actually an alien (though the Alien trait should be taken as well, or the result of some strange genetic experiments conducted by the US Government. It's probably best to discuss with the Gamemaster what the Dark Secret actually is, possibly before creating the character with your friends, just so you really do have a secret to keep from the other players.

Effect

Dark Secret can be either a Minor or a Major Bad Trait, depending upon the severity of the reaction should the secret be revealed. Something that would change the way people think about you is a Minor Trait.

For example, having a criminal record would usually be a Minor Trait. If people found out about it, they might not like you any more, or certainly act more cautiously around you.

If a more hostile reaction would result, not necessarily from your companions but certainly from others, it would be a Major Trait – for example, being an escaped criminal like River Song has been during many of her encounters with the Doctor. If people discovered the secret the character could be arrested and imprisoned again, or shot at by law enforcement agents. Your companions may be sympathetic, knowing you've changed your ways, but it doesn't stop the Judoon or the local police from hunting you once you've been discovered. Remember, for it to warrant being a Major Bad Trait, the secret should still have some ramifications even away from your home planet.

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

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