

EMPATHIC

People naturally hide their true emotions unless they are really upset or stressed, and it takes training or a natural gift to be able to read the tiny signals that give away what they're really thinking or feeling. Some people have an empathy with how others are feeling and can use this gift to aid them when trying to get information or to calm someone down.

Effect

Empathic is a Minor Good Trait that provides the character with a +2 bonus on any rolls when they are trying to empathise or read another person. This could be a simple Presence + Convince roll to reassure someone who's panicking in the middle of a battle, or an Awareness + Ingenuity roll to try to read another's actions and speech to see if they're lying.

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

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