

FORGETFUL

The character's memory is less than reliable. It usually isn't too drastic if they don't remember everything on the shopping list when they're standing in the supermarket, but if they've got to they're which wire to cut to stop a bomb, or the precise words to use to halt a curse, there's a good chance you're going to forget and cause a disaster.

Effect

When the character needs to remember something vital, an Ingenuity + Resolve roll is required with a -2 penalty. If the information is particularly complicated, such as an entire monologue from Shakespeare, the Gamemaster may increase the penalty.

Note

Cannot be taken with the [Photographic Memory](#) trait.

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

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