

# INSATIABLE CURIOSITY

The character has a thirst for knowing what's going on and investigating, even when it may not be good for them to do so. What was that down that hole? Where does that corridor go, and what are those aliens up to? In many cases, Insatiable Curiosity has been the cause of many adventures (especially in Clara's case).

## Effect

This is a Minor Bad Trait that rewards playing in character and remembering their curious nature. It is usually unhelpful, but the character simply has to know what is going on, why something is happening or how it works. It may put their life at risk, but it doesn't make them suicidal. If the character tries to fight the urge to press that button or open that door, the player can make an Ingenuity + Resolve roll, with a -2 modifier to resist.

## Note

Cannot be taken with the [Unadventurous](#) Bad Trait. If the character gains the Unadventurous trait, the character loses the Insatiable Curiosity trait.

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

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