

IMPAIRED SENSES*

The Impaired Senses trait means that one of the character's senses is not at its best. Whether this is the need for glasses, a hearing aid or being colour blind, the sense is less sensitive than the average person's. When selecting this trait, the player should choose which sense is affected.

Effect

Players should discuss with the Gamemaster which sense is affected, as well as the severity of the impairment. Minor Bad Traits would be: no sense of smell, colour blind, no sense of taste, needing to wear glasses or needing a hearing aid. Awareness rolls using these senses suffer a -2 penalty if the sense isn't aided. The penalties don't affect the character all of the time, only when there's something to detect such as a strange gas leak, needing to rewire a device with different coloured wires or losing their glasses. Major Bad Traits would be losing a sense that impacts on their everyday actions, such as blindness or deafness.

Note

Cannot be taken with [Keen Senses](#), unless the Keen Sense is Minor and then in a Sense that isn't Impaired.

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

From:

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Last update: **2023/06/27 00:24**

