

KEEN SENSES

The character is very aware of their surroundings. Whether they have a keen eye for detail and noticing when something is wrong, or a nose for a particular scent, they are particularly perceptive – always a good thing when tracking or encountering alien intruders.

Effect

As a Minor Trait you should specify which of the character's senses is particularly keen. A +2 bonus only applies to Awareness rolls that use that sense, whether it is sight, hearing, smell, touch, taste or that elusive sixth sense. Only one sense can be chosen – more than one, and it's a Major Trait. The Major Trait, a +2 bonus applies in any instance when using Awareness to notice or spot something, no matter what sense is being used.

Note

Cannot be taken with the [Impaired Senses](#) Bad Trait in the same sense, although different ones can be taken. For example, you could have keen vision, but be hard of hearing. The Impaired Senses Bad Trait should not be taken with the Keen Senses Major Trait, unless all of the character's other senses are compensating for a single impaired sense.

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

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Last update: **2023/06/25 21:40**

