

PAST TRAUMA

The character has suffered deep emotional trauma at some point in their past or their formative years and been unable to face it. The trauma might take several forms but any number of things might remind the character of a past they try very hard to forget. The player and Gamemaster should discuss the nature of the trauma and what might trigger it. It might be one event or manifest in a series of phobias (such as a fear of clowns and crowds). When the character finds themselves confronted by their past they suffer -2 to all rolls if this is a Minor trait and -4 if a major one. The Major trait will also have more triggers.

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

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