

PHOBIA*

Some people just don't like spiders. Others, it's cats. Or heights, flying, llamas or cheese. Having a Phobia trait means that there is something (that the player will define, usually with the Gamemaster's help) that they are afraid of. A Phobia ignores the Brave trait – the character can be brave and courageous most of the time but crumble in the face of their biggest fear! Phobias can sometimes be gained during the course of an adventure if the character encounters something particularly scary that'll leave a lasting impression like giant rats or clowns.

Effect

The character will receive a -2 penalty to any attempt to approach the subject of their phobia or stay calm in its vicinity. The Brave trait does not help with this roll.

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

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