

# QUICK REFLEXES

The character is fast to act when things happen, reacting to situations almost instinctively. It doesn't mean they cannot be surprised – if they don't know something's coming they can't react to it – but when something attacks or bad happens, they're often the first to react to it.

## Effect

In a conflict situation, when they haven't been taken completely by surprise, the character is assumed to always go first when acting at the same time as others. They won't always go first in a round, but if two or more people are acting in a single phase (such as Talkers, Runners, etc.), the person with Quick Reflexes goes first. If more than one person in a phase has the Quick Reflexes trait, the character with the higher relative attribute goes first. For more information on Conflicts, Actions and Rounds.

## Note

Cannot be taken with the [Slow Reflexes](#) Bad Trait.

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

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