

SELFISH

“But what’s in it for me?” It’s all about me. Me, me, me, me, me. The character may go along with the rest of the group, helping civilisations out of trouble or rescuing people in danger, but at the back of their mind is always the thought that they may be able to get something out of it: a reward, riches, hidden treasure, technological knowledge, or just information about the future that they can exploit.

Effect

Selfish doesn’t interfere too much with the way the character acts – they’ll help and join in as usual – but there may be times when they sneak off to see what they can plunder or gain. The Gamemaster may reward this action with Story Points for playing in character if it moves the adventure in an exciting or unexpected direction at the character’s expense.

[bad, minor, characters](#)

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