

SLOW REFLEXES

A character with this trait is constantly surprised by events, unable to get a word into a conversation, last to react in a confrontation and often hit in the face when a ball is thrown to them.

Effect

As a Minor Bad Trait, the character always goes last when multiple people are acting at the same time in a round. Others will always go first. However, as a Major Bad Trait, the character always goes last in a round, going after everyone else, as they try to take in all the information and work out what is the best course of action.

Note

Cannot be taken with the [Quick Reflexes](#) Good trait.

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

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