

Assets**Higher Education (d6)**

You gained the full benefit of a university degree, guild training, or some other form of study—meaning you sat up straight, paid attention, and retained what you learned. You may add your Trait die when recalling information that you may have studied in school. It needs to relate to your education background and be approved by the Game Master.

Photographic Memory (d4)

You have the ability to recall information and material that you have studied for at least 30 seconds. **d4:** Your eidetic memory has limits. You can only retain a number of articles of information perfectly equal to the maximum result of your Intelligence die.

Uncommon Knowledge (d6)

You possess knowledge of some topic or field that almost no one else does; it might be secret, or it may simply be very obscure. Discuss with the Game Master what kind of knowledge it might be, and if this Trait is appropriate or not. If so, ask him what level it would need to be. This Trait is highly subjective, so be sure it covers something that will actually add to your character! The Trait die may be used together with an attribute to make a Skill roll, in place of an existing Skill, especially if your rating is greater than any dice in such General Skills as Knowledge or Science.

Complications**Combat Paralysis (d4)**

You freeze up during situations of conflict or confrontation, and have trouble deciding what to do or how to act. It could be fear, or merely plain indecision, but it stalls you.

d4: At this level, when combat begins, roll your Trait die. For that many turns, you can't make any offensive actions. For the first turn, you can't even make any defensive actions! This makes you something of a sitting duck, able only to roll Innate Defense.

Honest to a Fault (d4)

It's just not in your nature to lie. Maybe you were raised that way, or perhaps you're just too simple to really think to do so most of the time. Regardless, you have no poker face and have hard time lying even when you want to tell a good whopper. While this is principally up to you to role play (possibly earning some Plot Points), you must add your Trait die to any action in which you are trying to conceal the truth or tell a falsehood.

Weak Stomach (d4)

You can't stand the sight of blood—your own, or anybody else's. You become ill, feel nauseous, or faint. When in the presence of blood, gore, or injury more serious than a paper-cut, add your Trait die to the Difficulty of all physical actions.