



# New Traits

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## Flaws

### Apathetic

**By:** Jim Johnson

You are indifferent and uncaring toward a person or people and have to force yourself to act when they are in need.

**Effect:** You must select a person, group, people, or realm for which you care not. When faced with a situation that involves the object of your apathy, you must spend one point of Courage to react to the situation. Otherwise, you turn away from their need and go about with your own concerns.

### Impetuous

**By:** Jim Johnson

*'Hm, but you are hasty folk, I see,' said Treebeard.*

— *Treebeard, The Two Towers*

You are prone to making sudden and potentially rash actions and often act before thinking things through. While this has reaped you some benefits, it has also earned you a wealth of difficulties.

**Effect:** When faced with a dramatic moment or combat, or any other appropriate scene (at the Narrator's discretion), you must make a TN 15 Willpower test. If you fail the test, you charge headlong into the fray or otherwise make the first action that comes to mind, whether it's particularly wise or not.

**Improvement:** If you want to be even more impetuous, say to the point of having virtually no patience or care for your actions, you may take this flaw again for a total of two picks in compensation. This improvement increases the Willpower TN to 20.

## Naïve

**By:** Jim Johnson

*‘Radagast the Bird-tamer! Radagast the Simple! Radagast the Fool! Yet he had just the wit to play the part that I set him.’*

— *Saruman, The Fellowship of the Ring*

You unconsciously look at the bright side of things, and usually only see only the good side of people. You have a hard time determining truth from falsehood. The darker or more subtle aspects of interpersonal interaction escape your notice. You have a good, trusting heart, and those of a deceitful, malicious nature take every advantage of that fact and of you. You are vulnerable to being used, sometimes with potential harm to yourself or others.

**Effect:** You suffer a –2 penalty to all Social tests involving Debate, Gaming, Inquire, and Persuade and a –2 penalty to all Willpower and Wisdom tests involving another person. If an individual convinces you (i.e., defeats you in a Contest of Wills) to do something that may not be in your best interest, you must spend one point of Courage or carry out the request. See page 222 of the core rulebook for more information on Contests of Will.