

COWARDLY

Facing those monsters, some people become nervous wrecks rather than becoming hardened to it. Cowardly is a Bad Trait reflecting the character's lack of natural courage, and means they will usually avoid dangerous situations unless it means that staying where they are is even more life-threatening!

Effect

The Cowardly Trait reduces the character's chance to resist getting scared, suffering a -2 penalty to any roll when they need to resist running away screaming! (See "Getting Scared" on pg. 94).

Note

Cannot be taken with the [Brave](#) Good Trait.

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

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