

IMPULSIVE

“Why worry, it’ll be fine, let’s go!” Impulsive people do not think things through before acting and are likely to leap before they look. It doesn’t mean they have a death wish – far from it – it’s just that they do things on a whim and sometimes come to regret it.

Effect

There are no penalties or modifiers for this Minor Bad Trait, but the player should remember the impulsive nature of the character and bring it into play when possible. It doesn’t force them to take unnecessary risks, but they will leap into a situation before they have all of the facts, thinking they’re doing good. Playing up to the trait should be rewarded by the Gamemaster if the situation and roleplaying is suitable for the plot and the game. At times the Gamemaster can make it a dramatic struggle, trying to resist the urge to be impulsive (in which case, a -2 modifier is applied to Ingenuity and Resolve).

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

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