

OWES FAVOUR*

In the past, someone did the character a favour. It could be anything from a sum of money, repaying them for getting a great job, or even saving the character's life. Whatever it was, they're not going to forget it, and they can call on the character to repay the favour.

Effect

As a Minor Trait, the favour is something relatively small – a small amount of money (up to £1000 or so), an introduction to someone important, or bailed the character out when in trouble. As a Major Trait, the favour is more important, a large amount of money (over £10,000) to saving the character's life. If the Gamemaster chooses, and if it suits the plot, they may opt to call in the favour, possibly even becoming an adventure in itself. Of course, if the favour called in is bigger than the first debt, it may be quits and this trait may be lost, or even gain the Owed Favour Good Trait!

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

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