

UNLUCKY

Call it a curse, call it chance, but fortune hasn't smiled for a while. The traffic lights turn red whenever approached, the character pressed the wrong button on the control panel and shorted the autopilot or their attempt at being diplomatic has resulted in insulting the city's patron and her entire family.

Effect

The character is unlucky! Simple as that. If you roll two '6's on your dice, you'd normally cheer as this would be a huge success. At least, normally. Characters with the Unlucky trait have to re-roll when double '6's are rolled, increasing the random chance of rolling something worse. If you get double '6's again, well, your unlucky streak isn't so bad - you can keep that result.

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

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