



Sample Character Disadvantages Under Hero

(Player Reference Handout, Drawn from Various Internet Sources & Our Own Original Materials)

Note: Pronoun usage varies throughout this document, and except for those Disadvantages that specify that they are only available for a specific gender should be considered as interchangeable with other gender pronouns.

Background Disadvantages:

Cursed (Frequently, Greatly) 20 Points

This is in most campaigns like Unluck, but worse. If anything bad happens to the party, it happens to the character first and worst. If anything good happens, it misses him. And any time the GM feels like hosing the character, he can.

It is possible for the character to take both this Physical Limit and Unluck.

In Quartermain a character that is Cursed has specifically done something to face the wrath of the Technomages. Whenever they alone are using a computer, or computerized device, that uses their identification in some way, there is a high probability of malfunction or needing to take extra time as the smallest mistakes will cause them problems and frustrations. Their email address ends up on the distribution lists for lots of things they have no interest in, their bank accounts are meddled with, travel plans are re-routed in the most annoying ways etc. Trying to remove a curse would take years of effort since thousands of computer systems are affected on multiple worlds.... Basically this is a VERY sophisticated Computer Virus at work against an individual.

Fated To (Occurrence or Happenstance)

All The Time, Slightly: 15 Points

All The Time, Greatly: 20 Points

All The Time, Fully: 25 Points

A character with this Limitation is Fated to always have something happen, or to never have something happen. The character must have some reason for wanting things otherwise... being Fated To Never Lose A Fight isn't an appropriate disadvantage.

Usually, the reason why the character wants otherwise can be defined in a Psychological Limitation; for instance, a character with Herpophobia (the fear of snakes) might be Fated To Meet Snakes At Least Every Third Adventure. A villain who carries a gun might be Fated To Never Use His Gun Against A Character Who Would Be Injured By It. He can still use the gun for intimidation, or to shoot objects, but for some reason whenever he pulls the trigger against a person, the target dodges his bullets or bounces them.

Young (Infrequent, Greatly) 10 Points

A character with this Physical Limit is under the age of 18. He is not yet an adult, and there are obviously things that the character will not be able to do (such as vote, sign a contract, buy a car, etc.) and places the character will not be able to go (such as a strip joint). When using a Presence-based skill on an adult the character suffers a -2 penalty, depending on the circumstances.

The character does not necessarily act like a child. See the Psychological Limitation Young for characters who do so.

Physical Disadvantages:

Abnormally High/Low Body Temperature (Infrequent, Slightly) 5 Points

A character with an Abnormally High/Low Body Temperature has a "busted thermostat", and as a result normally runs tangibly cooler or warmer than regular people.

A character whose body temperature is lower than normal tends to have a lower metabolism. He doesn't eat as much, and sleeps more. In addition, it takes a while for the character to "get going" and rarely does he have extra energy. Such characters can never "push" their abilities and make all Dexterity rolls at a -1 penalty. In addition, they get cold easily when the temperature is below 80 degrees.

It's important to note that much of the material here was originally published on fan web sites and mailing lists in the internet.

I have attempted to remove various 'opinion' and 'editorializing' comments that were included in those original sources, and have added some notes specific to our gaming needs and the Quartermain setting.

A character whose body temperature is higher than normal doesn't sleep much, eats more, and always seems "on". However, he also overheats very easily, and tires out quickly. The character must make a Constitution roll to use any ability with an endurance cost of one-fifth his normal Endurance maximum. In addition, they feel uncomfortably warm whenever the temperature is over 75.

Achilles Heel (Infrequently, Greatly) 10 Points

With this Physical Limit, the character's defenses have some flaw that is either obvious or can be easily perceived or deduced by an experienced foe. Opponents receive a bonus of +2 to all Find Weakness attempts against the character. The Frequency value of this disadvantage should be increased if one of more people with the Find Weakness talent are Hunting the character.

Albino (Infrequent, Greatly) 10 Points

A character with this Physical Limit has no natural body pigment. His hair and skin are white, and his eyes are pink. An Albino may seem attractive or ugly, but an average appearance is impossible when choosing a Comeliness score. An albino will always be remembered, and cannot easily blend in with a crowd. The "Distinctive Feature: Albino" (another 10 points) disadvantage is required when taking this.

An Albino must avoid direct sunlight, as they have no resistance to sunburn. If the player so chooses, this could be bought as a Susceptibility. In addition, Albinos suffer a -2 penalty to all visual Perception rolls and for any ranged attack rolls made in direct sunlight. (This can be countered by wearing sunglasses or other tinted lenses.)

Alcohol Hangovers (Infrequently, Slightly) 5 Points

A character with this Physical Limitation always gets bad hangovers after they've consumed some alcohol, 2d6 hours after it's consumption, no matter what they do. When this begins it lasts for 1d6 hours and leaves them at a -1 to all their Skill and Attribute Rolls until it ends.

Alcoholic Rage (Uncommon, Always Occurs, Recover 8-) 25

A character with this has biochemistry that reacts to consuming alcohol by entering into an Enraged State, ready to strike anyone that they perceive as a threat, insulting, in their way or annoying. Since this is known to them and avoidable by abstaining, the value of this is different than standard Enraged Limits.

Alien Biochemistry Requires Special Medical Care (Infrequent, Greatly) 10 Points

This Physical Limit is only appropriate to nonhuman characters, such as aliens or intelligent animals. The character's body chemistry is significantly different from that of a normal human, and as such normal medical practices simply don't work (or don't work as well) on the character as they otherwise would.

Depending on the character's concept, the character may merely need medical supplements to be healed. Other character concepts may require special equipment, strange chemicals, and difficult procedures for medical care to work.

Anyone attempting to use a medical skill to heal the character suffers a -6 penalty to their roll. (This can be only applied for characters NOT of the 'Standard' Races in Quartermain).

Allergy (Varies)

Infrequent, Slightly: 5 Points
Infrequent, Greatly: 10 Points
Infrequent, Fully: 15 Points
Frequent, Slightly: 10 Points
Frequent, Greatly: 15 Points
Frequent, Fully: 20 Points

With this Physical Limitation, the character has a non-life threatening allergy, such as hay fever. When the allergy is active, the character feels ill. In the case of respiratory allergies, the character suffers from watery eyes, a stuffy nose, and is constantly sneezing and coughing. Topical allergies cause the character to break out in hives and constantly itch. Dietary allergies cause the character to grow nauseous and can lead to vomiting, sweating, and balance problems.

The possible permutations of each Allergy are numberless. The exact effects are left up to the individual GM.

Characters whose allergies are potentially fatal should take Susceptibilities instead.

Amnesia (Varies)

Infrequent, Slightly: 5 Points || Infrequent, Greatly: 10 Points
Frequent, Slightly: 10 Points || Frequent, Greatly: 15 Points

A character with Amnesia has previously suffered some head injury which caused brain damage. The specific damage has caused the character to permanently forget details of life before the injury occurred. The erasure of memory may be complete or partial, as the player wishes, and the specific details the character has forgotten is also up to the player.

Note that forgetting how to do certain things (such as how to talk) can be better covered by using other Physical Limits.

The Frequency of the Physical Limit is determined by how often the missing information is needed, while the Strength is determined by how important the forgotten information is. As these considerations are variable, the GM must determine the specific points for this disadvantage. For example, a forgetting how to drive a car isn't as great a limitation in New York City as it is in Miami, Florida, as there is a wide and varied choice of public transportation systems in New York.

Note that another possibility is Psychological Limit: Amnesia; in that case, it represents a memory that was so traumatic that the character has blocked it out.

Asthma (Frequently, Greatly) 15 Points

A character with this limitation suffers from asthma attacks. Attacks can be brought on by one of two things: fatigue and stress. Anytime the character becomes fatigued (i.e., uses more Endurance in a single phase than his Constitution score), he must make a Constitution roll or suffer an attack. Anytime the character is in a stressful situation (GM's ruling), he must make an Ego roll or suffer an attack.

During an attack, any Endurance loss suffered is doubled (including the Endurance loss that brought on the attack, if any). The character will wheeze and have a hard time speaking in complete sentences. He cannot activate any power that requires verbal components (Incantations), and is at -3 to DEX and INT based skill rolls, as all his concentration is needed just to breathe.

Once an attack has started, the character must roll vs. Constitution every Phase. On a critical success (roll a 3), or three consecutive successes, the character recovers. A failure costs the character one point of Endurance. On a critical failure (roll an 18), the character begins to take 1d6 of Endurance loss each phase. If his Endurance reaches zero, he will begin to lose Stun (see Hero Rules). If he loses all of his Stun, he will pass out and begin suffocating.

Astigmatic (Frequent, Greatly) 15 Points

A character with this Physical Limit has bad eyesight. Whether he is Nearsighted or Farsighted is up to the player, but in any case the problem is caused by a deformation of the character's eye. What this means is that the character's vision cannot be corrected by contact lenses; to have clear vision, he is forced to wear glasses. In short, taking this Physical Limit is a bit like buying the character's normal vision through a focus.

This disadvantage functions identically to either the Nearsighted or Farsighted limitations, with the added complication that the character now has a pair of glasses to watch out for. Glasses are easily damaged in combat, can be stolen as if they were a focus, can be interfered with by dirt, grease, mud, etc, and are otherwise vulnerable to attack.

Blind (All The Time, Fully) 25 Points

A character who is Blind cannot see at all. The player may buy the character's other senses up as compensation if he so chooses, without removing the penalties of being blind. The classic example of the blind martial artist who operates using a "radar sense" is still hampered by being blind, since he cannot read normal text, cannot distinguish color, etc.

This character is unaffected by any sort of visual Flash attacks, as well as visually-based Images, Mental Illusions, or Darkness. Also, he suffers no penalties for operating in the dark.

However, in unfamiliar territory, the character must use a cane or be lead by a companion or guide animal to navigate safely. Walking by cane is slow ($\frac{1}{2}$ normal Movement Rate). Many activities are impossible to a blind person; common sense will dictate which.

Body Of *Unusual Substance* (All The Time, Slightly) 15 Points

The character's body is made of some unusual, possibly inorganic substance. Examples would include a character whose body is made of steel, or wood, or quartz crystal. The specific effects of this disadvantage should be determined by the GM based on the material in question.

For example, a character's whose body is made of steel wouldn't be as limber and flexible as normal. His sense of touch would be lessened, and he would have no sense of temperature unless the temperatures in question were extreme (such as boiling hot or below freezing). Also, he would weigh much more than normal,

and has to take this into account when using furniture, getting into a vehicle, etc. The GM should make sure that this Physical Limitation does, in fact, limit the character.

Bruises Easily (Infrequent, Slightly) 5 Points

A character with this Physical Limit gets marked up by physical contact easily. Even when the character wins fights, he looks like he lost. The character's comeliness should never be more than 12, and for 1d6 weeks after any combat in which he was hit (not necessarily damaged... just being hit will do it), suffers a -1 to his Comeliness. In addition, any Presence attacks based on fearsomeness will suffer a -1d6 penalty.

Cannot Swim (Infrequent, Slightly) 5 Points

The character flounders (and then sinks and drowns) when in water deeper than he is tall. The character doesn't know how to tread water, float, or even dog paddle. His Swimming rate is reduced to 0", and when in deep water is almost helpless.

This Physical Limit is different from Sinks Like A Stone. A character with that limitation cannot float at all, while one who simply Cannot Swim has at least a small chance to keep afloat.

It is also advisable that the character take a Psychological Limitation Panics When In Deep Water, or something similar, to simulate his inability to keep his head when in water.

Carrier Of/Infected With *Infectious Disease* (Frequent, Greatly) 15 Points

A character with this disadvantage carries some communicable disease in his system. The disease is harmful (or at least annoying), but need not necessarily be deadly. If the character is a carrier of the disease, he himself is not affected or harmed by it. If the character is infected, however, the disease harms the character himself as well as those around him.

To be an appropriate disadvantage, the disease must be one that either cannot be cured or, upon being cured, renders the patient a carrier of the disease. (For example, a person who contracts hepatitis and is then cured carries hepatitis microbes in his bloodstream for the rest of his life and is capable of infecting others later on.)

The exact nature of the disease is up to the player. Possible examples of appropriate diseases include herpes, malaria, hepatitis, the HIV virus and most other sexually transmitted diseases, and typhoid.

Clumsy Hands (Frequent, Greatly) 15 Points

A character with this Physical Limitation has hands that are not made for fine manipulation. The reasons why depend on the character's concept and the player's choice. For example, the character may be a "beast man", whose hands are closer to paws than real hands. Or the character may be a large and imposing brick, whose fingers are thick and stubby.

Whatever the reason, the character is unable to do any task which requires the ability to finely manipulate or dexterously wield objects. Such tasks as pushing the buttons on a telephone, writing a note in a precise script, detailed painting, operating most electronic devices, etc. are either beyond the character or suffer a -4 penalty to the roll.

Note that this disadvantage does not affect the character's overall dexterity; rather, only his manual dexterity is affected.

Colorblind (Infrequent, Slightly) 5 Points

A Colorblind character cannot see any colors at all. In everyday life, this is mostly merely a nuisance. However, in any situation requiring color identification (such as buying gems, uniform identification, cutting the yellow wire and not the blue wire to disable the bomb) there will be minuses.

Certain skills will always be harder. When using Criminology, Electronics, Forgery, Science Skill: Chemistry (and related fields), Tracking, and Trading the character will suffer a -1 penalty to his roll.

Crushing Grip (Infrequently, Greatly) 10 Points

This Limitation is only appropriate for characters with a Strength which is greater than that of human possibility. Under stressful situations the character unconsciously applies his casual strength to whatever he is doing. Shaking hands with the President for a shy character might result in crushed bones. Opening a door when he's about to meet the girlfriend he stood up earlier might result in ripping it off its hinges. Trying to avoid a small girl in the road while driving might result in wrenching the wheel off. Gripping the arm of his seat at a very scary movie might result in crushing plastic and steel into a paste.

This does not apply to situations where the character is trying to apply force greater or equal to his casual strength, of course. What is considered stressful to a character is up to that specific player and the GM.

Deaf (All The Time, Greatly) 20 Points

A character with this Physical Limit can hear nothing. Any information he receives must be communicated through other means (such as writing, sign language, telepathy, etc.). The character is immune to any attack against the hearing sense, such as Darkness to Hearing or Flashes vs. Hearing, but also cannot hear shouted warnings, cannot communicate with others easily, etc.

At the GM's option, the character may begin play with Language Skill: Sign Language as a native language at no cost.

Diabetes, Type I

(Infrequent, Greatly) 10 Points
(Infrequent, Fully) 15 Points

A character with Type I Diabetes has a dependency to insulin, which must be taken daily. If not, the character suffers physical harm from the effects of the disease. In addition, Type I Diabetes causes the character to be less resistant to other diseases (-3 to all Constitution rolls related to disease resistance).

A character taking this Physical Limit is also required to take Dependency: Dependent On Insulin, 1 Day, 3d6 Damage for 5 points.

A character wishing to take Diabetes (Type II) should just take the Dependency.

This Disadvantage is rare in Quartermain, though it may occur in some Imps as a side effect of their technology implants.

Dies If He Uses *Specific Power* (Infrequent, Fully) 15 Points

A character with this Physical Limit has a power which he cannot use without killing himself. In general, the power in question will be his most powerful attack or defense power; the GM should make sure that the power in question is appropriately dramatic and important for the Physical Limit to be appropriate.

If the character will probably (and understandably) be hesitant to use the "lethal" power. The occasion upon which he uses it (if any) should be a dramatic and powerful role playing moment, in which the character has no other choice. However, the GM should not maneuver the character into such a position; rather, he should let the player maneuver himself into it if he wants to. The character is always free to choose not to use the power.

Dietary Restrictions (Frequent, Slightly) 10 Points

This character has some specific dietary requirement; he cannot eat certain foods, or can only eat certain food, as determined by the player. The character is not necessarily poisoned if he eats foods in contradiction to his Dietary Restriction; he simply cannot digest and use food which goes against his requirements. For example, a character with Dietary Restriction: Carnivore can eat vegetables, if necessary, but he won't actually gain any nutritional value from them.

The permutations of this Physical Limit are nearly endless. Some possible variations include:

Carnivore: The character's preferred food is meat. In addition, the character may be further restricted to either cooked or raw meat, or may be able to eat either. Other possible variations of this variation include only being able to eat fish, or not being able to eat fish, or only being able to eat carrion.

Herbivore: The character's preferred food is plant matter. What particular part of a plant is up to the player. The character may be able to eat any part of a plant, or may be restricted to leaves, bark, or fruit. In addition, the character may be able to eat any plant, or only a few species.

No Processed Foods: The character can eat anything he wants, as long as it doesn't have any additives. Artificial flavorings, preservatives, etc., all ruin the food for the character. In this case, the character probably does most of his grocery shopping at health food stores and organic specialty stores.

Unusual Additives Required: The character can eat anything he wants, as long as the required additive has been included. The exact nature of the additive is up to the player and should fit into the character's concept. If the additive is normally toxic to human beings, the character is required to purchase Immunity to that substance.

The character should have a concept explaining why the character has this disadvantage.

Doesn't Understand Modern Life

All The Time, Slightly: 15 Points

All The Time, Greatly: 20 Points

All The Time, Fully: 25 Points

A character with this Physical Limitation is generally from another time period or a very primitive culture or world without much outside contact, and doesn't comprehend the day to day rules of society that most people take for granted. Examples include when to not cross a street, how to drive any powered, how to summon emergency help, etc. The character simply has no grounding in the rules and taboos of modern life. Most skills involving blending in or interacting with other people are performed at a -2 modifier, and the character cannot take any Knowledge Skills dealing with current culture. This Limitation can be bought off over time.

The closer the character's native time period/Culture is to the current time of the campaign, the less this Physical Limitation is worth.

Doesn't Understand Modern Technology (Frequent, Greatly) 15 Points

A character with this disadvantage never learned how to use most or all of the technology that everyone else takes for granted. Generally, this means the character is out of place in time. (Such as being from the past or the far future, or a primitive world.) The character is unable to learn any skills which involve modern technology, unless they are obviously based on technology the character can use. (This determination is up to the GM.)

Dwarf (Frequent, Greatly) 15 Points

The character with this Physical Limit is very short and small. A Dwarf must be less than 4' 7" tall as an adult. The character's weight will usually be much lower than that of a normal adult, though it may come close to normal depending on the character's build. Most dwarves also have problems with bone growth; their bones grow curved or at unequal rates, making it difficult for them to move easily.

The character is severely limited due to his small stature: shelves are all too tall, clothing must be purchased in the children's sections or specially ordered; the pedals of a car are too short to be reached, and the dashboard is too high to be seen over; chairs and tables are built to the wrong scale. Other limitations are probably self-evident.

Depending on the character's concept, the character's Strength and Constitution will most likely be less than normal.

Dyslexia

Frequent, Greatly: 15 Points

Frequent, Fully: 20 Points

A character with this Physical Limit has a severe learning disability. The character cannot easily learn to read or write, and even simple maps and road signs are often beyond the character. He can learn any skill normally if he has a teacher.

The amount of hindrance is determined by how severe the problem is. At the lesser level, the character has difficulty with anything involving number sequences and reading. They can learn to read, but do so slower than most people, and frequently see things out of sequence. This causes them to suffer a -2 penalty to all skill rolls involving numbers or reading. In addition, if the character reads something wrong, he may not realize it.

At the stronger level, the character cannot learn to read or do anything more than basic math (on his fingers). Without special training, the character is considered illiterate, but gains no extra points for it.

Epilepsy

Frequent, Greatly: 15 Points

Frequent, Fully: 20 Points

A character who has Epilepsy is subject to seizures. At Frequently, Greatly the seizures are "petit mal", and are notable as more of a "phasing out"; the character stares into space, oblivious to what is going on around him for the duration of the seizure. At Frequently, Fully the seizures are "grand mal"; during a grand mal seizure, the character's body trembles uncontrollably and he cannot think or speak clearly.

In any stressful situation (especially a life-threatening one), a 13 or less roll will bring on a seizure lasting 1d6 minutes.

If the character has any sort of Phobia, exposure to the focus of his fear is considered a stressful situation. During a seizure, the character can take no actions. In the case of grand mal seizures, the character suffers 3d6 Stun damage as well.

Farsighted (Infrequent, Greatly) 10 Points

A Farsighted character has trouble seeing objects and print that is too close or too close and is at a -3 to perform any task which involves close scrutiny.

Since most campaigns happen in a modern setting, and glasses or contact lenses are freely available to just about anyone who needs them, the point value for this disadvantage has been modified to reflect this fact. If the campaign is taking place in the past, when such items were not so readily available, add 5 points; the Limitation becomes Frequent, Greatly: 15 Points.

Feels No Pain (All The Time, Greatly) 20 Points

The character has no sense of pain, and therefore is not aware of when he is injured. The character can easily break bones or suffer from sprains and tears and never realize it, or the character could get seriously cut and then bleed to death before realizing he was even hurt.

During combat, the GM should keep track of any body damage the character takes, not telling the player until and unless combat is over or the character dies suddenly from his injuries.

Giant (Frequent, Greatly) 15 Points

A character with this Physical Limit is dramatically taller than a normal person without actually having the Growth power. The character is at least 6'6" tall. In addition, the character probably weighs in excess of 250 pounds, even if not massively built or obese.

Though most people who qualify as giants are physically imposing and capable of incredible feats of strength, they also have low stamina and often suffer incredible health problems. The most common problems are arthritis and heart disease, even when they try to keep themselves in shape. This translates as a limit of 15 on their Constitution scores.

In addition, a Giant find it difficult buying clothing, finding beds which are not too short, finding cars that don't close in on them, shower heads that reach higher than their chests, and even buying plane tickets. As such, being a Giant is expensive. Lastly, a true Giant usually eats more than a normal person, even if he is not overweight; food costs go up proportionally.

Gimp Leg

Frequent, Slightly: 10 Points

Frequent, Greatly: 15 Points

A character with a Gimp Leg has some impaired mobility with one of his legs. The specific reason for this is up to the player (some possible examples are damaged knees, one leg being shorter than the other, a malformed foot, etc.).

At Frequently, Slightly the character suffers a -2" penalty to his Running rate, and suffers a -1 penalty to his DCV. At Frequently, Greatly the character suffers a -4" penalty to his Running rate, is at -2 DCV, and cannot ever use any martial kick maneuvers.

Hard Of Hearing (Frequent, Slightly) 10 Points

A character who is Hard Of Hearing has suffered some sort of hearing loss. He can hear, as long as the source of the sound is loud enough or close enough. Otherwise, all Hearing Perception rolls are at a -3 penalty.

Hemophiliac (Infrequent, Greatly) 10 Points

A character with this Physical Limitation has no clotting agents in his blood. If the character takes even 1 point of Body damage (for whatever reason), he immediately starts to bleed to death. The character loses 1 point of Body every turn thereafter until he is given medical attention to stop the bleeding.

In today's modern world, Hemophiliacs regularly take medication which builds up artificial clotting agents in their blood. If the campaign is taking place prior to the 1960's, these artificial clotting agents are not available, and the disadvantage would be worth more points.

This Limitation is extremely rare in Quartermain.

Illiterate (Frequent, Greatly) 15 Points

A character with this Physical Limit doesn't know how to read. Books, signs, scrolls, notes, names on maps... all of them are indecipherable to the character. The character may be able to recognize certain common shapes and symbols, however. (For example, the character may be able to recognize a stop sign from its shape and color... and may even be able to recognize the word "stop" when he sees it elsewhere.)

If the campaign is set during a time period (basically any time prior to 1900) in which Illiteracy is much more common, and therefore less limiting, the disadvantages is only worth 10 points.

Insomnia (Frequent, Slightly) 10 Points

A character with Insomnia has trouble falling asleep, and when he does sleep it is usually only for a few hours at a time. This tends to make the character cranky, always tired, and dulls the character's reflexes and thinking. Any Intelligence-based or Dexterity-based skills are performed by the Insomniac character at a -2 penalty. In addition, the character is unable to push any of his abilities.

In general, Insomnia will follow a cycle. For example, the character may have a week of only sleeping three hours a night, followed by a period in which the character sleeps 30 hours straight, followed by a return to the week at three hours a night. In some cases, however, the character won't sleep at all for a period (usually no more than three days), followed by a period in which the character sleeps for a long time.

This Disadvantage cannot be taken at the same time as any Life Support Powers that affect sleep needs.

Limited/No Physical Sense (Frequent, Greatly) 15 Points

A character with this Physical Limit has either a limited or nonfunctional sense of touch. If the character has any sense of touch at all, it is only triggered by the harshest of sensations... and even then its not as sensitive as it should be. Pleasure and pain for the character from physical touch are extremely limited, though they will be aware of injuries (if not the they should have the "Feels No Pain" Disadvantage as well), and sexual activity may be meaningless or impossible for them without some sort of other source of connection to the event (such as via empathy powers).

The character cannot detect fine details by touch, and finds fine manual work impossible or difficult. A brick with this Physical Limitation might find himself constantly breaking things accidentally because he doesn't realize how much pressure he is applying.

Mere Mortal (All The Time, Greatly) 20 points

A character with this physical limitation takes double the amount of Body damage from any attack. This represents a character who is as non-cinematic as you can get.

Mistaken Identity

Frequently, Slightly: 10 Points

Frequently, Greatly: 15 Points

A character with the Physical Limitation Mistaken Identity has physical features that in almost every way are the same as someone else's. This is best shown in the case of identical twins, who look the exact same as each other and are easily mistaken. Another example may be clones or dimensional copies, who share the same physical properties as a person who already exists. In either case, having a Mistaken Identity can be frustrating for both parties involved, and therefore, permission should be asked from any player before using their character as the object of this flaw.

People who can easily have their identities confused with another find that building their own reputations is difficult. Commonfolk and even colleagues who don't know them that well often confuse the actions and accomplishments of one person for another. In social situations, the reputation of either person could come to the forefront as there is little or no way to distinguish either party apart. In almost all cases, there are hindrances and blockades to being defined by your actions.

At the lower level, the Mistaken Identity may be simply an identical twin, brother, or even a dimensional copy whose base motivations and worldly perceptions aren't that far off from the character's. Because of this, any mistakes made about who has done what or why don't tend to land the character in very deep water; they're just frustrations in social situations. At the higher level, however, the Mistaken Identity may be a villain or enemy whose reputation in its own right damages the character's. As such, no matter how hard they try, they are frequently associated with negativity and actions that vary greatly from social norms.

Mute

All The Time, Fully: 25 Points

A character who is Mute cannot speak. All communication between this character and others must be through some other medium (such as writing, sign language, or telepathy). The character is not necessarily Deaf, though others will often assume so.

Mystery Vulnerability (Uncommon, x2 Effect, Special) 20 Points

A character with this trait has a Vulnerability to something Uncommon which they have never encountered before. If and when they do, they will take x2 Effect (Stun, Body or Intensity). They have no knowledge of what it might be.... only the GM will know what it is. The extra value of this disadvantage is due to the Mystery involved.

Nearsighted (Infrequent, Greatly) 10 Points

A Nearsighted character cannot see objects clearly if they are more than a few feet away. When using a ranged attack, all of the character's range modifiers are doubled. The size of the object and the details of the object may have an effect on this: even the most nearsighted of people would be able to hit a building, for example.

Since most campaigns happen in a modern setting, and glasses or contact lenses are freely available to just about anyone who needs them, the point value for this disadvantage has been modified to reflect this fact. If the campaign is taking place in the past, when such items were not so readily available, add 5 points.

This disadvantage should be extremely rare among characters in Quartermain, and non-existent among the various Delta Sapient entirely.

Nebbish (Frequent, Slightly) 10 Points

A character who is a Nebbish is easily overlooked. No one seems to ever be aware that he is around, they have trouble remembering his name, and someone else usually gets credit for his accomplishments. When he goes somewhere, no one ever seems to remember he was there. Cashiers at check outs bypass him to help other customers. When he finally gets noticed and has a chance to speak, no one gives what he says much regard, and soon forgets that he says anything at all. The character is simply not memorable.

The character's Presence cannot ever rise above 10, unless the additional points are to negate Presence Attacks by Others Only. In some cases, this disadvantage could be construed as a good thing (when the character doesn't want to be noticed, for example), but the GM should strive to make it a hindrance.

Note that the character's close friends (if he has any) aren't likely to treat him in this manner. Note also that the character's close friends are most likely going to be Nebbishes themselves

Needs Reading Glasses (Infrequent, Slightly) 5 Points

A character with this Physical Limit doesn't have bad eyesight per say... he merely can't read small print without help. Otherwise, he tends to make stereotypical actions, like holding the written material at arms-length and squinting. This problem is easily correctable with glasses.

No Arms (All The Time, Greatly) 20 Points

A character with No Arms cannot manipulate objects at all without help. Depending on how high the arms were removed, the character may be able to roughly carry objects with the stumps of his hands, but cannot do fine manipulation.

If the character has stumps extending to at least the elbow, the character can be fitted with prostheses that includes an artificial "grabber" in place of hands. If this is done, the character suffers the effects of having One Arm instead.

No Hands (All The Time, Fully) 25 Points

With this Physical Limit, the character has somehow lost his hands. In general, this disadvantage is functionally identical to No Arms. The character can be fitted with prostheses that includes an artificial "grabber" in place of hands. If this is done, the character suffers the effects of having One Arm instead.

No Legs (Frequently, Fully) 20 Points

A character who has this Physical Limit is missing both legs for some reason determined by the character. The character's Running is reduced to 0", and while on the ground his DCV is at 0. The character cannot move easily on the ground unless he uses a wheelchair or is carried by others.

It is possible for the character to use canes and prostheses to replace his legs. If so, the character suffers the effects of having One Leg.

No Sense Of Smell/Taste (Infrequent, Slightly) 5 Points

With this Physical Limit, the character cannot make Smell or Taste Perception roll. This means that he will never notice certain hazards (such as a natural gas leakage). All food tastes bland and spiceless to the character, and real flowers might as well be made of paper. On the other hand, the character can eat almost anything and never have to worry about skunks.

Odor (Infrequently, Slightly) 5 Points

The character has persistent body odor, or chronic halitosis, or possibly even chronic flatulence. In any case, something about the character smells bad or very distinctively. Nothing the character does rids himself of the problem, though he may be able to mask it for a short period of time.

Any skill involving social interaction is performed at a -2 to the roll. In addition, anyone using a Smell Perception roll in order to identify or track the character gains a +2 bonus to his roll.

The character might also take this as a Distinctive Feature.

Off-Switch (Infrequently, Total) 15 Points

This Physical Limit is appropriate only for characters who are androids or are heavily cyber outfitted (Imps). In short, a character with this disadvantage can be "turned off" and rendered effectively unconscious by another character. The Off-Switch need not be actually a button to be pushed (it could be a code-word, or the character could respond to some form of remote control).

When the Off-Switch is activated, the character is immediately rendered unconscious, and cannot be returned to consciousness until he is turned "back on" by the actions of others.

In any case, the character is not likely to advertise the fact that he can be turned off (if indeed he himself knows).

One Arm (Frequently, Greatly) 15 Points

With this Physical Limit, the character has lost an arm for some reason. This means that all Grab Maneuvers and Strength vs. Strength Rolls are at -5 Strength. The character can only use one handed weapons and cannot use shields or two weapons at the same time.

If the character has a stump extending to at least the elbow, the character can be fitted with prostheses that includes an artificial "grabber" in place of hands. If this is the case, the character suffers a -2 to any Dexterity-related skill (including Hand to Hand combat) using the grabber.

One Eye (Infrequently, Greatly) 10 Points

A character with this Physical Limit is missing an eye. The character may use a glass eye or wear an eyepatch (if the latter, the character must also take Distinctive Feature: Eyepatch). When in hand-to-hand combat, the character is at -1 OCV and when using ranged attacks is at - 3 OCV.

One Hand (Frequently, Slightly) 10 Points

With this Physical Limit, the character has somehow lost a hand. In general, this disadvantage is functionally identical to One Arm. The character can be fitted with prostheses that includes an artificial "grabber" in place of the hand. If this is the case, the character suffers a -2 to any Dexterity-related skill (including Hand to Hand combat) using the grabber.

One Leg (Frequently, Fully) 20 Points

A character with this Physical Limit has lost a leg for some reason. The character's Running is reduced to 2", his DCV while on the ground is halved. The character needs crutches or a wheelchair to move unless he is carried or supported by another. If the character has only one leg, but wears a prosthetic, the Physical Limit is treated as Gimp Leg while he is wearing it.

Overweight (Infrequently, Slightly) 5 Points

With this Physical Limit, the character is noticeably obese. In general, his Comeliness will be less than 14, as most people view the character as grossly fat. He also may not have a Body characteristic higher than 15. Lastly, the character is at a -2 penalty to any Disguise or Shadowing rolls.

Paraplegia (All The Time, Greatly) 20 Points

A Paraplegic character has lost the use of two of his limbs through a paralyzing injury. Not only can the character not move the limbs in question, he has no sensation in those limbs. Injuries to the paralyzed limbs heal slower than injuries elsewhere.

Most commonly the two limbs in question will be the character's legs. In this case, the character suffers the effects of having No Legs. In addition, the character may or may not be incontinent; in this case, the character must either wear diapers or use a catheter or colostomy bag.

If the character has lost the use of his arms, he suffers the same effects as having No Arms.

Permanently Altered By Intrusive Cybernetics (Infrequently, Slightly) 5 Points

Obviously, this Physical Limitation is only appropriate for those characters who gain their powers from cybernetic implants. A character who has been Permanently Altered By Intrusive Cybernetics has had major and vital parts of his own body replaced, to the point that if the cybernetics were removed, the character would most certainly die without unusual and extreme medical care.

This does not necessarily mean that the character's cybernetic systems are obvious to those around him. Usually, though, when a character takes this Physical Limit, he is on his way to true "Cyberdom", and begins to be seen more as machine than man.

Physically Incapable Of Interacting With Other People (All The Time, Fully) 25 Points

This Physical Limitation represents a character who, for some reason, cannot engage in normal discourse and interaction with other people. The character may need special help to do so, or may not be able to do so under any circumstances (depending on the circumstances). Either way, there is some reason he isn't able to interact as everyone else does.

As a result, any skill roll which requires social interaction (such as Oratory or Persuasion) is made at a -5 penalty.

Commonly, this disadvantage should only be taken by characters with extreme physical conditions. Examples include characters who are only brains in a jar, or who are permanently on fire, or who radiate numbing cold so painful that other people cannot come within 10 feet of the character. Other possible reasons include being permanently 20 feet tall or permanently 6 inches tall.

Poor Balance (Frequently, Greatly) 15 Points

A character with this Physical Limit has trouble keeping his balance. On slippery or unsure footing, he tends to slip and fall. In addition, the character has trouble carrying objects when they are not carefully balanced. Also, the character must avoid ledges, as he has a tendency to lose his equilibrium on them. Any Dexterity roll related to keeping his balance suffers a -3 penalty.

Poor Traction (Frequently, Greatly) 15 Points

As a result of his powers, a character with this Physical Limitation tends to slide when pushed. Their feet can't "get a good grip" on the ground while they are moving, and are somewhat unstable while standing still. The character suffers an additional +2" knockback on all attacks. They also suffer a -2 penalty to any Dexterity roll which deals with the character keeping his feet.

Quadraplegia (All The Time, Fully) 25 Points

A Quadraplegic character has lost the use of his arms and legs for some reason (usually an accident of some kind). The character cannot move anything other than his head of his own accord without assistance. He cannot move on the ground without using a wheelchair or being carried.

A Quadraplegic character is normally incontinent (meaning he has no control over his "bathroom functions"). In addition, his total care is left up to other people: he cannot bathe himself, feed himself, or dress himself.

The character automatically suffers the effects of having both No Arms and No Legs. In addition, the player should decide whether the character can still breathe on his own; if not, he will be permanently attached to a respirator.

This Trait should be extremely rare in Quartermain, since such beings are prime candidates for implant and exo-technology.

Rapid Aging (Infrequently, Slightly) 5 Points

A character with this Physical Limit is aging at a faster rate than normal, and can thus expect a shorter life span as a result. The precise rate of aging is up to the player. It should be noted that normally, this disadvantage is only a problem if the character is going to some effort to fix it.

For example, a character who ages 2 years for every 1 that passes is probably not going to grow old within the time frame of a normal campaign. However, if the character's rate of aging is increased greatly (for instance, 1 year for every day that passes), the character is more hampered, and the GM may want to assign a larger point value to this Physical Limitation.

Recurring Amnesia (Frequently, Total) 20 Points

This limitation is a variation on the Physical Limit Amnesia. In this case, not only has the character forgotten all details of life prior to the accident, he also no longer has the ability to retain learned information beyond a certain point. What this means is that every time the character wakes up, he has forgotten everything all over again, and must relearn it every day.

Secret Orders (Special) 20 Points

A character with this trait has been manipulated thru means unknown to them (and they are unknowing of it) by an individual or group and had a set of secret orders bound into their mind that they will carry out whenever a certain key "Triggers" occur. These may be activation words, events, observing symbols, sounds, radio signals, or whatever else was programmed into them to act on and they will enter into a trance-like state when

the trigger occurs until they carry out the orders in full. They don't know the orders exist, who placed them or what the triggers are on any level of consciousness. This is a plot trait, and the GM alone will know its details and when the events to introduce the trigger will occur.

Short (Infrequently, Slightly) 5 Points

The character is below normal height. The obvious disadvantage of being Short are an inability to reach high objects. The character's Running and Jumping are reduced by 1" each. In addition, the character is generally perceived to be weaker and less physically impressive than he actually is, and can possibly be seen as being younger than he actually is. Any combat-oriented Presence Attack the character makes suffers a -2d6 penalty.

If the character wishes to be extremely short, he should take Dwarf instead. If the character is permanently 1 foot tall or shorter, Tiny should be taken instead.

Significantly Different Anatomy (Frequently, Slightly) 15 Points

This Physical Limit is only appropriate for characters whose bodies are completely different from those of normal human beings, such as aliens or characters who are made of some substance other than normal flesh. The character's anatomy is different from that of normal humanity to be almost unrecognizable to a paramedic or doctor.

Unless the person providing medical care has been trained in the character's anatomy, no medical skill will work if used to heal the character, and may actually harm the character if the attempt is failed (GM option).

Sinks Like A Stone (Infrequent, Fully) 15 Points

For whatever reason, the character with this Physical Limit cannot swim at all. In addition, he cannot even float in water, regardless of how hard he tries. Rather, he sinks immediately to the bottom.

A character with this Physical Limit loses all natural inches in swimming, and must walk across the bottom if they wish to cross water deeper than they are tall. Rules concerning drowning and holding one's breath apply as usual.

Slow Reactions (All The Time, Greatly) 20 Points

With this Physical Limit, the character's reaction time is less than what it should be. The character acts at half their normal Dex on any given phase, and suffers a -1 OCV/DCV to any hand-to-hand skill roll. In addition, any Dexterity roll involving reaction time suffers a -2 penalty.

Stigmatic (Infrequent, Greatly) 10 Points

This Physical Limit is only appropriate to characters who are deeply, devoutly religious Christians. The character periodically suffers from wounds which mirror those that were suffered by Jesus Christ, as described in the New Testament of the Bible. These wounds are painful and bloody, but are never fatal.

Specifically, the wounds are punctures of the wrists and feet (Jesus was nailed to the cross with spikes), whip-like lacerations on the back (Jesus was flogged before being crucified), punctures and scratches of the forehead (Jesus was forced to wear a crown of thorns), and lastly, a stab wound in the side (Roman guards stabbed Jesus with a spear to see if he was dead).

Generally, a Stigmatic will suffer only one of the manifestations (most commonly punctures of the wrist). Rarely, two or three manifestations will occur. No Stigmatic in recorded history has ever suffered more than three.

Stutterer (Infrequent, Greatly) 10 Points

A character with this Physical Limit suffers from a stammer or similar speech impediment. The character suffers a -2 to any skill roll involving the spoken word, especially when addressing a large number of people. Most Presence-based skills (especially Oratory and Persuasion), as well as several Professional Skills are next to impossible for the character to learn.

Suffers Double Knockback (Frequently, Greatly) 15 Points

A character with this Physical Limit is somehow easier to knock around than a normal character. When Knockback is calculated, the Body of the attack is doubled for the purposes of calculating knockback.

Example: Punchingbag Man has the Physical Limitation 'Suffers Double Knockback'. Boxing Glove Man hits him, doing 12 Stun and 2 Body. Before the usual two dice are rolled, the Body is doubled to 4. Only after the Body is doubled is the Knockback roll made.

Susceptibility to Illness (varies):

Infrequent, Slightly: 5 Points
Frequent, Slightly: 10 Points
All The Time, Slightly: 15 Points

A character with this Limitation catches colds and the flu easily. They seem to always be stuffed up and groggy. The illnesses are always more annoying than threatening, but they are almost constantly there.

The GM should, at whatever interval he chooses, roll to see whether or not the character is ill. At Infrequent, Slightly, the character catches cold on a roll of 8 or less. At Frequent, Slightly, the character is ill on an 11 or less. And at All The Time, Slightly, the roll is 14 or less.

Tall (Infrequently, Slightly) 5 Points

The character is taller than is normal. Because of this, the character is uncomfortable in tight spaces (such as elevators, buildings with low- ceilings, compact cars, etc.) He has difficulty finding clothing that fits, and even when he does usually must pay higher prices for it.

Shower heads are usually positioned so that, when running, they strike him right in the belly. In addition, the character is intimidating to those around him, whether he wants to be or not. Any Persuasion roll gains a +1, but all other social skills suffer a -1 to the roll.

If the character is taller than 6' 4", use Giant instead.

Terminally Ill (Infrequently, Fully) 15 Points

A character with this Physical Limit has one of several fatal diseases or conditions. It is assumed that the disease or condition is not one immediately lethal (such as the Ebola virus), but rather is one that gradually kills its victims. The character is hampered by the effects of the disease and is, of course, eventually killed by it. (The GM should decide when the disease finally catches up to the character; such events should be dramatic and used as great role playing material.) The exact nature of the disease is up to the player, and the exact effects of the disease should be determined by the GM. Some examples include:

AIDS: The character suffers the effects of multiple and recurrent opportunistic infections. AIDS does not actually kill its victims; rather, it destroys the infected person's immune system and thus opens the door for any number of potentially dangerous diseases.

The most common cause of death among AIDS sufferers is pneumocystis pneumonia (a bacteria that almost every human being carries in his lungs and is normally immune to). AIDS can take 8 to 10 years to kill the character.

Friederich's Ataxia: With this disease, the character's brain stem is slowly disintegrating. As a result, he suffers a slow degradation of his motor control. The character slowly (over a matter of ten to thirty years, depending on how quickly the disease accelerates) and in stages loses his ability to walk steadily, then stand up straight without help, then stand at all under his own strength. His hands first become shaky, then lose the ability to manipulate objects with any sort of finesse, and then finally stop being under the character's control at all. His speech gets more and more slurry and distorted until finally the character speaks in nothing but gibberish.

Eventually, the character's brain loses its ability to control and communicate with his body and the character dies of suffocation.

Terminal Cancer: The character suffers uncontrollable and malignant tissue growth in one or more of his body's systems. A character who has some form of terminal cancer suffers irregular bouts of intense pain, dizziness, nausea, and weakness before dying. Cancer generally takes one to two years to kill the character.

Regardless of the disease, it is suggested that the GM, while keeping the Physical Limitation an active part of the character's existence, not push it too much without discussing it with the player first.

Tiny (Infrequently, Greatly) 10 Points

A character with this Physical Limitation is permanently 1 foot tall or shorter. Normal existence with other people and the world at large is almost impossible, as everything is built on a scale that is gigantic to him.

Tone Deaf (Infrequently, Slightly) 5 Points

A character who is Tone Deaf cannot recognize individual qualities in sounds. The most obvious result of this is that the character cannot carry a tune in a bucket. This doesn't mean that a Tone Deaf character cannot recognize a song if he heard it, but rather he couldn't reproduce it. The character also cannot tell whether a sound is flat or sharp.

Uncomfortable In Specific Environmental Conditions

Infrequently, Slightly: 5 Points
Frequently, Slightly: 10 Points
All The Time, Slightly: 15 Points

This Physical Limit could be considered a very mild form of Allergy, or a very limited form of Susceptibility. A character with this Physical Limit finds a certain specific environment physically irritating; while in such environments, the character cannot be at ease because of the discomfort he is feeling. The character will most likely hesitate before entering the environment, and once in it will want to leave as soon as he possibly can.

The character never actually takes damage from the environment in question, but can become irritable and distracted. This causes the character to suffer a -1 penalty to any roll he is required to make while in the specified environment.

Psychological Limit: Uncomfortable In (Environmental Condition) can also be taken. In that case, it represents an environmental condition the character finds psychologically disturbing rather than physically irritating.

Underweight/Overweight (Infrequently, Slightly) 5 Points

With this Physical Limit, the character is either notably skinny or notably obese. In either case, his Comeliness will generally be less than 14, as most people view the character as either almost emaciated or grossly fat regardless of the actual attractiveness of the character.

The character may not have a Body statistic higher than 15. He is also at a -2 to any Disguise or Shadowing roll.

Uneducated (Infrequently, Slightly) 5 Points

An Uneducated character isn't stupid; rather, he has never been formally schooled (or if he has gone to school, he never really paid attention to it). Common Sense and experience guide the character's actions, rather than formally taught knowledge.

The character may only take those skills which require no formal classroom training to learn. This prohibits the character from taking any Science Skill, Systems Operations, etc. and can never learn any Language Skill better than "conversational" (and can never rid himself of his native accent).

Unwieldy Body Shape (Frequent, Greatly) 15 Points

The body of a character with this Limitation has an unusually shapes body. The character may have spines or spikes, or may be permanently hunched into a digitigrade stance.

Whatever the case, the character finds it difficult to use most types of furniture, has a hard time fitting into small spaces. The character can't sit in movie theatre seats, plane seats, etc. for long periods of time if at all.

Weirdness Magnet (Infrequent, Greatly) 10 Points

With this Physical Limit, strange things happen to and around the character. This is not a truly threatening disadvantage, but it is a continuous nuisance. The character constantly finds himself dealing with odd circumstances and (relatively) odd people. New Agers and Psychics tend to encounter the character with incredibly frequency, FBI Agents searching for the truth bump into him on a daily basis, and so on.

The reasons for the character having this disadvantage are up to the player.

Mental Disadvantages:

Absent Minded (Varies)

Common, Moderate: 10 Points

Common, Strong: 15 Points

A character with this Psych Limit is forgetful of, or confused by, anything not related to what he is working on or focused on at the moment. Obviously, the classic absent-minded professor springs to mind.

There are two basic levels to this disadvantage. The 10 point version (Common, Moderate) means the character acts absent minded, but can remember things and function normally without having to make an Ego Roll. The 15 point would normally mean that the character would have to make an Ego Roll to remember things like bathing regularly or where they put the remote control.

Alternately, a GM could treat the Common, Strong version in such a way that the character would only have to make an Ego Roll to remember non-regular occurrences, such as delivering a telephone message to someone.

Acts Stereotypically For Nationality (Common, Strong) 15 Points

A character with this Psych Limit acts in a manner which can only be called stereotypical for his nationality. He fulfills in all particulars the common image of his countrymen.

For example, if the character Acts Stereotypically American, he is boisterous, obnoxious, and believes that you needn't learn other languages... because if you talk slow enough and loud enough they'll understand you anyway. If he Acts Stereotypically French, he's surly, hates Americans, smokes, womanizes, and snubs anyone who speaks French with an accent. If the character Acts Stereotypically Australian, he drinks beer by the gallon, considers a good fistfight to be a casual recreational activity, and dresses like Crocodile Dundee. The possible list, while not endless, is certainly long (the possible examples for this Psych Limit are not infinite, but there are a lot of them.)

Obviously, this Psych Limit is only appropriate for characters of a nationality which has a stereotype. (In other words, this Psych Limit doesn't work if you want to try to be "Stereotypically Nambibian", because Nambibia might have a stereotype, but it is not widely recognized in film and media.)

Addicted to (Substance or Activity)

Uncommon, Strong: 10 Points

Uncommon, Total: 15 Points

Common, Strong: 15 Points

Common, Total: 20 Points

The character has an unreasonable compulsion to ingest a substance (alcohol, nicotine, heroine, etc.) or perform an activity (gamble, play video games, have sex, etc.).

A frequency of Uncommon means that the addiction is not yet a serious problem for the character, and it only rarely affects the character's daily performance. A frequency of Common means that the addiction is a very real problem, and the character's daily performance is seriously affected.

A player should not take this Psych Limit with a frequency of "Very Common", as this would mean that the character spends most of his active life filling the addiction. Similarly, an addiction that has a frequency less than Uncommon is not a true addiction.

Aggressive In Combat (Common, Strong) 15 Points

A character with this Psych Limit might not be a killer, or even someone prone to injuring opponents, but he does want to defeat his enemies as quickly as possible, in as few phases as possible. With that in mind, the character who is Aggressive In Combat will use his attack powers at full strength, unless it is obvious that doing so will maim or kill his opponent (assuming the character has a compunction against doing so). The character will attack full out at first, and then tone his later attacks down to what his opponent can take (the Aggressive character isn't necessarily interested in pulping his opponent... just beating him). Obviously, this Psych Limit is incompatible with Code vs. Killing.

In addition to not pulling his punches, a character with this Psych Limit will attack the opponent who seems the most dangerous first. He will also be reluctant to flee a fight if it is going badly for his teammates, and will want to chase a fleeing opponent. A character who is Aggressive in Combat will not hide behind cover and snipe at his foes, but rather will move up on them and attack.

This Psych Limit is not the same thing as Reckless in Combat; he won't take foolish chances. However, he will also not be over-cautious.

Always Angry And Hostile

Very Common, Moderate: 15 Points

Very Common, Strong: 20 Points

Very Common, Total: 25 Points

A character who is Always Angry And Hostile is always complaining, always taking things the wrong way, always seeing offense, and always one inch away from giving you a fat lip. Such characters do not have many friends (if any at all), and most of his associates think he is a boor.

This Psych Limit is really only appropriate for NPCs and villains (especially low-intelligence bricks... the type of brick that is little more than a superstrong thug). If a player character takes this disadvantage, it is strongly recommended that it not be taken above Very Common, Moderate, representing a character whose temper is always on the surface, but one who could put a damper on it if needed. Otherwise, at Very Common, Strong the character must make a successful Ego roll to do so. And at Very Common, Total he cannot do so at all except in the most extreme of circumstances.

Always Announces What He's About To Do In Combat (Common, Total) 20 Points

This Psych Limit is a standard for overblown, grandstanding villains. The commitment on this disadvantage is Total because the character in question does it without thinking about it. The only way to stop is to buy the disadvantage off completely.

Characters who suffer from this Psych Limit don't have to announce their every action (in other words, they don't have to speak like "Now I'm going to throw my Martial Kick at your head! Then I will Martial Punch you in the face!"), but rather has to announce whenever they change targets ("Now that I've defeated Puma Princess, you're next, Box Boy!") or decides to stop fighting to do something else ("Bah! This fight is pointless! I'll activate my superbomb, teleport away, and be finished with the lot of you!").

Characters with this disadvantage are incapable of being subtle or sneaky in combat, for obvious reasons.

Always Calm And Collected

Common, Strong: 15 Points
Common, Total: 20 Points

A character with this Psych Limit always has himself together, never panics, and never gets overly emotional, even when its appropriate to do so. While this can, in some instances, be a good thing (keeping his head in stressful situations, for instance), most of the time other characters find him to be distant, unfeeling, and cold.

Of course, the character isn't really Emotionless, but rather is so used to keeping himself composed that expressing any strong emotion (hate, Grief, love, lust, fear, etc.) is difficult for the character, and when he does do so, he tends to sound like he's reading memorized lines from a script rather than saying how he feels.

At Common, Strong the character must make an Ego roll in order to avoid acting in this manner. At Common, Total the character can only force himself to act otherwise in times of great extingency.

Always Fights Fair

Common, Strong: 15 Points
Common, Total: 20 Points

A character who Always Fights Fair has a limited Code of Honor that prevents him from taking advantage of others in combat. The character will not fight someone who is obviously no match for him, and will only use weapons against armed opponents (and even then, he will only use a comparable weapon to the one his opponent is using).

The character will never attack without warning, will never attack noncombattants, will not "fight dirty", and won't hold hostages against the opponent giving up rather than fighting.

At Common, Strong the character must make an Ego roll in order to force himself to use "dishonorable tactics". At Common, Total the character will not do so except in the most dire of circumstances.

Always Has An Answer

Common, Moderate: 10 Points
Common, Strong: 15 Points

A character who Always Has An Answer cannot resist answering other people's questions, even when they weren't directed at him. He is not trying to be a Know It All; he will not attempt to give an answer when he doesn't have one. He simply feels compelled to share whatever knowledge he has with those around him.

In addition, the character often shares trivial information with others. He doesn't do this to make himself look intelligent or knowledgeable, but rather simply because he knows something and wants other people to know it.

At Common, Moderate the character can force himself to not act in this manner when necessary. At Common, Strong he must make an Ego roll to do so.

Always Obeys The Orders Of His Superiors

Very Common, Strong: 20 Points
Very Common, Total: 25 Points

This is a simple Psych Limit that should only apply to characters who are a part of a military or paramilitary organization (such as the Army, the FBI, the CIA, the NYPD, etc.). Since almost all of their daily activities are dictated by their organization, the frequency of this Psych Limit is automatically Very Common.

Most characters who take this disadvantage should take it at the Very Common, Strong level, since a character with Total commitment is basically a fanatic with little to no will of his own. This disadvantage should not be taken at the Moderate level; Feels Loyalty to His Superiors should be taken instead.

Always Questions Orders

Very Common, Moderate: 15 Points
Very Common, Strong: 20 Points

Like its close cousin Always Obeys The Orders Of His Superiors, this Psych Limit should only apply to characters who are a part of a military or paramilitary organization. The frequency of this Psych Limit is likewise always going to be Very Common. However, it should never be taken as Very Common, Total, since such a character would very soon find himself constantly disciplined for insubordination.

A character with this Psych Limit always reviews the orders he is given and compares them to his own personal standards of what sensible and proper orders should be. This is not Refuses To Follow Orders; the character can and will go along with what his superiors tell him to do. However, he will ask questions, make comments, and possibly offer other alternatives before doing so. A character with the Very Common, Moderate form can rein in his urge to question orders if he has to; a character with Very Common, Strong must make an Ego Roll to do so.

Always Questions The Morality Of His Own Actions

Common, Moderate: 10 Points
Common, Strong: 15 Points
Common, Total: 20 Points

A character who Always Questions The Morality Of His Own Actions always wants to do the right thing. To this character, the end never justifies the means. If a plan to defeat Dr. Destructo means using people or hurting them in some way, this character won't go along with it without much heel-dragging and deep thought. This doesn't mean that the character can't be talked into doing something of questionable morality, particularly if some greater good really would be served. It does mean, however, that he won't go along with it without some serious soul-searching, discussion, and deep thought.

The character will resist (and probably resent) being pushed into something that might be morally questionable without thinking about it or talking it out first. If a player wishes to take this Psych Limit for his character, the GM should allow it only if he is sure the player actually can and will play the disadvantage correctly. If the player's idea of "questioning the morality of his own actions" boils down to...

Player 1: "I don't know if we should do this."
Player 2: "But this will let us beat Dr. Destructo."
Player 1: "Okay, you've convinced me. Let's do it."

...then some other disadvantage would probably be better for his character. A character who takes Always

Questions The Morality Of His Own Actions really needs to be convinced that there isn't a more honest, morally upright, non-morally-questionable way to accomplish whatever the current goal is.

This limitation should always be taken with the Common frequency. Uncommon isn't true to character, and Very Common is excessive. A Moderate commitment means that the character can be persuaded. A Strong commitment means that even if he believes in the reasons for doing something morally questionable, and is convinced that there really is no other, better course of action, he still must make an Ego Roll to go along with it. A Total commitment means that the character won't go along with a morally questionable course of action unless the stakes are high enough (such as "if I don't do this, every person on the planet will die").

Ambitious

Common, Moderate: 10 Points
Common, Strong: 15 Points
Common, Total: 20 Points

An Ambitious character wants to succeed, and is willing to do almost anything to do so. They are inherently competitive with anyone they perceive (rightfully or not) as rivals for advancement.

Player characters should not take this Psych Limit above the Common, Strong level, and it is recommended that they not take it above Common, Moderate. At Common, Moderate, the character wants to get ahead, but won't hurt others to do so. At Common, Strong, the character is willing to sacrifice others to his own ambitions, but is capable of taking the needs of those who are close to him into consideration. At Common, Total, the character cares very little about what happens to other people if they are between him and his goal.

Amnesia (Psych)

Common, Strong: 15 Points
Common, Total: 20 Points

A character with this Psych Limit has suffered something so painful and traumatizing that he blocks all memory of that event and his life before it out. He may be able to remember certain personal details (like his name), but won't remember anything else. Friends, family, his home, his job; nothing will be familiar to him.

At Common, Strong the character must make an Ego roll in order to remember something about his past life. At Common, Total he cannot do so except under the most dire of circumstances.

This Psych Limit should not be bought off except when accompanied by extensive role-playing, and should be a momentous occasion in the life of the character.

It should be noted that Amnesia can also be taken as a Physical Limitation; however, as a Physical Limitation it would imply actual brain damage instead of the blocking out of psychological trauma

Amoral (Common, Total) 20 Points

An Amoral character simply doesn't consider morality issues when he is deciding his actions. Right and wrong don't matter; to an Amoral character, such concerns are unimportant, silly, or make-believe ideals that are followed by others. He cannot be persuaded by appeals to his sense of decency. To put it simply, an Amoral character believes that whatever happens, happens, that the ends justify the means, and that the strongest and smartest wins.

A character with this disadvantage should have at least one other Psych Limit which explains what his motivations and goals are, since ordinary right and wrong don't figure into his plans. For instance, the character may have Must Protect Northern Ireland From English Aggression along with Amoral, which tells

us that the character will use any means necessary to drive the English out of Northern Ireland, and will not consider the rightness or wrongness of any act in the pursuit of that cause.

Anarchist

Very Common, Moderate: 15 Points
Very Common, Strong: 20 Points

A character with this Psych Limit distrusts all authority, wants to be able to do anything he wants (although he may have other Psych Limits which cause the character to limit his own actions), and he resists any interference from the government (which he views as unnecessary at best and a criminal dictatorship at worst) to the best of his ability (and again, within the limits of his other Psych Limits).

The character is generally uncooperative with any government functionary, especially one whose duties lie in the area of regulation or law enforcement. He tends to talk back to cops, and has no respect for other forms of civil servants. And he downright hates anyone having anything to do with collecting taxes. Perhaps the only civil servant he can abide is a mailman.

At Very Common, Moderate the character can cooperate and follow orders when necessary. At Very Common, Strong the character must make an Ego roll in order to do so.

Annoyed By Incompetent People (Uncommon, Strong) 10 Points

A character who is Annoyed By Incompetent People cannot stand people who are less than able at whatever it is they are doing. Checkout clerks who can't work a register, delivery people who drop things, movie concession people who are slow, workers at fast food restaurants who get drive through orders wrong. All of these cause the character to get irate and usually verbally angry.

In order to remain calm and not make a spectacle of himself, the character must make an Ego roll.

Antagonistic And Mean (Common, Strong) 15 Points

A character with this Psych Limit is not only Antisocial and Bad-Tempered, but actively seeks out arguments and fights. He picks on people, especially those who won't fight back. However, he is not a Bully; a Bully will back off if the victim fights back. This person hopes and dreams that his victim fights back, just so he can kick the shit out of the wimp.

A character with this Psych Limit actively tries to piss off other people; he is intentionally rude, purposefully inconsiderate, and enjoys getting into fights and arguments.

This Psych Limit is not appropriate for player characters.

Antisocial

Common, Moderate: 10 Points
Common, Strong: 15 Points
Common, Total: 20 Points

This not character is simply not very polite or friendly, all of the time. He may not be actively rude or insulting, and he may not go out of his way to insult or antagonize other people -- in fact, he may go out of his way to avoid talking to other people entirely.

Player characters should only take this disadvantage at the Common, Moderate level, which means that the character can behave and act nice if he really had to. Common Strong would be too annoying for group interaction, as he would have to make Ego Rolls to see if he had to be nice to someone, and Common Total would mean that the character couldn't be nice at all. Villains could take this advantage at higher point levels.

Antisocial and Bad Tempered

Common, Moderate: 10 Points
Common, Strong: 15 Points
Common, Total: 20 Points

A character with this disadvantage is not only Antisocial, but he's mean and about it. People who intrude upon his life are likely to be met with insults at best and physical violence at worst.

As with Antisocial, it is recommended that a player character only take this at the Moderate level.

Apathetic (Common, Moderate) 10 Points

This character doesn't care about anything or anyone. In fact, the character doesn't seem to have much passion about anything, nor does he show compassion towards others. The character most often appears to be simply along for the ride.

Player characters should only take this disadvantage at the Common Moderate level for much the same reasons as Antisocial. At that level, the character can care about specific concerns or people, but usually he doesn't, and he has a difficult time expressing concern when he does feel it.

Aristocratic/Regal Attitude

Common, Moderate: 10 Points
Common, Strong: 15 Points
Common, Total: 20 Points

A character with this Psych Limit speaks and acts as if he were royalty. He is stand-offish but polite, proper at all times, speaks impeccably, and expects his commands to be followed.

To other characters, the Aristocratic/Regal character is obviously Stuck Up and feels he is "too good" for other people. This may or may not be true, but it is not hard to believe it about the character. He is also seen as bossy (and this one is true).

At Common, Moderate the character can resist his urge to act in this manner when necessary. At Common, Strong the character must make an Ego roll in order to do so. At Common, Total he may only do in dire emergencies.

Arrogant (Very Common, Moderate) 15 Points

This character thinks and acts as if he were better than everybody around him. He may not necessarily be unfriendly or rude about it, but he has an attitude of assumed superiority. This is different from Conceited, in that Arrogant is an attitude of "I am just so good!", while Conceited is "I am just so much better than you are!"

Player characters should only take this disadvantage at the Moderate level for similar reasons as the Antisocial disadvantage.

Arrogant and Unfriendly

Very Common, Moderate: 15 Points

Very Common, Strong: 20 Points

Very Common, Total: 25 Points

This character not only thinks that he is better than everyone else, he is rude about it. He won't simply say "I think you'd better let me handle this"; he'll say "I think you'd better let me handle this because you obviously aren't up to it." The character also acts like he doesn't enjoy interacting with his inferiors... in other words, almost everyone else in the world... and he doesn't.

Player characters should only take this disadvantage at the Moderate level for similar reasons as the Antisocial disadvantage.

Attraction To Femme Fatales (Uncommon, Strong) 10 Points

A character with this Limitation is emotionally and sexually drawn to female characters who they get romantically involved in who are mislead them, persuade them, seduce them or otherwise manipulate them to profit from them, then break their heart and leave them depressed (and possibly frame them or convince them to break laws for them, destroy their lives, etc) for weeks to come.... and then end up falling for the exact same sort of character and doing it all over again. A prime example of this in fiction/movies would be Sam Spade. A character does NOT have to be Male to take this trait, they simply have to be able to fall in love with the Femme Fatale, so sexual orientation or gender identity is more important than physical gender.

Avoids Long Term Commitments (Uncommon, Strong) 10 Points

A character who Avoids Long Term Commitments is unwilling to enter into any serious relationship (romantic, business, etc.) that lasts longer than a few months (at most). He doesn't want to be "dragged down by entanglements", and feels that the easiest way to do this is to avoid the entanglements entirely.

If he dates at all, the character tends to date either many people at once or one person after another for a few weeks each. He tends to live in cheap motels rather than apartments, pays cash for everything (and never has credit cards). If he owns a car, he bought it with cash.

The character makes no promises that cannot be fulfilled quickly. And if he does make promises that cover the long term, he invariably breaks them.

In order to enter a long term commitment (regardless of what type), the character must make an Ego roll.

Avoids Using Powers

Common, Moderate: 10 Points

Common, Strong: 15 Points

A character with this Psych Limit, for whatever reason, dislikes using his powers, and tries to avoid situations where he needs to or is forced to do so as much as possible. The specific reason why the character feels this way is up to the player.

At Common, Moderate the character can force himself to use his powers when necessary, but never does so for casual reasons. At Common, Strong he must make an Ego roll in order to do so.

Bad Tempered

Common, Moderate: 10 Points

Common, Strong: 15 Points

Common, Total: 20 Points

A character who is Bad Tempered is never completely in control of his or her emotions. In moments of stress, anger, or fear, the character tends to react with hostility, rage, and violence to the cause of his feelings. This is not to say that the person is always angry, all of the time. (For that, the character should take Always Angry and Hostile). Rather, it is only when things are going wrong that the character's anger is unleashed.

Characters who take this Psych Limit as Common, Moderate can calm themselves down with a little effort and not react in this manner.

Characters who take it as Common, Strong must make an Ego roll to do so. Characters who take it as Common, Total can never force themselves to calm down. It is not suggested that player characters take this disadvantage higher than Common, Strong.

Believes (Focus) Is All-Powerful

Common, Strong: 15 Points

Common, Total: 20 Points

This Psych Limit is only appropriate for characters who rely on some sort of Focus. The character is so impressed with the Focus's power that he believes that no one can stop it. When using the Focus, the character is gleefully Overconfident, believing he can take on the world, if he had to, and win because of the object's power. He may not necessarily think he is using the object to its best effect, but if so will consider that to be his fault and not the fault of the object.

The Focus may or may not actually be All-Powerful. That is a decision best made by individual GM's.

At Common, Strong the character can only consider the risks of a situation after making an Ego roll, while at Common, Total the character will only do so in the most dire and world-shaking of circumstances. This is, of course, assuming the character is wielding the Focus at the time; if not, the character may act in any way he sees fit (including hiding and running...)

This disadvantage is one found often among the characters from DC Comic's Green Lantern title, where the phrase "The power ring is the most powerful weapon in the universe" is bandied about regularly.

This Psych Limit is a combination of Overconfident and Impressed With (Focus's) Abilities and thus should not be taken in combination with either of those Psych Limits. It may be taken in combination with Believes He Is Unbeatable, since belief in one's self and belief in one's tools are two different things.

Believes He Can Do No Wrong (Common, Total) 20 Points

A character with this Psych Limit believes that he never makes a mistake. To this character, his every action is planned and on purpose. He never acknowledge the consequences of his actions, since he believes that there can be none. The character can possibly be forced to see that not everything he does is right in extreme circumstances.

This does not mean that the character is necessarily Amoral. He could have a defined code by which he lives in, and might try very hard to live by that code. However, he sees the consequences of his actions as "necessary evils".

Example: Blasterman, a well known superhero, has this Psych Limit. While fighting his arch-nemesis, Evilman, Blasterman's powerful energy beams strike the home of a family of four. The home burns down with everything the family owns in it. Blasterman's probable reaction would be one of "Sacrifices had to be made to stop the villain". By no means will he feel responsible for helping the family replace their home and belongings.

The character will act in this manner at all times except during the most extreme of circumstances.

This Psych Limit works well with Arrogant, Conceited, and Overconfident.

Believes He Is Sanctioned By A Higher Power (Common, Total) 20 Points

You could also call this Psych Limit Religious Zealot. This character believes that everything he does is acceptable because he has been sanctioned by a higher, supernatural authority (which could be God, the Devil, Darkseid, Galactus, or whatever).

The character may or may not have additional Psych Limits defining his religion's code of conduct. If he does, as long as his actions do not violate that code, he will believe that everything he does is good, just, and in all ways perfectly alright.

Believes He Is Unbeatable (Common, Total) 20 Points

Just that, the character believes that they cannot be beaten... and if such happens they may suffer a complete nervous breakdown. This is NOT a good Disadvantage for a player character.

Cannot Look Weak

Common, Strong: 15 Points
Common, Total: 20 Points

This character can't stand the thought of looking weak in front of others. Please note, however, that this is not the same thing as Cannot Turn Down A Challenge.

A character who Cannot Look Weak can refuse a challenge from someone he knows to be less powerful than himself. But the character will not turn down a challenge from someone of roughly the same or greater power -- unless it is obviously suicide, in which case the character will have to find some other way to defeat his opponent and redeem himself.

A character with this Psych Limit will not complain about fatigue, pain, or injury, and will never surrender without a fight. He is also particularly easy to needle or taunt about being afraid.

Cannot Resist Taunting His Opponents In Combat

Common, Moderate: 10 Points

Common, Strong: 15 Points

This character loves mocking his opponents in combat. The Moderate level is Likes To Taunt Opponents In Combat, which means that the character can stop taunting people whenever he feels like it. There is no Total commitment version of this disadvantage because a character who taunts all of his opponents all of the time will very shortly be a dead character.

In order to stop taunting his opponent, a character with this disadvantage will have to make an Ego Roll, but is not required to make one if he knows that not stopping will most likely get him killed.

Cannot Resist Tinkering With Machines

Common, Moderate: 10 Points

Common, Strong: 15 Points

Common, Total: 20 Points

The classic "gadgeteer" disadvantage. A character with this Psych Limit simply cannot keep his hands off of anything mechanical. He wants to check out any device or machine he encounters to see how it works and how it was put together.

Taking this limitation with a Moderate commitment means that the character naturally gravitates towards any machines or gadgets that happen to be about, but can force himself to stay focused on something else, or to keep his hands off if he has to. The Strong commitment means that the character has to make an Ego Roll to stay away from anything mechanical, unless doing so violates a stronger Psych Limit.

For instance, Gadgetman, with a total commitment Protective of Normals is not going to tinker with a rocket sled if his teammates are busy coming up with a plan to rescue a bunch of hostages. A character with this disadvantage at the Total commitment level can't keep his hands off machinery unless one of his other Total commitment Psych Limits is in violation.

Cannot Stand By And Let Evil Occur

Common, Strong: 15 Points

Common, Total: 20 Points

A character with this Psych Limit feels compelled to act to resist what he sees as evil whenever confronted with it. The character may have other Psych Limits which more clearly define what the character sees as "evil" (as opposed to what the character sees as merely "wrong"). For example, while the character might see torture and murder as "evil", he may see theft as being merely "wrong".

The character will always act to oppose the evil, heedless of the consequences. If doing so means violating laws, he will break them without hesitation. If doing so means endangering his own life, the character sees this potential sacrifice as only fitting.

At Common, Strong the character can force himself to not act in the face of evil if he makes a successful Ego roll. At Common, Total he cannot do so except in the most dire of circumstances.

This Psych Limit works well with Devoted To Justice and Incorruptible.

Cannot Stand The Sight Of His Own Face (Common, Total) 20 Points

This is the classic "Doctor Doom" Psych Limit. The character's face is somehow horribly disfigured and the character can't stand the sight of it. Such a character will always have his face covered by some sort of hood or mask.

The GM (or player, in the unlikely event his disadvantage is taken by a player character) should decide ahead of time what the character's reaction will be if he is somehow forced to view his own face. He could be stunned (in the game mechanics sense of the word), he could go berserk, or something else entirely could happen.

In most cases, this disadvantage will be taken in conjunction with Distinctive Features. It could be just as interesting to have a character with this disadvantage, without the character's face actually being messed up. In this case, its "all in his head".

Cannot Strike A Woman

Common, Strong: 15 Points
Common, Total: 20 Points

With this Psych Limit, the character simply cannot bring themselves to strike a woman for any reason.

Cannot Tell A Lie (Uncommon, Total) 15 Points

This Psych Limit means that the character simply cannot bring himself to say anything he believes to be untrue, and is not going to lie by omission, either. The only circumstances under which he would consider telling a lie is when another of his Total commitment Psych Limits is in violation (Protective of Normals is a classic example), and even then he must make an Ego Roll.

Cannot Think For Himself (Common, Total) 20 Points

A character who Cannot Think For Himself isn't literally unable to think for himself, but rather has trouble making important decisions without the advice of others. In the case of extremely important decisions, the character may need to have another person make it for him. Basic decisions (such as "what to wear", "what to eat", etc.) can be made by the character with no problem. Anything more complicated than that (such as "which restaurant to go to" or "which movie to see") and the character begins to have problems.

In order to make a decision on his own, the character must make an Ego roll.

Cannot Turn Down A Challenge

Common, Strong: 15 Points
Common, Total: 20 Points

A character who Cannot Turn Down A Challenge will always accept any contest, wager, or open challenge of competition, especially if there are stakes involved. However, the stakes don't really matter... its the thrill of competing that the character loves.

The character will be even quicker to accept the challenge if the opponent taunts him while doing so.

At Common Strong, the character can make an Ego Roll to refuse the challenge. At Common Total, the character cannot refuse the challenge unless one of his other Total commitment Psych Limits is in violation, and even then he must make a successful Ego Roll.

Capricious (Uncommon, Strong) 10 Points

A Capricious character changes his mind, and his actions, on a whim. He begins projects, then drops them for no reason. They make plans, then change them without warning. They are horrible at keeping appointments, meeting deadlines, or actually holding up to any sort of responsibility at all.

In order to act in a consistent of responsible way, the character must make an Ego roll.

Casual Killer (Very Common, Strong) 20 Points

A Casual Killer has no compunctions about killing. He will kill quickly and without hesitation or a second thought. It is part of his nature. While his choice of targets might be dictated by other Psych Limits, he feels no remorse for those who do kill.

It is strongly recommended that only villains be allowed to take this disadvantage, as it makes for a cold blooded and brutal character. PC's who insist on taking it should take Vigilante Mentality instead.

Charitable (Uncommon, Strong) 10 Points

A character who is Charitable feels compelled to help his fellow man when his fellow man is in trouble. He will do what he can to make others comfortable, safe, and healthy. This usually means things like donating money to charity's, working in a soup kitchen, paying the medical bills of the poor, and other charitable acts.

This disadvantage is not the same as Sucker For A Sob Story. The latter is a person who cannot help himself, and can easily be taken advantage of. A person who is Charitable won't help a person if the "sob story" is false or can be proven to be so.

Cheap (Common, Moderate) 10 Points

This character simply hates to spend money unless it is absolutely necessary. He may not necessarily be a Miser, and he may not necessarily be Greedy, but its unlikely that he will eat at a fancy restaurant if a Denny's is available. It is also unlikely that he would ever lend anyone any money, even a friend. And of course, the character will see no reason to spend money on name brands if a generic is available.

Cheerful Charlie (Common, Moderate) 10 Points

A Cheerful Charlie is a person who never has an ill word about anyone, greets everyone with a cheerful "Good morning/afternoon/evening". He always has a pleasant comment or amusing anecdote. The character isn't necessarily an Optimist (although most are), and they aren't necessarily Naive (although that is common as well). They just have a brighter view of the world than most.

Childishly Naive (Common, Total): 20 Points

This character tends to be too trusting, and has a simplistic view of reality. Everything is seen in in terms of black and white: this is good, that is bad. Good is rewarded, bad is punished. Things I want are all good, things I don't want are all bad. Unfortunately, the world is rarely every black and white, and the character is usually very disappointed when he finds this out. However, he never seems to learn from it.

This Psych Limit is probably too annoying for other characters to be taken by a player character. It might be an interesting disadvantage for a powerful NPC hero (or villain) or a DNPCwho was raised in a sheltered environment.

Chronic Complainer (Common, Strong) 15 Points

A Chronic Complainer finds something about everything to complain about. He is never really happy with anything. If he wins a million dollars in the lottery, his first thought isn't "I'm rich!" but "Great... I'm going to have to pay a ton of taxes...". When he's recognized for some achievement, his first thought is "God, I hate standing in front of people and having to make a thank-you speech". He's not necessarily a Pessimist; a Chronic Complainer doesn't always expect the worst possible outcome to occur. Rather, he always finds the cloud to go with every silver lining.

When the character is in a situation that is "worth complaining about" (meaning an actual unpleasant circumstance), this disadvantage turns more into Chronic Whiner.

The character can only force himself to stop complaining if he makes a successful Ego roll.

Code vs. Killing Sentients (Common, Total) 20 Points

This disadvantage is perhaps the super-heroic Psych Limit. If your character is supposed to be a super-hero and doesn't have it, you should be thinking long and hard as to why not. While technically a Code of Honor, this one is so important that it gets its own entry.

Note that in other settings this may be less common, and in a military campaign could be downright fatal.

A character with this disadvantage not only does not kill himself, but will actively (and if necessary, physically) prevent others from doing so. They dislike people who insist that lethal force is a valid option. If the choice comes down to using lethal force to stop an opponent and letting him escape, a character with this Psych Limit would let the opponent escape.

This does not necessarily mean that the character is a coward or a weak fighter. Against a foe noted for his resistance to harm, you will use your attacks to the best of your ability. Versus unknown opponents you will pull punches, use lower power attacks, or start out with entangles and similar non-damaging powers. Note that a lethal attack does not have to be a Killing Attack.

Code vs. Killing should always be taken as Common Total. A player who wants his character to have it at Common Strong should take it as Reluctant to Kill. A player who wants his character to have personal convictions against lethal force, but doesn't really care if others don't, should take Will Not Kill instead. Also, some Codes of Honor may cover the use of lethal force.

Code of Honor (Common, Total) 20 Points

With this Psych Limit, the character is sworn or otherwise dedicated to a set of beliefs which his native culture considers to be good and just. The specific tenets of the Code of Honor should be clearly defined by the player and accepted by the GM before the character is played (or, in the case of NPCs or villains, the GM should have a clear definition of the code before he brings that character into play).

Not all Codes of Honor are going to be the same, because what is considered noble and honorable differs from culture to culture. Some examples of various Codes of Honor would include:

The Vow of the Buddhist Monk: Avoid strong emotion as often as possible, do not initiate violence (but defending oneself is permitted), help others when possible, do not eat meat.

The Bushido Code: This is the code by which the samurai of the medieval period lived under. Treat Those Deserving of Honor With Honor, Treat a Dishonorable Foe With Scorn, Avenge All Insults, Death Before Dishonor, Utter Obedience to One's Superiors (Even Unto Death), and Never Show Fear.

The Celtic Code: Vengeance is essential. If you (or your family or your clan) are insulted, you must demand an apology. If none is given, you must issue a challenge. If you lose, you must try again as soon as you are able. If a truce is called, it must be observed. You must try to be first into combat. Never lie to an ally. Do not take advantage of an unsuspecting enemy.

Code of Chivalry: The code of the medieval knight. Honor in Battle (meaning no attacks on an unaware foe, not using missile weapons, and treating a vanquished foe mercifully), Expect Obedience From Those Below His Station and Provide Obedience To Those Above, Protect The Weak And The Defenseless, and Honesty In All Things.

The Gentleman's Code: Never break your word. Never ignore an insult to yourself, to a lady, or to your flag; insults may only be wiped out by an apology or a duel (not always to the death!). Never take advantage of an opponent in any way; weapons and circumstances must be equal (except in open war). Associate only with those of your social class.

The Hero's Code: Sometimes known as the "Four Color Code", this Code of Honor is best exemplified (believe it or not) by Batman as portrayed by Adam West in the 1960's TV series "Batman". It is very close to the Honesty Psych Limit, but more so: Work to your utmost to uphold the law at all times. Never lie, cheat, or swear. Drink nothing stronger than soda pop and chocolate milk. Don't smoke. Protect anyone weaker than yourself, and always try to be a good example to the kids.

Policeman's Code: This is the code that most police forces are supposed to operate under. Must Defend Public Safety, Must Protect The Innocent, Will Only Reply With Equal Force In Combat (meaning, if the opponent isn't using lethal force, neither will the person with this code), Follow the law in all things. [This one should be common among Guardians and Sentinels in the Quartermain Setting].

The Soldier's Code: This is the code of honor between "good-guy" soldiers on TV and in the movies. Its better to die on your feet than live on your knees. Never leave a man behind. Never give up, never give in. Never let an insult to you, your unit, or your branch of service go unpunished, especially if it comes from a member of a wimpy branch of service. All branches of service other than yours are wimpy.

As can be expected, there are several other possible codes.

As one can see, this Psych Limit ends up giving the character several restrictions that would, ordinarily, be considered separate Psych Limits. The character may not take both Code of Honor and those other Psych Limits, even though the point total for all of the individual Psych Limits is higher if they are combined. A Code of Honor, while actually encompassing several lesser Psych Limits, is worth less points because it also carries a measure of distinction and respect. For example, while villains may taunt a character who has a Code of Honor, others will admire and look up to such a character for his solid principles.

Cold And Aloof

Common, Moderate: 10 Points
Common, Strong: 15 Points

A character who is Cold And Aloof keeps himself apart from others. He is not necessarily grim or overly private, but he never shows concern for others (even if he is actually feeling it) and never gets too involved in others. The character tends to work alone; although he will certainly cooperate with a team of heroes, he will never actually join.

At Common, Moderate the character can force himself to not act in this manner when necessary. At Common, Strong he must make an Ego roll in order to do so. This Psych Limit works well with Loner and Grim and Humorless. It does not work well for most player characters.

Cold And Calculating

Common, Moderate: 10 Points

Common, Strong: 15 Points

A character with this Psych Limit has no concern for others with regards to the execution of his own schemes. He treats others like pawns, and if necessary is ready to sacrifice them. He uses whatever means he deems necessary to get ahead, and treats everyone he meets as a potential cog in his machine. In short, he does what is necessary.

At Common, Moderate the character can force himself to not act in this manner when necessary. At Common, Strong he must make an Ego roll in order to do so.

The character may have other Psych Limits which determine what lengths he is willing to go to. It is suggested that the character not also have a Code Vs. Killing.

Collapses In The Face Of Torture (Uncommon, Total) 15 Points

This limitation means exactly what it says: the character has no tolerance for inflicted pain or torture, and will immediately surrender if faced with it. The character may, at first, try to bluff his way out about what he does or does not know, but if it looks like torture is actually going to be applied, he'll tell his captors everything they want to know, and some things they don't.

This Psych Limit is not the same as Coward In The Face of Pain. With this limitation, the character can and will pursue courses of action that may turn out to be painful. Rather, Collapses In The Face Of Torture means that the character cannot stand the thought of someone intentionally causing him pain.

Combat Paralysis (Common, Total) 20 Points

A character with this Psych Limit tends to "freeze" in combat situations. This is not the same as being a Coward; the mind is willing, but the body is weak. In any situation in which personal harm seems imminent, the character must make an Ego roll to avoid losing his action for that phase. If a character freezes, a separate roll must be made at each of the character's other phases (with a cumulative +1 bonus to the roll per new phase rolled for). Having friends present adds another +1 to the roll.

Compelled To (Perform Specific Unusual Action)

Uncommon, Total: 15 Points

Common, Total: 20 Points

Very Common, Total: 25 Points

A character with this Psych Limit has an unreasonable urge to perform some specific action that could be considered unusual. The list of possible actions is infinite, but some examples would include Compelled To Attack Polluters, Compelled To Steal Gems And Jewelry, Compelled To Bring His Own Silverware To A Restaurant. The reasons behind this compulsion, as well as the exact details of the compulsion, are up to the player.

The Frequency of the compulsion depends on how often the compulsion would come up. If the GM's campaign deals with environmental issues and the players are a team of environmentally conscious heroes, Compelled To Attack Polluters may well be a Very Common disadvantage, for example.

The character can resist the compulsion only in the most extreme of circumstances.

Completely Devoted To (Agency or Person)

Very Common, Strong: 20 Points
Very Common, Total: 25 Points

This is the stronger version of Feels Loyalty to His Superiors, and should only be taken by characters who are a part of a military or paramilitary organization.

This Psych Limit is very similar to Fervent Patriot, except that the character is not necessarily overly loyal to his home nation (though the two Psych Limits can easily be used on the same character). A character with this Psych Limit feels that the object of his devotion (be it a person or an agency) can do no wrong. He will never question orders that come from them, and he would be willing to die fulfilling those orders or protecting his superior.

In addition, a character with this limitation will not put up with another person bad-mouthing the object of his devotion, and has little patience for those who are not as devoted as he is.

Compulsive Carouser

Common, Moderate: 10 Points
Common, Strong: 15 Points

A character who is a compulsive carouser cannot resist the urge to party. He or she will drink as much alcohol as they can, will try almost any mind-altering substance without a thought, and isn't particularly picky about their choice of romantic partners. A character with this disadvantage likes the music loud and the woman (or men) hot and easy.

At Common, Moderate the character can avoid acting in this manner if necessary. At Common, Strong he must make an Ego roll in order to do so.

Compulsive Collector Of (Class Of Object)

Uncommon, Moderate: 5 Points
Uncommon, Strong: 10 Points
Uncommon, Total: 15 Points
Common, Moderate: 10 Points
Common, Strong: 15 Points
Common, Total: 20 Points
Very Common, Moderate: 15 Points
Very Common, Strong: 20 Points
Very Common, Total: 25 Points

A character who is a Compulsive Collector of (Class Of Object) cannot resist owning and acquiring a certain type of object. The specific type of object the character collects is up to the player, but can be nearly anything (from diamond necklaces to swords to beer cans).

The frequency of the disadvantage is determined by how rare or difficult to acquire the type of object is. Items which can be found almost anywhere and cost virtually nothing would be Very Common or Common, while items which can only be found at certain specific locations and cost hundreds of thousands of dollars would be Uncommon. For example, diamond necklaces aren't that rare, but they are expensive; thus they'd be Uncommon. Beer cans are neither rare nor expensive, so they'd be Very Common. Baseball cards aren't always expensive, but they can be rare; depending on the card they'd either be Very Common, Common, or Uncommon. Swords tend to be both rare and expensive; they'd be Uncommon. The GM must decide what frequency a particular type of object warrants.

Regardless of the frequency, the strength of the disadvantage determines how difficult it is for the character to control his urge to collect. At Moderate, the character is an enthusiastic but still casual collector, and when necessary can turn down an opportunity to expand his collection. At Strong, the character will always take an opportunity to expand his collection, and must make an Ego roll in order to control this urge. At Total the urge to collect cannot be controlled except in the most dire of circumstances.

Compulsive Liar (Common, Total) 20 Points

This Psych Limit can also be called Pathological Liar. A character with this limitation does not lie about everything, but he does lie frequently. He lies about just about anything, for no real reason at all. Its not that the character is devious or cunning, he just, for whatever reason, lies about almost everything, oftentimes seemingly at random, in the same way that a kleptomaniac takes things without thinking about it.

The lies themselves need not be obvious or outrageous. In fact, they are usually completely plausible, and as often as not they will be based on some kernel of truth. The danger of compulsive lying is that the character begins to believe some of his own lies after a while.

A player or GM can focus this limitation somewhat by specifying what it is that the character lies about. For instance, a character could be a Compulsive Liar About His Own Past Exploits. In this case, the character wouldn't necessary lie at all in his everyday life, but when talking about his past, he will lie without even thinking about it. He may even believe that what he is saying is how it really happened, if there is no one present to contradict him.

Compulsively Sarcastic

Common, Moderate: 10 Points

Common, Strong: 15 Points

A character with this Psych Limit has a cutting remark for every situation. He is sarcastic on a whim, regardless of the situation. His remarks are not intentionally cruel, but they are always stinging. The level of wit involved in the characters sarcasm is up to the player, but the wittier the better.

At Common, Moderate the character can control his urge to be sarcastic when necessary. At Common, Strong he can only do so if he makes a successful Ego roll.

This Psych Limit works well with Cynical, Loner, and Pessimist.

Conceited (Common, Moderate) 10 Points

A character with this Psych Limit not only has an inflated vision of himself, he also believed that others aren't as talented. This is different from Arrogant, in that Arrogant is having an attitude of "I am just so good!", while Conceited is "I am just so much better than you are!"

A person who is Conceited believes that he is of a special class, and there are others who just aren't in that class. In order to not believe or feel that way about others, he must make a successful Ego roll.

Confused In Combat (Common, Strong) 15 Points

A character with this Psych Limit is so flustered and confused by the chaos of combat that they make near constant tactical errors, and are often a hazard to their friends and allies in a fight. They are unable to come up with workable combat plans, and would be unable to follow it even if they did come up with one. Quite often, the character will simply give up on trying to fight, find cover to hide behind, and do his best to not become a target.

The character always acts last in any given combat phase, and even then can only make half moves. The character can force himself to act rationally in combat with an Ego roll; in this case, the character can make a full move, but still takes his action last.

It is recommended that Player Characters do not take this limitation, as it tends to get annoying. It works well with Coward In The Face Of Physical Violence.

Considers Himself To Be A Monster (Common, Total) 20 Points

This Psych Limit is only appropriate for a character whose powers or appearance permanently separate the character from normal humanity (a character who was permanently on fire, for instance, or a character who was permanently 9 feet tall with green warty skin). A character who Considers Himself To Be A Monster wallows in self-pity over his "exile" from the greater mass of humanity. He holds himself apart, doesn't go out in public if he can help it, and generally is aloof with others.

However, the truth is that the character longs to take part in normal life. However, he feels that he cannot due to his condition. The character will only do so after long sessions of role-playing and with counseling and help from his friends. The character can force himself to go out when its necessary (to buy food, for example, or to fight a supervillain), but mostly he stays by himself at home.

Other than this, the character will only do so on casual occasions (meaning when its not necessary) in the most extreme of circumstances.

This Psych Limit works well with Loner and Antisocial, but rarely works on a Player Character.

Considers Other People's Psyche's To Be Toys

Common, Strong: 15 Points
Common, Total: 20 Points

This Psych Limit is really only appropriate for villains. It assumes that the character in question has some form of mental powers, most likely related to mind control.

A character with this Psych Limit doesn't consider other people's minds to be sacred or deserving of privacy and couldn't care less about the pain, degradation, or embarrassment that invading their minds might cause. This Psych Limit shouldn't be taken at less than CoA character with this Psych Limit doesn't consider other people's minds to be sacred or deserving of privacy and couldn't care less about the pain, degradation, or embarrassment that invading their minds might cause. This Psych Limit shouldn't be taken at less than Common, Strong.

A telepath who considers other people's psyche's to be toys at a Common, Moderate level is merely an asshole.

Constantly Fishes For Complements (Common, Moderate) 10 Points

A character who Constantly Fishes For Complements is looking to hear proof of approval from other people. This usually comes about out of some feeling of superiority, insecurity, or from a feeling that the character's efforts go unnoticed. Whatever the reason, the character is always trying to lead others into situations where they complement him or praise him.

The character can avoid acting in this manner when necessary.

This Psych Limit works well with both Overconfident and Unsure of Himself, as well as Arrogant, Conceited, Feels Under-Appreciated, and Young.

Control Freak (Common, Total) 20 Points

A Control Freak feels that he must be in control of everything at all times. They have no confidence in anyone else's abilities or decisions, and because of this believes that they must either do everything themselves or use hands-on, step-by-step supervision to get things done. Characters with this Psych Limit tend to try to direct the lives of those around them.

A character with this Psych Limit will never allow someone else to take control of things except in the most extreme circumstances.

Counter-Phobia

Common, Strong: 15 Points || Common, Total: 20 Points
Very Common, Strong: 20 Points || Very Common, Total: 25 Points

A character with this unusual Psych Limit has a Phobia; he is intensely and unreasonably afraid of something. However, unlike most phobics, the character with a Counter-Phobia intentionally places himself in circumstances in which he encounters the object of his phobia because he prefers to feel scared than otherwise.

The Frequency is determined as normal for Phobias. The character will take any opportunity to provoke his phobia when such opportunities are offered. At Strong, the character must make an Ego roll in order to force himself away from scaring himself. At Total, the character can only do so under the most dire of circumstances.

Coward

Common, Strong: 15 Points
Common, Total: 20 Points

A character with this Psych Limit is an old-fashioned, standard-issue fraidy cat. Someone who is a Coward In The Face Of Pain can still engage in dangerous or scary actions as long as he has been convinced that, despite the thrilling nature of his actions, he won't get hurt. A Coward In The Face of Physical Violence won't run out and fight Dr. Destroyer, but he still will work with other characters behind the scenes to oppose the villain (perhaps to help them sneak into his hidden base, or by hacking the villain's computers).

However, a person who is simply a Coward would be hesitant to do even that much, fearing he might be injured, or that Dr. Destroyer would find out and come looking for him. Depending on the character's commitment to the disadvantage and a certain amount of common sense, a Coward will find it difficult (if not impossible) to do anything which might conceivably have a negative impact on the character's life.

A Common Strong commitment might not be too bad for a player character (in a non-superhero game), but a Common, Total commitment would probably be far too annoying to the other player characters.

Coward In The Face Of Pain

Common, Strong: 15 Points
Common, Total: 20 Points

This Psych Limit is mostly straightforward. A character who is a Coward In The Face of Pain is afraid of getting hurt. He can easily take risks that don't involve getting injured (playing the stock market, for instance, or bungee jumping). However, when it comes to the possibility of injury, the character starts to worry and becomes hesitant.

A character with this Psych Limit at Common, Strong can pursue a course of action he knows will result in his getting hurt if he makes an Ego Roll.

Player characters in a superhero setting should not take the Common, Total form of this disadvantage, as it would be too annoying for other players and is drastically unheroic.

Coward In The Face Of Physical Violence

Common, Strong: 15 Points
Common, Total: 20 Points

Another straightforward Psych Limit. A character with this disadvantage will, when he finds himself in a situation which could get him beaten up or killed, will leave as soon as possible. The character will not freely and of his own will enter such a situation.

This character will avoid getting into a fight for as long and as hard as he possibly can, even to the point of accepting non-violent abuse from someone in order to avoid having to fight.

A character with this Psych Limit at Common, Strong could make himself fight if he needed to (and he made an Ego Roll). A character with Common, Total would never be able to make himself fight.

Player characters in a superhero setting should not take the Common, Total form of this disadvantage, as it would be too annoying for other players.

Craves Attention (Common, Strong) 15 Points

A character with this Psych Limit wants others to pay attention to him. The reasons for this desire are up to the player. The character may have other Psych Limits which determines to what lengths he will go in order to get this attention; however, the character is willing to go to great lengths in order to garner the attention to others.

The character can avoid acting in this manner if he makes a successful Ego roll.

This Psych Limit works well with Gloryhound, Lonely, and Constantly Fishes For Compliments.

Cultural Taboo

Uncommon, Strong: 10 Points
Common, Strong: 15 Points
Very Common, Strong: 20 Points

This Psych Limit represents a character who comes from a culture which has some strong, ingrained cultural prohibition. Examples would include the Hebrew restrictions on diet and activity (no eating pork, no working on the Sabbath, etc.), the Islamic restrictions on diet and activity (no eating pork, no drinking alcohol, etc.), and so on. (While the examples given are for a real-world campaign, fantasy campaigns could have other taboos).

The character accepts the taboo as normal, and under most circumstances would never dream of violating it. In order to force himself to willingly break the taboo, he must make an Ego roll.

Curious (Common, Strong) 15 Points

This is another fairly self-explanatory disadvantage. A character who is Curious cannot resist checking out anything that is mysterious or unusual. He will stop and take a moment to examine the item or occurrence, and can sometimes even forget what he was otherwise doing.

There is no Common, Moderate form of this disadvantage because any adventurer worthy of the name is at least moderately curious in any given situation. A character with Common, Total quickly becomes annoying.

Cynical

Common, Strong: 15 Points

Common, Total: 20 Points

The old joke is that when a Cynic smells flowers, he immediately looks around for the funeral. A character with this Psych Limit has a hard time believing in virtue and altruism in others. He believes that when you boil things down to their basics, people only do things that are in their best interests, and everyone has an ulterior motive for everything. A Cynic mistrusts "random acts of kindness", as they make him wonder what the other person wants from him.

Cynics tend to be sneering sarcastics who have a hard time taking earnest endeavors seriously. They can also be rather self-righteous, especially when their cynicism is proven right.

At Common, Strong the character must make an Ego roll in order to avoid acting in this manner. At Common, Total the character cannot do so except under the most extreme of circumstances.

Deathwish

Common, Moderate: 10 Points

Common, Strong: 15 Points

Common, Total: 20 Points

A character with this Psych Limit wants to die, but can't seem to bring himself to commit suicide (in this, it is different from Suicidal). What he does instead is take foolish risks, go willingly (and sometimes blindly) into danger without considering the risk to himself, and engage in risky behavior designed to kill him.

The character is not necessarily thoughtless when it comes to other people's lives (and it is often the danger to others that keeps the character from allowing himself to get killed).

However, when the character is presented with a life-threatening situation, the character feels compelled to dive right in without consideration for the risk.

At Common, Moderate the character may suppress his urge to die if necessary. At Common, Strong the character must make an Ego roll to do so, while at Common, Total, the character cannot do so except in the direst of circumstances.

Deceitful (Common, Strong) 15 Points

A character with this Psych Limit lies, cheats, and steals for the sheer enjoyment of it. He backstabs those around him on a whim, but usually with some goal in mind. He is certainly capable of telling the truth if it serves his purposes, but prefers to play mind-games on those around him.

This Psych Limit is different from Deceptive in that a Deceitful deliberately and maliciously misleads (and out-and-out lies to) other people, hoping to do them harm. A Deceptive character on the other hand is not necessarily malicious, and tends to omit details and presents information in an intentionally misleading (but still factual) fashion. Admittedly, this is a fine line.

This disadvantage is not appropriate for player characters. It is not listed as Common, Moderate because any villain, given enough motivation (and lacking any Psych Limit that prevents it) will be Deceitful when necessary. Likewise, Common, Total would mean that the character would eventually garner a reputation as

a liar and a cheat, and thus be unable to interact with others in any other fashion. Taken at Common, Strong, it represents a character who lies and cheats for the fun of it, but still is honest enough to deal with others when necessary.

Deceptive

Common, Moderate: 10 Points

Common, Strong: 15 Points

A Deceptive person clouds the truth, hides information, and generally tries to make other people have the wrong impression. He may not necessarily lie; he can omit details, give facts in confusing context, and, of course, simply refuse to supply any information at all.

This Psych Limit is different from Deceitful in that a Deceitful person deliberately and maliciously misleads (and out-and-out lies to) other people, hoping to do them harm. A Deceptive character on the other hand is not necessarily malicious, and tends to omit details and presents information in an intentionally misleading (but still factual) fashion. Admittedly, this is a fine line.

It is recommended that player characters not take this disadvantage at more than Common, Moderate.

Delusional

Uncommon, Moderate: 5 Points

Uncommon, Strong: 10 Points

Uncommon, Total: 15 Points

Common, Moderate: 10 Points

Common, Strong: 15 Points

Common, Total: 20 Points

Very Common, Moderate: 15 Points

Very Common, Strong: 20 Points

Very Common, Total: 25 Points

A character who is Delusional believes in something (or several somethings) that are patently and proven to be not true. The delusions held by the character can be divided up into four basic categories: Quirks, Minor, Major, and Severe.

Quirky beliefs (such as believing that the Earth is really flat and all those NASA pictures are faked) are taken at the Uncommon level. Minor delusions (such as believing that Jerry Falwell really does have regular conversations with god, just like he says) are taken at the Common level. Major delusions (such as believing that the New World Order is secretly plotting the communist takeover of the US, despite the general worldwide self-destruction of communism) are taken at either the Common or Very Common level, and Severe delusions (such as believing that you are Napoleon or Jesus Christ) are taken at the Very Common level.

It is suggested that player characters take this Psych Limit no stronger than Common, Moderate.

Depressive

Common, Strong: 15 Points
Common, Total: 20 Points

A character who is Depressive has a dark and unpleasant view of himself and the world he lives in. Depressive is different than Pessimist (although a person who is Depressive is generally also a Pessimist) in that a Pessimist believes that everything always works out in the worst possible way, but doesn't necessarily have Low Self-Esteem (which is also part and parcel of Depressive).

A person who is Depressive is often glum, listless, and tired. They rarely see the point in expending effort toward any end; they often fall into fits of crying, screaming, or binge-eating, and often do nothing for hours on end.

It should be noted that not all people who suffer from depression are Suicidal.

At Common, Moderate the character is able to "shake off" his depression and act in a normal manner when necessary. At Common, Strong he can only do so with a successful Ego roll, and at Common, Total he cannot do so except in the most dire of circumstances.

It is suggested that Player Characters take this disadvantage at no more than Common, Moderate.

Despondent After Going Berserk/Enraged

Uncommon, Strong: 10 Points
Common, Strong: 15 Points
Very Common, Strong: 20 Points

This Psych Limit is only appropriate for characters who has the Berserk or Enraged disadvantage. A character who is Despondent After Going Berserk/Enraged is embarrassed and horrified at the fact that he loses control to the point of mindless violence.

After recovering from his berserk or enraged state, the character must make a successful Ego roll; if the roll is failed, the character falls into a bleak despair during which he dredges up memories of every bad thing he might ever have done while in such a state.

The Frequency of the Psych Limit depends on the Berserk/Enraged disadvantage. If the character goes Berserk 8 or less, the Psych Limit is Uncommon. At 11 or less, it is Common, while at 14 or less it is Very Common.

Detached From Society (Common, Moderate) 10 Points

A character with this Psych Limit has held himself apart from normal society for so long that he no longer knows how to correctly interact with anyone outside of his daily experience. Because of this detachment, he no longer reacts appropriately, does not communicate well, and doesn't get pop culture references that have become general knowledge. Worse for the character, he has become so used to this "condition" that he really isn't interested in learning how to fit in.

The character can force himself act correctly when necessary.

Devoted To Justice (Very Common, Total) 25 Points

A character with this disadvantage puts the ideals of justice (or his conceptions of them) above anything else. Most of the actions in his life, and all actions taken as a crime fighter are made with the idea of increasing the "amount" of goodness in the world, or always doing the "right thing".

This does not mean that everything the character does is the right thing -- the character can be mistaken, confused, or simply have odd ideas about what constitutes justice.

Devoted To (Person or Organization)

Common, Strong: 15 Points

Common, Total: 20 Points

A character with this Psych Limit will do anything to make the object of his devotion happy, will do anything the other character says, and wishes to protect the character to his utmost ability. The character may have other Psych Limits with affect how far the character will go to make happy or protect the other.

At Common, Strong the character must make an Ego roll in order to purposefully do something that makes the object of his affection angry, that goes directly against the other characters wishes, or that endangers the other character. At Common Total the character cannot do so except in the most extreme of circumstances.

In addition, if this disadvantage is taken at Common, Total the character can make an Ego roll to disobey one of his other Total strength Psych Limits if it serves the purposes of this Psych Limit. (In other words, a character with both Code vs. Killing and this disadvantage at Common, Total could make an Ego attack in order to kill someone who was threatening the object of his affection, should such action be necessary.)

Devoted to Talion (Very Common, Total) 25 Points

Also known as Devoted To Mosaic Law, this Psych Limit is summed up as a belief in the biblical "an eye for an eye, a tooth for a tooth" code of justice. A character with this Psych Limit believes that the evil a person does must be returned in kind. "Making the punishment fit the crime" is the motto of a character who is Devoted to Talion.

As can be expected, very few such characters have a Code vs. Killing. This tends to make this Psych Limit inappropriate for player characters in Super-heroic campaigns.

Devout Practitioner Of (Religion)

Common, Strong: 15 Points

Common, Total: 20 Points

A character with this Psych Limit acts in accordance to his religion (or rather, in accordance to his own interpretation of his religion) at all times. He may (or may not, depending on the religion) spend time trying to convert his companions to his own beliefs, and will most certainly argue with people over the accuracy of his faith when the question arises (except, of course, when proselytizing and argument about faith are inappropriate for the character's religion).

At Common, Strong the character must make an Ego roll in order to purposefully violate one of the tenets of his faith. At Common, Total the character cannot do so except under the most dire of circumstances.

Disillusioned When The Real World Is Not Black And White

Common, Moderate: 10 Points

Common, Strong: 15 Points

As the name implies, a character with this Psych Limit has a very simple and clear cut view of how the world works, and becomes upset when he is forced to realize that the world very often isn't always black and white.

It should be mentioned that this disadvantage applies to more situations than when the players must team up with a villain, or are forced to let a villain go on orders from the government due to a plea bargain. It also applies to such situations as when a popular sports hero, viewed as a role model by the character, is arrested for murder. Or when the character's girlfriend says "I love you, but I don't want to marry you."

A character with a Common, Moderate commitment to this disadvantage may get upset and have trouble concentrating during such times, while a character with Common, Strong must make an Ego roll in order to continue operating normally in such situations. The latter character will be much more vocal about his dislike for the situation and may even do something rash to "correct" it.

Dislikes (Group, Person, Object, Nation, or Concept)

Uncommon, Strong: 10 Points

Common, Strong: 15 Points

Very Common, Strong: 20 Points

For a character with this disadvantage, there is something for which he feels utter loathing. The feeling is not as powerful as a hatred, and in general, the character can stand to be in close contact with the object of his dislike when such is necessary. In general, a character who dislikes something will take active steps to avoid the object of his dislike, and will only voluntarily enter into a situation where they can't do so if such action is necessary.

The object of the dislike could be almost anything: a specific person, a type of character, big business, a type of behavior, having to perform a specific task, etc. The possibilities are literally endless.

The different levels of frequency depends on how often the character will come into contact with the object of his hatred.

This Psych Limit should not be used to represent Prejudice or Racism.

Distrusts Authority (Common, Strong) 15 Points

A character that Distrusts Authority believes that the government does whatever they want, whenever they want, and there is nothing that the average man can do about it. He assumes that any police officer he interacts with is just looking for a reason to violate his civil rights, that the IRS is just looking for a reason to audit him and seize his property, and that the FBI and the CIA keeps files on ordinary citizens just in case.

This attitude colors the way the character interacts with authority figures. The character will generally act sarcastically, be verbally hostile, and uncooperative with any government official.

Distrusts (Group)

Common, Strong: 15 Points
Very Common, Strong: 20 Points

A character with this Psych Limit distrusts the members of a specific group. He doesn't necessarily dislike that group (although he may), but rather views them with suspicion. The character always thinks they are up to something, but he isn't quite sure what.

This Psych Limit is quite different from Prejudiced Against (Group) in that it is possible that the character likes, admires, or is even friends with a member of this group. It is not specific people he distrusts, but rather the group as a whole.

Doesn't Know Secret About Herself (Common, Total) 20 Points

With this Psych Limit, there is some important fact about the character in question that is a secret... and it is so secret that even the character himself is unaware of it. The exact nature of the secret is up to the player, but the possibilities are many and varied. Perhaps the character is actually the child of a well-known hero/villain. Perhaps the character is actually an alien, and his parents never told him. Perhaps the character was grown in a lab and given false memories about his background. Regardless of the secret, the character is unaware of it.

There should be some reasonable, if not necessarily easy way, for the character to eventually find the secret out. However, such revelation should be the end result of many long and intense role-playing sessions.

Driven By Family History To Become A (Hero/Villain/Other)

Common, Strong: 15 Points
Common, Total: 20 Points

A character with this Psych Limit is the descendant (usually son/daughter or grandson/daughter) or a famous hero, cop, entertainer, villain etc. and feels compelled to follow the "family tradition" because of this legacy.

At common, Strong the character's heart isn't truly into what he is doing (for one reason or another, he just doesn't want to be a hero/villain, but feels he has to be lest he let his family down). At common, Total, the character is enthusiastically pursuing the "family tradition".

Note that it is possible for the character to be a hero whose parent is a supervillain, and vice versa.

The character may have other Psych Limits regarding his devotion to family history.

Easily Embarrassed (Very Common, Strong) 20 Points

A character with this Psych Limit becomes embarrassed at any time in which it is even remotely possible that people are thinking bad things about the character. The character becomes embarrassed if his shoes are untied, if a food stain the size of a pin head is on his shirt, if someone else says something snide. Almost any circumstance can embarrass the character.

This Psych Limit works well with Shy and Stagefright.

Easily Falls In Lust (Common, Strong) 15 Points

A character with this limit has a roving eye for people to be the object of their affection, and will make advances (often overdone or too aggressive) to find their way into a sexual liaison with them. Others, too shy, will spend large amounts of time trying to be near the person, get their attention or to work up to trying to talk to them and perhaps asking them out for a date etc. The character with this limit is NOT limited to a single person to fall in Lust with, though they may be. Lust may transform into Love, or it may be in addition to Love.

Easily Flattered (Uncommon, Strong) 10 Points

A character who is Easily Flattered takes the faintest praise as high flattery. He revels in any good word anyone says about him, and thus holds the flatterer in higher esteem than might otherwise be normal for the situation. The character must make an Ego roll in order to resist the flattery.

This Psych Limit works well with Arrogant, Egotistical, and Megalomania.

Easily Flustered (Uncommon, Strong) 10 Points

A character with this Psych Limit gets confused easily, especially in chaotic situations. When things start moving quickly and several things happen at once, the character starts to lose track of details and what's supposed to happen until, eventually, the character has no idea what exactly is going on anymore. The character must make an Ego roll in order to not lose track of the situation and get confused.

Easily Panicked (Uncommon, Strong) 10 Points

In times of intense stress, a character who is Easily Panicked loses his cool almost immediately. When frightened, threatened, or otherwise put under harmful stress, this character falls to pieces. The character must make an Ego roll in order to keep his cool during a dangerous situation.

Effete (Common, Strong) 15 Points

This Psych Limit is only appropriate for male characters. An Effete character acts in a manner that can only be described as "less masculine" than other men. Always prim and proper, he always dresses impeccably (or tries to), is familiar with the finer things in life, speaks lightly, and would never dream of engaging in any activity that would actually make him perspire. He is not precisely effeminate, but rather considers the "stereotypical masculine male" to be a brute to be looked down on rather than admired. This character is usually not homosexual, but may be perceived as such by others.

Good examples of characters with this Psych Limit would be Doctors Frasier and Niles Crane, from the sitcom "Frasier", Basil Fawlty from "Fawlty Towers", and Les Nessman from "WKRP In Cincinnati".

The character must make an Ego roll in order to do anything that might be considered "rugged" or "testosterone filled", unless he does so in an effete manner.

Egotistical

Common, Moderate: 10 Points
Common, Strong: 15 Points
Common, Total: 20 Points

A character who is Egotistical thinks the world revolves around him. The character will assume that he will win any award he is a candidate to win, that he deserves special treatment simply because he is who he is, and believes that no one else's problems are more important than his.

The character can force himself to consider others or to place others before his own wants if necessary. At

Common, Strong the character must make an Ego roll to do so, while at Common, Total the character won't consider the wants or needs of others except in the direst of circumstances.

Taking this Psych Limit higher than Common, Moderate is not recommended for Player Characters, as it would tend to make the character annoying to the other players.

Emotionless

Common, Moderate: 10 Points
Common, Strong: 15 Points
Common, Total: 20 Points

An Emotionless character either actually doesn't feel emotions (and thus cannot easily relate to others when they are in highly emotional states) or does feel emotions, but suppresses them (the perfect example of this being Vulcans from Star Trek).

Regardless of which case is true for the character in question, others tend to regard him as cold, unfeeling, and sometimes inhuman. At Common, Moderate the character can express emotion when it is socially necessary. At Common, Strong the character must make an Ego roll to do so, while at Common, Total the character cannot ever do so.

Enjoys Destroying Other People's Psyches (Common, Strong) 15 Points

A character who Enjoys Destroying Other People's Psyches gets his kicks from putting other people through so much mental torture that they crack like eggs. He cruelly taunts others and puts them through horrible stress with the intent on causing them to go insane.

The character will most likely not have any Psych Limits which puts limits on the extent he will go to torture others. (Though he may have compunctions about actually killing others... he wants them in misery, not necessarily dead.

This Psych Limit works well with Amoral and Considers Other People's Psyches To Be Toys.

Enjoys Matching Wits With Heroes/Villains

Common, Strong: 15 Points
Common, Total: 20 Points

A character with this Psych Limit enjoys playing games with his foes. This disadvantage can be used to simulate villains who think up elaborate, multi-layered plans for crimes... and one of the preparatory steps is telling the hero what he's planning to do, but not how. Or a villain who leaves clues to his next crime behind at the scene of his last crime.

In addition, this Psych Limit could represent a hero who becomes obsessed with figuring out such plots and interpreting the clues to the exclusion of almost all else.

Whenever offered an option to either play games or use a direct approach, the character will preferentially use the games. At Common, Strong the character must make an Ego roll in order to resist his natural urge to play games, while at Common, Total the character cannot do so except in the most extreme of circumstances. This Psych Limit works very well with Signature.

Enjoys Playing Mind Games (Common, Strong) 15 Points

A character with this Psych Limits likes playing games with other people's beliefs, perceptions, and principles. He builds elaborate mental mazes for others to try and weave their way through. Some times the character does this out of malice, and other times he does it without actually considering the results beforehand.

The character may have other Psych Limits which determine to what lengths (or what ends) the character plays head games with others.

In order to suppress his urge to play with other people's heads, the character must make an Ego roll.

Enjoys Using His Powers

Common, Moderate: 10 Points

Common, Strong: 15 Points

Common, Total: 20 Points

A character with this Psych Limits likes having and using his powers so much, he spends more time than most other superhumans using them. If the character can fly, he does so at every opportunity... even to perform such mundane tasks as go grocery shopping and going to job interviews. If the character has an energy blast, he gets a kick from shooting things with it, and can often be found playing "target practice".

The Strength of the disadvantage indicates how well the character can resist the urge to use his powers as often as possible. At Common, Moderate he can do so when necessary. At Common, Strong he must make an Ego roll in order to do so, and at Common, Total he cannot resist the urge to use his powers except in the most extreme of circumstances.

Explosive Temper

Common, Strong: 15 Points

Common, Total: 20 Points

This Psych Limit is used to simulate a character whose temper has no "throttle". (Or, in other words, they go immediately from "mildly annoyed" to "just shy of berserk", with no intermediate steps.) Such a character will resort to violence easily and quickly after a short period of time.

Note that this is not the same as a Hair-Trigger Temper. A character with an Explosive Temper might be one of the easiest-going, patient people alive, and yet when they finally get mad, they immediately lash out physically.

At Common, Strong, the character can restrain himself with an Ego roll. At Common, Total, the character cannot restrain his Explosive Temper except in the direst of situations.

Fanatic (Very Common, Total) 25 Points

A Fanatic believes so strongly in an ideal, country, code, religion, or cause that it is the most important thing in their life. They may or may not die for it, but they are willing to do so. The Fanatic puts the object of his fanaticism ahead of everything else. If the character is fanatical about a code of conduct, he adheres to that code rigidly. If he is fanatically devoted to a leader, he obeys that leader without question. This disadvantage is a step beyond Completely Devoted To His Superiors.

Note that a fanatic does not have to be either mindless or evil. Kamikaze pilots, Moslem terrorists and Patrick Henry ("Give me liberty or give me death") are all fanatics.

Fatalistic

Uncommon, Total: 15 Points
Common, Total: 20 Points
Very Common, Moderate: 15 Points
Very Common, Strong: 20 Points
Very Common, Total: 25 Points

Fatalistic can best be summed up as "super-pessimism". Like a character who is a Pessimist, a person who is Fatalistic believes that nothing will work out. In addition, however, a Fatalist always believes that the results of everything not working out will be much more severe than can possibly be imagined.

Such characters rarely have a concern over their own welfare; the justification is a belief that the character is a dead man anyway. In some Fatalists, this attitude evolves into a variation on the Japanese proverb "If you know you are going to die, you can do anything." They are not necessarily Fearless, but are willing to take great risks and face great dangers.

Despite what it appears, this Psych Limit does not work well with Depressive. It does, however, work well with Fearless.

Fearless

Common, Strong: 15 Points
Common, Total: 20 Points

A character who is Fearless risks himself without a thought to his own survival. He takes no consideration of the odds against him, or what might happen to him if he fails. He simply does what he does with no fear. Such a character wouldn't hesitate to enter a burning building, or skydive off of a skyscraper, or go toe to toe with a foe when he knew he was outmatched.

At Common, Strong, the character must make an Ego roll in order to consider the potential danger, but at Common, Total the character wouldn't care even if he did.

Fears Abandonment For Making Mistakes (Common, Strong) 15 Points

A character with this Psychological Limit feels strongly that he will lose the respect and friendship of those around him if he makes mistakes. Normally, the mistakes have to be serious for this fear to come into play (the character realizes, for instance, that no one will abandon him over a typo...). He is almost obsessive about doing things the right way, and gets depressed and nervous when things look like they won't work out.

This Psych Limit works well with Shy, Stagefright, and Easily Embarrassed.

Fears Breaking Things And Hurting People (Common, Strong) 15 Points

This Psych Limit is only appropriate for bricks or other characters with great strength. With this disadvantage, the character isn't sure of his control over that strength. Whether justified or not, he takes great care because he is afraid of the consequences if he doesn't.

This Psych Limit should only be taken by Player Characters or NPC Heroes. Villainous bricks generally won't care if they break things or hurt people.

Fears Changing Into (Character's Other Form)

Common, Strong: 15 Points
Common, Total: 20 Points

This Psych Limit is only appropriate for those characters who have another form (such as the Incredible Hulk from Marvel comics, or Captain Marvel from DC comics). The character should have some reason for not wanting to become the other form; perhaps the other form is of monstrous appearance (as with the Werewolf By Night), or perhaps the other form is of a different moral character (as with Edward Hyde), or perhaps the character is a bit of both (as with the Incredible Hulk). In any case, this disadvantage means that the character is afraid transform, even in times of emergency. The reason why is left up to the players.

At Common, Strong the character will avoid situations where he has to transform, but can force himself to do so if he makes an Ego roll. At Common, Total, he never voluntarily change form except in the direst of emergencies.

Fears Losing Powers (Common, Strong) 15 Points

A character with this Psych Limit has a psychological investment in his or her powers. The character somehow feels that they define him. As such, the thought of losing them is abhorrent. The character will avoid any circumstance which might involve the loss of their abilities unless an Ego roll is made.

This disadvantage is only appropriate for characters with some superhuman ability (no matter how minor).

Feels Guilty About Past Action Or Event (Common, Strong) 15 Points

A character with this Psych Limit has some terrible occurrence in their past. Either they themselves were the cause of the occurrence or they were the victim of it. Either way, the character feels responsible and thus guilty for it. This feeling need not be rational. In some cases, this Psych Limit could be defined as Survivor's Guilt (in which many people close to the character did not survive some event in the past, but the character did, and for this the character feels guilt).

In order to avoid feeling in this manner when reminded of the past, the character must make a successful Ego roll.

This Psych Limit works well with Runs From Responsibility, Feels He Must Prove Himself, Must Overcome Failure To Protect (Loved One), Depressive, Seeks Revenge, Prone To Depression, Grim and Humorless, Moody, and Flashbacks of (Traumatic Experience) During (Situation).

Feels He Must Prove Himself

Common, Moderate: 10 Points
Common, Strong: 15 Points
Common, Total: 20 Points

A character who Feels He Must Prove Himself thinks he has to prove that he's brave enough, strong enough, capable enough, etc. Whether he has to prove it to himself or others is up to the player.

In order to prove himself, the character takes risky chances. However, he is not Reckless; he recognizes that the chances he takes are risky, but cannot make himself refuse to take them because how else can he prove himself?

At Common, Moderate the character can force himself to not take risks in this manner when necessary. At Common, Strong the character must make an Ego roll in order to do so. At Common, Total the character cannot do so except in the most dire of circumstances.

Feels Indebted To (Other Character)

Common, Strong: 15 Points

Common, Total: 20 Points

This character owes another character (whether NPC or PC) a debt due to the other character's actions in the past. What caused the debt is up to the player. The character may feel that he owes so much to the other person that he is compelled to assist them whenever possible (and within his other Psych Limits).

At Common, Strong the character must make an Ego roll in order to refuse to help the other character when asked. At Common, Total he cannot do so except in the most extreme of circumstances.

Feels Loyalty To His Superiors (Very Common, Moderate) 15 Points

This is the "mild" versions of both Always Obeys The Orders Of His Superiors and Completely Dedicated To (Agency or Person). Like those two Psych Limits, it is most appropriate for a character who is a member of some paramilitary or military organization.

A character with this Psych Limit would, under normal circumstances, never dream of disobeying an order or violating the policies and regulations of the organization he works for, but under unusual circumstances could do so without making an ego roll.

Feels That Any Criticism He Receives Is True, Whether It Is Or Not (Common, Total) 20 Points

This is a variant on Low Self-Esteem. A character with this Psych Limit believes every bit of criticism about himself is true. He has a hard time holding onto a positive self-image in the face of critical appraisal. However, unlike someone with Low Self-Esteem, a person with this Psych Limit will accept complements and believes praise about himself as well.

Note that obviously ridiculous criticism will not be believed, but jokingly made sarcastic remarks not meant as criticism will be.

Feels Underappreciated (Very Common, Strong) 20 Points

This Psych Limit is another variant on Low Self-Esteem. However, rather than the character having a low opinion of himself, he perceives that others have a low opinion of him and resents it.

A character who Feels Underappreciated feels that, no matter how hard he tries or to what degree of excellence he acts, his efforts go unnoticed. (This is sometimes known as the "Susan Lucci Psych Limit".) This causes resentment on the character's part toward those he feels are under- appreciating him.

The character can avoid these feelings if he makes a successful Ego roll.

This Psych Limit works well with Young.

Fervent Patriot (Common, Total) 20 Points

A character with this Psych Limit believes in his country and would do almost anything to further its aims. They would gladly give their lives in the service of it, and tend not to believe any derogatory information leveled at their country. Even when presented with hard evidence that their country is less than ideal, they will not accept it unless a successful Ego roll is made.

Note that the character's patriotic feelings are not necessarily directed toward the government of his country (though this may well be a part of it... the player should decide).

Flashbacks Of Traumatic Experience During Situation

Uncommon, Strong: 10 Points
Common, Strong: 15 Points
Very Common, Strong: 20 Points

A character with this Psych Limit collapses into hysteria during a certain situation because the situation harkens back to a period in the past during which the character suffered a horrifying, painful, or otherwise traumatic experience.

For example, a character could have Flashbacks Of Child Abuse When Yelled At or Flashbacks Of Rape When In Close Quarters With Men. The Frequency of the disadvantage depends on how common the situation causing the flashback occurs.

Regardless of Frequency, the character must make an Ego roll in order to overcome the feelings the flashbacks cause and act normally.

Flamboyant (Common, Strong) 15 Points

A Flamboyant character always adds a little extra panache to whatever it is he does. Its not enough, for instance, for the character to dress well. He has to dress well and stand out. (For instance, the character might wear an all-white tuxedo, complete with top-hat, tails, and cane, to a formal event.) The character is always a tad showy. He speaks large, makes large gestures, and has a hard time being sedate while in public.

In order to avoid acting in this manner, the character must make an Ego roll.

Flustered By Failure (Common, Strong) 15 Points

A character with this Psych Limit has a hard time recovering from failure. After an incident of failure, he tends to stand, flatfooted and open-mouthed, amazed at what happened. This does not occur every time the character fails at something... only when the character fails at something important or that he had an amazing chance of success at.

In order to avoid being Flustered By Failure, the character must make a successful Ego roll.

This Psych Limit works well with Arrogant.

Focuses On Current Activities Exclusively (Very Common, Strong) 20 Points

This Psych Limit might also be called Obsessed With Whatever He Is Doing or Total Concentration. A character who Focuses On Current Activities To The Exclusion Of All Else tunes the rest of the world out when he concentrates on something. Any activity that is not done in an offhand, casual manner is focused on like a laser beam. All else is suddenly considered unimportant and secondary, even such basic tasks as eating and sleeping.

In order to force himself not to focus in this manner, or to redirect his attention once he has become focused, the character must make an Ego roll.

Follower Mentality

Common, Moderate: 10 Points

Common, Strong: 15 Points

A character who is a Follower looks to others for leadership when leadership is needed. He will give his opinion on what should be done, but leaves the decision-making to others. When others look to the character for leadership, he feels uncomfortable with it and will tend to rely on the advice of the others for every decision. (In cases like this, sometimes the character will appoint another the "de facto leader" and use his advice as the decision itself, even while retaining the "figurehead" position of leader.)

At Common, Moderate the character can force himself to make decisions and actually lead when necessary. At Common, Strong the character must make an Ego roll in order to do so.

Forgetful

Common, Moderate: 10 Points

Common, Strong: 15 Points

Common, Total: 20 Points

A character with this Psych Limit forgets things those things that he is not dealing with at the moment. He can't remember phone numbers, people's names, directions, etc. without writing them down... and even then he might not remember where he wrote them down. Very important information (like the names of his wife and children, where he works, etc.) are not forgotten... just things he doesn't deal with every day.

At Common, Moderate the character can force himself to remember these things when necessary. At Common, Strong the character must make an Ego roll in order to do so. At Common, Total he cannot except in the most extreme of circumstances.

This Psych Limit is different from Absent-Minded in that a character who is Absent-Minded forgets things when distracted, while this character forgets things at any time.

Frugal (Uncommon, Moderate) 5 Points

This Psych Limit is a variation on Cheap/Spendthrift; the character isn't precisely cheap, but rather prefers to do more with less. He is willing to spend money when necessary, and in some cases prefers to buy the best (and possibly most expensive). However, he also prefers not to spend a lot of money when its not strictly necessary.

The character can avoid acting in this manner when necessary.

Glories In Destruction

Common, Strong: 15 Points
Common, Total: 20 Points

A character who Glories In Destruction enjoys breaking things and hurting people. They gain an emotional rush from destroying property and causing injury. They are not necessarily killers, but are not adverse to killing people, either.

At Common, Strong the character must make an Ego roll to avoid using their powers to destroy when given a chance. At Common, Total the character cannot do so except under the most dire of circumstances. This Psych Limit is only appropriate for villains.

Glory Hound (Common, Total) 20 Points

A Glory Hound cannot resist putting himself in the spotlight. He insists on taking the greatest risks, creating complex plans that prominently feature himself as the center of the action, will always pose for photos and sign autographs, and will stick around after the villains are caught on the off-chance that a reporter will want to talk to him.

This Psych Limit is sort of an advanced form of Overconfident. A character should not be allowed to take both.

Glutton

Uncommon, Moderate: 5 Points
Uncommon, Strong: 10 Points

A Glutton is someone who is overly fond of food and drink. Given the chance, the character will eat until he is stuffed. He will have "snack foods" tucked away in convenient locations, and is most likely overweight.

A character taking this Psych Limit at Uncommon, Moderate can pass on food or drink when the situation requires. Taking it as Uncommon, Strong requires an Ego roll to do so.

In general, characters with this Psych Limit have always been portrayed as messy, disgusting, morbidly obese slobs who one would not want to be close to for any length of time. Note that this is not necessarily the case with all characters.

This is not a terrible weakness, but it is an obvious one.

Greedy

Common, Moderate: 10 Points
Common, Strong: 15 Points
Common, Total: 20 Points

A character with this Psych Limit lusts after wealth. Such a character is willing to do almost anything to increase his own net worth. "Secondary" considerations such as loved ones and friends don't necessary matter next to the ultimate goal.

A character taking this limitation at Common, Moderate is able to control his urges, and will not attempt to profit from the misery of others, or toss people aside in his pursuit of wealth. A character at Common, Strong must make an Ego roll to do the same. A character whose greed is Common, Total couldn't care less who he hurts on his way to the top of the financial heap.

Greedy characters at Common, Strong must make an Ego roll in order to resist taking a bribe, following a scheme to get rich quick, or any other risky and/or potentially hazardous method of making money. The GM

is free to assign bonuses or penalties to this roll depending on circumstance and the amount of money (for example, a \$20 dollar bribe won't really tempt a man who already is worth over \$1 million).

This Psych Limit combines well with Cheap and Miser, though the combination need not always be present.

Grim and Humorless

Common, Strong: 15 Points || Common, Total: 20 Points

A character with this Psych Limit never sees humor in anything. This is not the same as No Sense of Humor. A character with that Psych Limit just doesn't get it. A character who is Grim and Humorless gets the joke; he simply feels that this is no laughing matter, that he has better things to do with his time than waste it making lame attempts at humor, and that so do you, so get on with it already.

In addition to humor, the character feels that he has better things to do than indulge in any sort of frivolous behavior at all, such as any activity in which sentiment is expressed.

At Common, Strong the character must make an Ego roll in order to have anything vaguely like an appropriate reaction to humor. At Common, Total, the character never laughs, or even smiles, regardless of what is going on.

Gullible

Common, Strong: 15 Points
Common, Total: 20 Points

A character with this Psych Limit tends to believe everything he is told. Such a character is easily tricked, and usually easily taken advantage of. Of course, the real disadvantage to this Psych Limit is that no matter how many times the character is taken in, he never seems to learn.

At Common, Strong, an Ego roll is necessary for the character not to believe what he is told. This roll should be made only in a situation where the player feels that what the character is being told is untrue or is designed to trick the character. If the roll fails, the character believes it anyway. At Common, Total, there is no roll except when what the Gullible character is being told is patently and obviously nonsense.

Gunslinger Mentality (Common, Strong) 15 Points

This Psych Limit is only appropriate for characters who have a reputation as great fighters. The character who has a Gunslinger Mentality feels compelled to challenge any other renown fighter to a duel (not necessarily to the death) to see which one of you is the better fighter.

If the other fighter refuses, the "gunslinger" will do almost anything short of engaging in physical violence (and some less ethical "gunslinger" types won't stop at that) to goad the other into fighting.

Hair-Trigger Temper

Common, Moderate: 10 Points

Common, Strong: 15 Points

Common, Total: 20 Points

A character with this Psych Limit gets angry at the drop of a hat. The slightest irritation sets him off into a rage. Such a character tends to get into fights easily, is never happy with his lot in life, rarely has successful relationships, and never has any true friends.

At Common, Moderate, the character can suppress his anger enough to get along peaceably with others, no matter how maddening he finds them. At common, Strong, the character must make an Ego roll in order to do so.

At Common, Total the character cannot interact peaceably with those who may interfere with him except under the direst of circumstances.

Has Complete Trust In Other Character (Common, Total) 20 Points

A character with this Psych Limit trusts another character enough to put his life in the other's hands. He willingly and commonly confides in the other, believes the other will never betray him, and can put himself in danger knowing that the other character will back him up. The character will never, ever have the slightest doubt about the other character, even if show evidence that a betrayal of some kind has taken place. (The character will rationalize the evidence away.)

Whether or not the other character is worthy of that trust is not up to the player.

Hates (Group, Person, Object, Nation, or Concept)

Uncommon, Total: 15 Points

Common, Total: 20 Points

Very Common, Total: 25 Points

For a character with this disadvantage, there is something for which he feels the utmost hostility and contempt. In general, a character who hates something will take active steps to avoid the object of his hatred, and will never voluntarily enter into a situation where they can't do so. If absolutely forced to deal with the object of their hatred, the character will do so under protest, and very much unwillingly.

The object of the hatred could be almost anything: a specific person, a type of character, big business, a type of behavior, having to perform a specific task, etc. The possibilities are literally endless.

The different levels of frequency depends on how often the character will come into contact with the object of his hatred.

This Psych Limit should not be used to represent Prejudice or Racism.

Headstrong

Very Common, Moderate: 15 Points
Very Common, Strong: 20 Points
Very Common, Total: 25 Points

A character with this Psych Limit is stubbornly bent on having his own way. Once the character decides on a course of action, he sticks to it regardless of what anyone else does or says. While he won't insist on ridiculous courses of action, if his idea makes any sort of sense at all, he will want to follow it, regardless.

The character will follow the plans and ideas of others, but if such plans contradict his own will gripe the entire way. Refusal to follow the plans in contradiction to his own would be Headstrong and Impulsive, at the same point totals. In this case, the character proceeds on his own way, regardless of what others say and do.

At Moderate strength, the character can give up his own plan or idea in favor of someone else's when necessary. At Strong, the character must make an Ego roll in order to do so. At Total, the character cannot do so except in the most dire of circumstances.

Hedonist (Common, Strong) 15 Points

A Hedonist believes that pleasure is the only proper goal of moral endeavor. Their credo is "If it feels good, do it". This character indulges in his own choice of vices, and is willing to try other people's vices as well. The character may have other Psych Limits which put limits on how far he will go in the pursuit of pleasure.

In order to suppress his urge to pursue pleasure in all of its forms, the character must make an Ego roll.

Hesitates In Combat (Common, Strong) 15 Points

A character who Hesitates In Combat has to think about what he's going to do in a fight before he actually does it. This is not the same as Confused In Combat, as the character may be able to follow a battle plan, or formulate one himself, perfectly. However, he unconsciously takes the time to actually think about what he's about to do instead of just going ahead and doing it.

The character always acts last in any given combat phase, and even then can only make half moves. The character can force himself to act without thinking about it with an Ego roll; in this case, the character can make a full move.

Highly Competitive

Common, Moderate: 10 Points
Common, Strong: 15 Points
Common, Total: 20 Points
Very Common, Moderate: 15 Points
Very Common, Strong: 20 Points
Very Common, Total: 25 Points

A character with this Psych Limit strives to win any contest he is in, regardless of the nature of the contest, and regardless of whether or not he has any chance of winning the contest. This is not the same as Cannot Turn Down A Challenge; a character with this Psych Limit is able to choose not to enter the contest in the first place. Once he's in it, however, he's in it to win.

The frequency of the disadvantage indicates what the character considers a contest. At Common, the character becomes competitive in only the "normally obvious" competitive situations. At Very Common, the character becomes competitive in any situation that could possibly be called a contest.

Holds "Mortals" In Contempt (Common, Strong) 15 Points

This is another Psych Limit that is only really appropriate to a villain, and only when the character in question is immortal, is phenomenally powerful (in the Mechanon/Doctor Destroyer range), or otherwise feels he has some form of extraordinary birthright. Because of this, the character believes himself to be superior to "mere mortals" whose weakness and inferiority he considers to be an offensive fact of life.

A character who has this Psych Limit as Common, Moderate should take Arrogant instead.

Holds Society In Contempt (Common, Strong) 15 Points

This Psych Limit represents a character who cares little (if at all) for societies rules. He doesn't like the establishment, and has no respect at all for traditional authority figures (even if such attitudes get him into trouble). The character will verbally or physically assault symbols of such authority, and derides those who don't share his views.

A character with this disadvantage is usually a proponent of ultimate social freedom... as long as he gets to define what "freedom" means.

It is recommended that Player Characters not be allowed to take this Psych Limit, except in a Dystopian setting..

Homesick (Common, Moderate) 10 Points

This Psych Limit is only appropriate for a character whose permanent residence is not where he is originally from. The character longs to return to his home, but cannot do so easily for one reason or another (which the player should specify). If given a chance to return home, even if temporarily, the character will take it unless it is necessary that he doesn't.

Honesty

Very Common, Strong: 20 Points
Very Common, Total: 25

This Psych Limit is another Code of Honor that deserves its own entry. An Honest character obeys the law, doesn't lie, and keeps his word. In addition, he does his best to get others to act in the same way. In an area with little to no law, the character will act as if the laws of his home were in force. He assumes that others around him are honest (but will not necessarily allow those who aren't to take advantage of him... he's Honest, not Naive.

The character may fight (or even start a fight, if he does it legally). He may even kill in a legal duel or in self-defense. Murder is, of course, out of the question.

A character who always tells the truth but doesn't always follow the law should take Truthful instead.

If taken at Very Common, Strong the character must make an Ego roll to do anything that could possibly be considered illegal or dishonest. If jailed for a crime you did not commit, but treated fairly and assured of a just trial, he will not even think of an escape attempt.

Hunts Person or Agency (Uncommon, Strong) 10 Points

For whatever reason, the character is in pursuit of some person or group. Generally, the character is doing so in order to cause some harm to the object of his pursuit, but this is not strictly necessary. The character expends a great deal of energy and time in this pursuit, placing a strain on the rest of his life. Very often a character with this Psych Limit will also have Seeks Revenge.

The character should have some defined emotional reason to be seeking the person or agency to the detriment of their own career or personal life.

Immature (Common, Moderate) 10 Points

An Immature character tends to act in a manner totally inappropriate for his age. Childish tantrums, taunting, petty grudges, wild antics, and rampant exuberance are all part and parcel for this Psych Limit.

This disadvantage should never be taken stronger than Common, Moderate; otherwise the character becomes annoying. The character can act mature when necessary.

Immature does not always equate with Young, though a person who is Young is almost always also Immature.

Impatient And Impulsive

Common, Moderate: 10 Points

Common, Strong: 15 Points

Common, Total: 20 Points

A character who is Impatient and Impulsive hates to wait. He tends to do things at the spur of the moment, and never hesitates or shows any sort of sense of timing. He wants what he wants, and he wants it right now, and having to wait only makes him irritated.

In addition, the character often acts without thinking. A plan, to this character, is something that gets in the way. Talking things over before acting is not only boring, but its stupid. He knows what to do, and is going to do it, right now.

At Common, Moderate the character can force himself to avoid acting in this manner when necessary. At Common, Strong the character must make an Ego roll in order to do so. At Common, Total the character cannot do so except in the most extreme of circumstances.

This Psych Limit works well with Headstrong, Stubborn, Young, and Immature.

Impressed With (Focus's) Abilities (Common, Strong) 15 Points

Obviously, this Psych Limit is only appropriate for a character for whom at least some of their abilities work through a focus. The character is constantly amazed by what the focus can do. If he designed and built the focus, it works far better than he planned. If he didn't, he can't believe he is lucky enough to be able to use it, and is constantly surprised at what it can do.

In order to act in any way blasé about the focus, the character must make an Ego roll.

Incorruptible (Uncommon, Total) 15 Points

This Psych Limit is only appropriate for heroic PCs or NPCs. A character with this Psych Limit is a pillar of moral principle. He would never consider taking a bribe, being influenced by power, or be afraid to carry the fight for justice to the highest levels if need be.

Unfortunately, this disadvantage also means that, on questions of law enforcement and justice, the character never makes compromises. He would never offer a criminal a plea bargain in order to gain information. Anyone who offered him anything that could remotely be considered a "bribe" (regardless of the friendliness and harmlessness of the gesture) would be arrested. He would never look the other way, even if doing so meant stopping a larger evil.

Indiscreet/Gossip

Uncommon, Moderate: 5 Points

Uncommon, Strong: 10 Points

A character with this Psych Limit likes to talk about other people. Without really thinking about it, the character will relate to people he talks to the deepest, most embarrassing secrets about his friends, comrades, strangers... it doesn't really matter who they are about, he talks about it. This tends to cause other characters to not fully trust the character (or at least edit what they around him).

The character does not do this out of a sense of malice (though this is certainly possible). Rather, as stated above, he doesn't really think about it: he just talks. This is also not to say that the character cannot be trusted with a truly important secret. A person who is a Gossip won't necessarily blab a national security matter to anyone on the street. However, other characters may well think so.

At Uncommon, Moderate the character can resist the urge to spread really juicy news when necessary. At Uncommon, Strong the character cannot do so unless he makes an Ego roll.

Inferiority Complex (Very Common, Strong) 20 Points

A character with an Inferiority Complex always assumes that nothing they do is as good, worthwhile, or noticeable as the actions of another person. They may otherwise have a good view of themselves, but feel that when compared to others, they aren't as good as others. They sometimes don't understand why other people think highly of them (but rarely discourage complements... they like hearing them even if they don't believe them).

To repress the urge to depreciate his own contributions, the character must make an Ego roll.

Insatiably Hungry For Power (Common, Total) 20 Points

A character who is Insatiably Hungry For Power could be described as "Super-Ambitious". He stops at nothing to increase his power over others. Even if he has reached a high-level of power (such becoming a corporate CEO, President of the United States, Pope, or king of his own nation), he will attempt to gain even more power.

This is the standard Psych Limit for those villains who hold the "I know I am a king but I want to be a god" philosophy. This attitude is a Psych Limit because if the character were to actually become a god, he would still want to become more powerful.

The character cannot pass up a chance to gain personal power if one is presented unless he makes an Ego Roll. This Psych Limit is only appropriate for villains.

Intolerant

Uncommon, Moderate: 5 Points
Uncommon, Strong: 10 Points
Common, Moderate: 10 Points
Common, Strong: 15 Points
Very Common, Moderate: 15 Points
Very Common, Strong: 20 Points

This Psych Limit indicates that the character dislikes and distrusts some (or all) people who are different in some way from himself. Applicable differences include skin color, religious beliefs, sexual orientation, gender, or political affiliation; the possible differences are numberless. The exact details are up to the player.

This disadvantage should not be taken at the Total level; Total commitment Intolerance should be taken as Prejudice.

A character who is Intolerant treats the object of his intolerance with coldness and hostility. An Ego roll must be made to interact peaceably with them.

It is suggested that player characters not take this stronger than Common, Moderate.

Irrationally Attracted To (Other Person)

Uncommon, Strong: 10 Points || Common, Strong: 15 Points
Very Common, Strong: 20 Points

A character with this Psych Limit feels a strange and unexplainable attraction for a person to whom he would otherwise not feel attracted (if the person to which the character is attracted is someone for whom the character would feel attraction normally, use In Love With (Other Person) instead).

The reason why the character wouldn't be attracted normally is up to the player. Perhaps the other person is disliked (or even hated) by the character. Perhaps the character is heterosexual, but feels attracted to a person of the same sex. Whatever the case, the object of the attraction is not someone the character would normally consider.

Whatever the specifics, the character can only control his feelings of attraction if he makes an Ego roll. The Frequency of the disadvantage is determined by how often the character encounters the object of his affection.

Is Trying To Buy His Way Into Heaven (Uncommon, Strong) 10 Points

This Psych Limit is only appropriate to very religious people. A character with this Psych Limit does good deeds because he believes that this is the way to insure a pleasant afterlife. He is not necessarily a nice guy otherwise; he may be snide, condescending, and even insulting. But he does good deeds in the belief that God expects him to.

This does not stop the character from being rude while "helping" others. In addition, the character may help one charity group, then refuse to give to another because he has already "done what he could" for charities.

This Psych Limit works very well with Arrogant, Cynical and Prejudiced Against People With Different Religious Views Than His.

Jealousy (Uncommon, Total) 15 Points

With this Psych Limit, the character has an automatic bad reaction towards anyone who seems smarter, more attractive, more competent, wealthier, or more personable than he is (even if its only in the character's mind). The exact nature of and the exact focus of the character's Jealousy is determined by the player.

This Psych Limit does not necessarily require that the character also take the Rivalry disadvantage, as the person can be jealous of different people at different times, and the person who is the subject of the jealousy does not necessarily consider himself a rival.

A character will resist any suggestion or plan proposed by this "rival". The "rival" will also be the butt of disparaging remarks made by the character. In some instances, the Jealous character will even attempt to sabotage the "rival".

Keeps (Fact About Character) A Secret

Uncommon, Moderate: 5 Points
Uncommon, Strong: 10 Points

A character with this Psych Limit has a secret he wants very few (if any) other people to know about. The secret can be about almost anything, but shouldn't be silly. (Silly secrets should be applied using a Quirk rather than this Psych Limit.)

The strength of the disadvantage determines who the character might tell, and how often. At Moderate, the character has probably (or will probably) told at least one person, if it was necessary or important at the time. At Strong, the character probably hasn't, and must make an Ego roll in order to do so.

This Psych Limit should not be used to simulate a Secret Identity.

Kleptomania

Uncommon, Strong: 10 Points
Uncommon, Total: 15 Points

A character with this Psych Limit feels a compulsion to steal things. He doesn't necessarily feel compelled to steal valuable items, but rather will steal anything he can get away with: keys, pencils, books, candy bars, loose change, etc. He will very rarely steal items he can't fit into his pockets.

If presented with an opportunity to steal something and not get caught, the character will do so. If the disadvantage is taken at Uncommon, Strong, the character can make an Ego roll to suppress this urge.

Know It All

Very Common, Strong: 20 Points
Very Common, Total: 25 Points

A Know It All believes that he knows more than you about everything. He doesn't necessarily assume that he is smarter than everyone else, but he acts as if he is, and he most certainly acts as if he knows more than everyone else.

Even in a situation where the character is being shown tangible proof that he is not as knowledgeable than he says he is, he acts in this manner. At Very Common, Strong he must make an Ego roll in order to not act like this. At Very Common, Total he can't do so except in a dire situation.

Lazy

Uncommon, Moderate: 5 Points
Uncommon, Strong: 10 Points
Uncommon, Total: 15 Points

A Lazy character is adverse to doing anything that he does not feel is "fun"... and he will do "fun" things with the minimum of effort. Everything he does, in fact, is with minimum of effort. The character does his best to avoid work - especially hard, physical labor - at all costs.

If forced to do work, the Lazy character does a half-assed, half-hearted attempt at the job, and may or may not finish, depending on how closely he is supervised. At Uncommon, Moderate the character can force himself to do a better job through concentration.

At Uncommon, Strong, the character must make an Ego roll to do so. A character with laziness at Uncommon, Total never puts any effort into anything he does.

It is suggested that a player character not take this disadvantage above the Uncommon, Moderate level.

Lecherous (Very Common, Strong) 20 Points

A character with this Psych Limit suffers from an unusually strong desire for sexual contact of any sort. Whenever in more than the briefest contact with the member of the opposite gender (or same... depending on the character's tastes), he must make an Ego roll to avoid making some sort of lewd pass, using whatever wiles or skills he can bring to bear. The attractiveness of the other person can modify this roll. (Meaning that the character is a horndog, but he still has standards.)

Note that a Lecherous character may change his or her standards of attractiveness, depending upon the situation. (Lecherous drunks, for instance, are notorious for having "beer goggles".)

Likes (Group, Person, Object, Nation, or Concept)

Uncommon, Strong: 10 Points
Common, Strong: 15 Points
Very Common, Strong: 20 Points

For a character with this disadvantage, there is something for which he feels an attraction to. The feeling is not as powerful as a love, and in general. In general, a character who likes something will take active steps to be in contact or perform the object of liking, and will only voluntarily enter into a situation where they can't do so if such action is necessary.

The object of the like could be almost anything: a specific person, a type of character, big business, a type of behavior, having to perform a specific task, etc. The possibilities are literally endless.

The different levels of frequency depends on how often the character will come into contact with the object of his liking.

"Little Man" Syndrome

Common, Strong: 15 Points

Common, Total: 20 Points

This Psych Limit is only appropriate for male characters who are shorter than 5' 7" without actually being a dwarf. The character is so sensitive about his lack of height that he sees "short jokes" in casual comments and feels he must prove his masculinity by being bad-tempered and pugnacious. He starts fights at the drop of a hat (especially with men who are taller than he is), and has believes unconsciously that women can't be attracted to him because he is short. If someone actually does use a short joke in his presence, or treat him in any of the ways he fears they want to, the character tends to become apoplectic with rage.

At Common, Strong the character can avoid reacting in this manner if he makes an Ego roll. At Common, Total he can only do so in the most extreme of circumstances.

Literal Minded (Common, Strong) 15 Points

A character with this trait has no concept of Metaphor or Simile and has problems with words that have more than one meaning. They make mistakes based on this language barrier regularly and may do what appears to be totally irrational because they have misunderstood orders or suggestions.

Lives Beyond His Means

Common, Moderate: 10 Points

Common, Strong: 15 Points

A character who Lives Beyond His Means enjoys the finer things in life. He likes owning expensive things, wearing fine clothing, and eating in the best restaurants. Unfortunately, he doesn't actually have the money to afford the life style he has chosen. Because of this, the character is constantly broke, has creditors hounding him, and sometimes (if the character did something really dumb) has loansharks gunning for him.

At Common, Moderate the character can force himself to live within his income if absolutely necessary. At Common, Strong the character must make an Ego roll in order to do so.

This Psych Limit is not appropriate for characters who purchase the Wealth perquisite.

Lives For The Hunt (Uncommon, Total) 15 Points

This Psych Limit is appropriate only for those characters who are bounty hunters or assassins. The character hunts (and possibly kills) other people and loves doing so. If he's an assassin, he's not satisfied with merely killing his target; if he's a bounty hunter, the capture and pay is a secondary consideration. The character's primary motivation is the chase; letting the target know that he is being hunted and running him down.

Perversely, should the character ever become the subject of a hunt himself, he becomes frustrated, angry, and unstable. "The hunter becomes the hunted" is the bane of this character's existence.

The character can only resist engaging in an elaborate hunt for his target in the most extreme of circumstances.

This Psych Limit is not recommended for Player Characters.

Lonely (Very Common, Moderate) 15 Points

A character who is Lonely feels that he has no true friends or companions. Even though he may be a part of a team or other organization, the character cannot actually relate to his co-workers (or at least feels that he can't), and as such feels that he is all alone in life.

This feeling has caused him to become depressed and sad, affecting almost everything he does. He tends to hold himself away from others as a result, and is sometimes seen with pity by those around him. The character tends to assume that he will be left out of any group activity, and believes that no one really wants to associate with him if given a choice.

The character can force himself to avoid these feelings of lonesomeness if necessary.

Loner (Common, Strong) 15 Points

A Loner prefers to work by himself, without any help from others. There could be many reasons why the character feels this way: he may think that his goals are too dangerous to involve anyone else; he may feel that other people aren't competent enough to work with him; or he may feel that others may try to stop him once they see how he operates. (And any of these reasons amounts to another Psych Limit.)

A loner has no true friends. He may have trusted acquaintances with whom he can talk and gain momentary assistance from, but he never actually lets them into his private world. He keeps his own secrets, and even those people who think they are the friend of a Loner don't know everything.

The character will grudgingly accept help if it is forced onto him, but he will not seek it out unless he makes an Ego roll. If help is forced onto him, he must make an Ego roll in order to actively cooperate with the helpers. Note that he will never actively refuse their help... but he will discourage it.

This Psych Limit works well with Uses Sarcasm As A Defense Mechanism. Generally Loner is NOT recommended as a Disadvantage on Player Characters, as it tends to prevent any sort of group cohesion.

Looks Out For Himself First (Common, Strong) 15 Points

This Psych Limit is a milder form of Selfish. Unlike a person who is Selfish, a person who Looks Out For Himself First does and will look out for others; he simply takes care of himself before any others. In cases where the character has to choose himself over others, he will choose himself unless he makes an Ego roll.

This Limitation is not recommended for Player Characters, as it destroys group cohesion & cooperation.

Loud And Obnoxious

Common, Moderate: 10 Points

Common, Strong: 15 Points

A character who is Loud And Obnoxious is boisterous, and has a tendency to get on other people's nerves with his boisterousness. He talks too loudly, laughs too loudly, dresses too loudly, chews with his mouth open, makes inappropriate jokes at inappropriate times, and rarely considers the fact that he is acting in a boorish manner.

At Common, Moderate the character is not necessarily uncaring about other people's feelings, but rarely realizes how much of a jerk he is being at the time unless someone points it out to him. (He apologizes a lot later, usually.) When he has to, he can force himself to act in a polite manner.

At Common, Strong the character usually fails to see that he is acting like an ass, even when someone points it out to him. It takes an Ego roll for the character to realize he is acting like a jerk.

Loves (Group, Person, Object, Nation, or Concept)

Uncommon, Total: 15 Points
Common, Total: 20 Points
Very Common, Total: 20 Points

For a character with this disadvantage, there is something for which he feels an intense attraction to. In general, a character who loves something will take active steps to be in contact or perform the object of feelings, and will only voluntarily enter into a situation where they can't do so in the most dire of circumstances.

The object of the like could be almost anything: a specific person, a type of character, big business, a type of behavior, having to perform a specific task, etc. The possibilities are literally endless.

The different levels of frequency depends on how often the character will come into contact with the object of his liking.

Low Self-Esteem

Very Common, Moderate: 15 Points
Very Common, Strong: 20 Points

A character with Low Self Esteem refuses to believe anything good about himself. He tends to believe that he is a screw-up, that nothing he does will succeed, and that no one would ever like a guy like him.

The dedication to this Psych Limit determines how bound and determined the character is to seeing only the worst about himself. At Very Common, Moderate, the person tends to think that his mistakes are worse than they are, but otherwise has a generally good view of himself. At Very Common, Strong the character must make an Ego roll to believe anything but bad things, and at Very Common, Total, the character is almost depressingly down on himself.

A variant of this Psych Limit is Feels That Any Criticism He Receives Is True, Whether It Is Or Not. A character shouldn't take both Low Self Esteem and Pessimist; he should take Depressive instead.

Lust For Knowledge (Uncommon, Total) 15 Points

A character with this Psych Limit might best be described as a "bookworm". The character has a love of learning that most teachers would give their right arm to have in a student. He is always reading, doing research, or otherwise collecting information. He doesn't collect trivia: the things he learns are subjects of interest, and he puts serious research time into it. This is the character's primary interest. When given a chance to learn things and research a topic, he does, except in the most extreme of circumstances.

If the character encounters something unknown to him and interesting, his first response is to study it. (This is the classic Monster Movie Scientist Psych Limit; it is this character who will be shouting at the hero "You can't kill the creature... we need to study it!")

The character is rarely skilled in the social arena, since he spends most of his time in the library or the laboratory. The character can force himself to deal with anyone but his reasearch (for when he is not actively in the lab, he is thinking about it, or talking about it, etc.) in the most extreme of circumstances.

Macho (Common, Strong) 15 Points

This disadvantage is only appropriate for male characters. A character with this Psych Limit always acts in an exaggeratedly masculine fashion. He speaks loudly, acts domineering toward women, and believes he is a sexual dynamo. The character is disgusted by "fags" and "dykes", and will accept no insult to what he sees as his personal honor.

The character sees nothing wrong with sleeping with many women, even if he is married. (However, should his wife sleep with many other men, he would become infuriated and try to take some measure of appropriate retribution against the other man... his wife he would simply beat once and forgive.)

The character must make an Ego roll in order to act in any other manner.

Mad As A Hatter (Very Common, Total) 25 Points

This is the classic "Joker" psychological limit, and represents a character who is not only insane, but is fucking bonkers on top of it. A character with this Psych Limit does random and possibly odd things for any reason or for no reason at all. His mind is so disconnected from reality that he sees no reasons behind anything, and wants none. He is capable of killing or sparing, on a whim, and oft times engages in seemingly random actions for inconceivable reasons. He speaks nonsense and nonsequitor, and prefers it that way.

The character cannot act in a rational manner, even when world threatening circumstance requires it.

It is highly recommended that Player Characters not be allowed to take this Psych Limit.

Makes Friends Easily (Common, Strong) 15 Points

A character who Makes Friends Easily tends to befriend anyone he meets who shows him even a modicum of respect, politeness, and courtesy. This is not to say that he actually becomes friends with the other person (such things require, at the least, the cooperation of the other), but rather will consider the other person friendly and trustworthy enough to become a friend. He will always be open and friendly with others unless they have shown some reason for him not to be; but on first meeting, his impulse is to be friendly.

In order to avoid acting in this manner, the character must make an Ego roll.

Manic (Very Common, Total) 25 Points

This Psych Limit might well be called Super-Hyperactive. A character who is Manic has seemingly endless energy. He seems to bounce off the wall, can't ever sit still, talks too loudly and constantly, and seems to move from one mood to another in an eyeblink. The character can only force himself to slow down or stop in the most dire of circumstances, and even then can only force himself to act as if he were Hyperactive instead.

Manic-Depressive (Common, Strong) 15 Points

A character with this Psych Limit suffers from tremendous mood swings which affect his ability to face the world. When in "manic" phase the character believes that his life is perfect and there is nothing he cannot do. When in "depressive" phase the character believes that his life is miserable and there is nothing he can do.

At the beginning of each play session roll 1d6; on a 1-3 the character is in manic phase, 4-6, he is depressive. After 5 hours of game time roll 3d6, a result of 10 or less indicates a mood swing. Over the next hour his mood will shift to it's opposite and remain in this state for at least 5 hours. Manic characters are +1 on all die rolls, depressive characters are at -1.

Player characters should take this Psych Limit only at Common, Strong. Any stronger and the character becomes completely incapacitated. Any weaker and its no limitation at all.

Manipulative (Common, Moderate) 10 Points

A character with this Psych Limit is adept at getting people to do what they want them to do. They use many different ways to do this: cajoling, bribery, casual persuasion, or whatever. Mostly, in fact, they do this without even thinking about it.

Masochistic

Uncommon, Moderate: 5 Points

Uncommon, Strong: 10 Points

A Masochist enjoys being hurt. He actually gets pleasure from being mistreated (either physically or mentally). The character actively seeks out opportunities to be hurt, and frequently (and willingly) enters abusive relationships just to take advantage of it.

At Uncommon, Moderate, the character can suppress his natural urge to seek out pain and injury when necessary. At Uncommon, Strong, In order to suppress his natural urge toward wanting to be injured, the character must make an Ego roll.

Mass Murderer (Common, Total) 20 Points

A Mass Murderer is the worst possible sort of Casual Killer. This character kills others because he can, because its easy, and because he's got a reason that, to him, justifies killing many people. Unlike a professional assassin (who may technically qualify as a Mass Murderer), a character with this disadvantage kills for any reason or no reason.

He doesn't necessarily kill everyone he meets... but he might if so inclined. He most certainly kills (or attempts to kill) anyone who irritates, hampers, or actually harms him. (There are exceptions to this; a Mass Murderer may be in a passionate and caring relationship with someone not connected to the object of his rage.)

A character with this disadvantage is not necessarily Psychopathic / Sociopathic (though this is possible.) Also, a character with this disadvantage is not a Serial Killer, as Serial Killers and Mass Murderers behave quite differently.

The murders committed by a Mass Murderer generally follow these rules:

Victims are killed over a relatively short period of time, usually hours (less often days). The killings usually occur at several separate locations within a small area (such as two or three city blocks) as part of a continuous "action".

The killing sprees are usually one-time occurrences in the life of the killer, but could potentially happen numerous times.

Victims are typically selected at random and attacked or not at the whim of the killer, or form a part of a target group.

If part of a target group, the victims are usually connected in some way to the killer.

Mass Murderers almost always use guns, and never torture their victims before killing them.

Attacks are usually made in public places, such as restaurants, malls, and universities.

Maternal/Paternal Complex Toward (Other Character)

Common, Strong: 15 Points

Common, Total: 20 Points

A character with this Psych Limit feels parental toward another character. The other character should be younger and less experienced than the character with this Psych Limit. The character believes that it is his duty to protect, teach, guide, and advise the younger character, offering the benefits of his higher age and experience. The other character is free to accept such treatment or not, as if appropriate for the character.

In addition, should the younger character become injured or is killed, the character with this Psych Limit will take it upon himself to seek revenge.

At Common, Strong the character must make an Ego roll in order to avoid acting in this manner. At Common, Total the character cannot do so except in the most extreme of circumstances.

Megalomania (Very Common, Total) 25 Points

Another classic villainous disadvantage, this Psych Limit could be described as the most extreme form of Arrogant or Conceited possible. A character with this disadvantage believes that he is more than mere mortal. In some way, he considers himself "above" his fellow mortals.

The character might believe that he is the perfect human specimen, or the world's most developed intellect, or that he is destined to rule the world, or that he has been divinely chosen for some task. Whatever the specifics, the character believes that this makes him not only a cut above everyone else, but quite literally an order of magnitude above everyone else.

Mercenary Mentality (Common, Strong) 15 Points

A character with a Mercenary Mentality is always looking to get something out of the situation. He helps people only when there is something to be gained: a reward or acclaim of some kind. He can easily be swayed with offers of money or power, though he may have other Psych Limits that determine whether or not he will accept such bribes.

This Psych Limit works well with Cynical, Greedy, Selfish, Looks Out For Himself First, Code of Honor, and a host of others. It should not be taken with Charitable, but is perfect when combined with Sucker For A Sob Story.

In order to do something charitable for which there will be no gain, the character must make an Ego roll.

Messiah Complex (Common, Total) 20 Points

A character with a Messiah Complex believes that he was born to fulfill some great destiny by saving humanity. The manner in which he saves humanity, and from what he is saving humanity, is up to the player.

This attitude rarely sits well with others, although it is possible that the character has followers who believe in him. In general a character with this Psych Limit believes that he can do no wrong, and that his mission is more important than any other "mundane" concern.

This Psych Limit works well with Megalomaniac, Arrogant, and Believes He Is Sanctioned By A Higher Power.

Methodical Planner (Common, Strong) 15 Points

A character who is a Methodical Planner is an organized, step by step thinker. He approaches each problem step by step, point by point and carefully plans and executes every step until completion. He never abandons his plans once made, and hates to change horses in midstream. The character resists any "plan" which involves rushing in without discussion and preparation.

In order to avoid acting in this manner, the character must make an Ego roll.

Miser (Very Common, Strong) 20 Points

This Psych Limit is an extreme form of Cheap/Spendthrift. The character is obsessed with holding on to the wealth he already has. This is different from Greedy, although the two disadvantages are compatible (and it is very common to see a person with one also have the other).

When called upon to spend money, the character must make an Ego roll or else look for the cheapest alternative possible. Note that this does not mean "the best deal", it means the absolute cheapest, period; the character will accept second rate (or even third, fourth, or fifth rate) materials, services, and goods rather than have to pay for first rate.

Even if the roll is made, the character will attempt to haggle the price down, and will complain interminably afterward.

Misogynist/Misandronist

Common Moderate: 10 Points

Common, Strong: 15 Points

Common, Total: 20 Points

A Misogynist/Misandronist hates, devalues, and mistreats people of the opposite sex. For example, a Misogynist believes that the value of a woman depends on how well she cooks, cleans, and performs during sex, while a Misandronist believes that all men are knuckle-walking morons who only want to objectify and rape women and keep them from attaining the true power that only females are worthy of. Misogyny/Misandrony goes beyond Prejudice Against Women/Men in its totality and depth of feeling.

At Common, Moderate the character can suppress the urge to treat the opposite sex like dirt, but at Common, Strong would need to make an Ego Roll. At Common, Total the character cannot do so except in the most dire of circumstances.

This Psych Limit is only appropriate for Non-Player Characters.

Monitors (Person Or Group)

Common, Moderate: 10 Points

Common, Strong: 15 Points

Common, Total: 20 Points

For whatever reason, a character with this Psych Limit keeps close tabs on some person or group. He gathers what information he can, follows them (or has them followed), and keeps records. Generally, the character is doing so in order to eventually cause some harm to the object of his pursuit, but this is not strictly necessary. The character expends a great deal of energy and time in this pursuit, placing a strain on the rest of his life. Very often a character with this Psych Limit will also have Seeks Revenge.

The character should have some defined emotional reason to be seeking information on the person or agency to the detriment of their own career or personal life.

Moody (Common, Moderate) 10 Points

This character tends to be dour and unpleasant, but not actually Bad Tempered (though the two Psych Limits work well together). He tends to be slightly Antisocial without actually taking it that far. The character is capable of normally relating to people when necessary.

This Psych Limit works well This Psych Limit works well with Loner.

Morbid

Common, Moderate: 10 Points
Common, Strong: 15 Points
Common, Total: 20 Points

A character who is Morbid has a deep and inexplicable interest in the macabre, the gruesome, and the unwholesome. He is the type of person who watches slasher movies to see how well-done the blood effects are. He reads books about murders and finds the subject of death fascinating. This is not to say that the character is necessarily interested in performing gruesome acts himself, but rather finds them a fascinating subject of study.

At Common, Moderate the character can repress his interest in such things when necessary. At Common, Strong the character must make an Ego Roll in order to do so. At Common, Total the character cannot overcome his fascination with the macabre except in the most dire of circumstances.

It is suggested that player characters not take this over Common, Moderate.

More Concerned With His Image Than Anything Else (Uncommon, Strong) 10 Points

This Psych Limit is only appropriate for PC or NPC heroes and celebrities (villains don't care about what the public thinks of them). A character with this Psych Limit places other people's perception of him above any other moral consideration. He panders to the public, doing things he believes the public expects.

What this means is that the character fights crime because the public keeps better opinions on heroes than villains, not because he feels some righteous need to do so. He refrains from killing his enemies not because he has any compunctions against doing so, but because people who kill their enemies are considered murderers by the public, not heroes. The truth is, he would lie, kill, steal, and cheat if he thought he could get away with it.

In order to avoid acting in this manner, and thus actually act from moral principles instead of "the will of the people", the character must make an Ego roll.

A character with this Psych Limit should have no other Psych Limits regarding morality or principles, except perhaps Amoral.

Multiple Personality Disorder (Common, Total) 20 Points

A character with Multiple Personality Disorder is a fractured psyche. This Psych Limit is more commonly known among the general public as "split personality" or "schizophrenia" (although true schizophrenia is a completely different disorder).

This disadvantage means that the character has more than one "person" in their head. Each personality is a complete and separate individual. These personalities surface in times of stress or in times of deep association with some past trauma. The personalities themselves may or may not have any sort of conscious connection to the "prime" personality.

Note that it is possible for secondary personalities to have Psych Limits of their own. Such matters should be worked out carefully with the GM.

The character has no control over when and how the other personalities surface.

Murderous (Common, Strong) 15 Points

A character who is Murderous is very similar to a character who is a Casual Killer. The primary difference is that while a Casual Killer can kill for no reason at all, a Murderous character has a single motivation for killing others. Namely, a Murderous character kills those people who anger and upset him, or who interfere with his goals and plans.

This Psych Limit should not be taken with Bloodlust, Serial Killer, or Mass Murderer.

Must Be Leader (Common, Strong) 15 Points

A character with this psych limit has to be in charge of any group he is a part of (or at least think that he is in charge). This isn't necessarily the same as Control Freak, but it is similar. If he is not made leader, the character criticizes the leader's actions, follows his own plans (and cajoles his fellows to follow his lead) and generally acts put out until he is made leader.

The character must make an Ego roll in order to cooperate fully in any group for which he is not the leader.

This Psych Limit should not be taken with Control Freak, since it is already included in that disadvantage.

Must Complete Her Mission (Common, Total) 20 Points

This character takes his duties and dedication to her work to an obsessive level. She lets nothing stop her until she has done what she sets out to do. The character would rather die than abandon her mission, regardless of what it takes to get it done.

The character may have other Psych Limits that moderate precisely to what lengths the character will go to complete his mission. The mission in question may change from case to case.

Must Overcome Failure To Protect (Loved One) (Common, Strong) 15 Points

A character with this Psych Limit has, in his past, suffered a devastating personal loss at the hands of a criminal, an accident that the character could have prevented, or some similar reason. The character feels that if he had only done something different, or had done whatever he did do better, things would be different. This event has shaped the character's entire life, causing him to become a crimefighter to make up for this previous failure.

The loved one in question need not be dead, but certainly should not be easily accessible or in a normal state. (Comas, life sentences, quadraplegia, and severe brain damage are all examples of suitable substitutes for death.) If the loved one isn't dead, he or she should be taken as a DNPC by the character. Whether or not the loved one blames the character for his or her current condition (if such feelings are applicable) is up to the GM.

Must Protect (Person, Place, Or Thing) From (Threat)

Common, Moderate: 10 Points

Common, Strong: 15 Points

Common, Total: 20 Points

A character with this Psych Limit has a special attachment or feelings for a particular object, location, or person. The feelings might be patriotic pride in their homeland, love or admiration for another person, or an appreciation for the beauty or spiritual meaning of an object. In any case, the focus of the character's feelings (in regards to this Psych Limit) must be threatened by some outside force or agency.

For example, a character may have Must Protect Northern Ireland From English Aggression. In this case, the character would feel that Northern Ireland is endangered by the continual presence of the English "invaders", and would work to hamper the English whenever possible. On the other hand, a character who was an art lover might have Must Protect City Museum From Art Thieves. Such a character would, in his nightly patrols of the city, spend extra time making sure that no one was breaking into the art museum, and that no other harm was befalling the art stored therein (like a fire).

Must Prove He's Better Than (Person Or Group)

Common, Strong: 15 Points

Common, Total: 20 Points

A character with this Psych Limit is in some sort of competition or rivalry with another character or with an organization. The exact form, as well as the origin, of the competition or rivalry is up to the player.

The rivalry may be based on ideology: In a superhero campaign, the character might be the son of an infamous villain, and now feels that he has to prove to the world that he is not his father. In an espionage campaign, the character might be a former member of a terrorist organization, and now feels he has to prove that the goals of the terrorists are wrong. Or the competition may be simpler in nature. Perhaps the character feels that he must prove that he is a better athlete than another player character.

At Common, Strong the character must make an Ego roll in order to resist pursuing the competition when given a chance to do so. At Common, Total the character cannot do so except in the most dire of circumstances.

Must Prove He's Right (Common, Strong) 15 Points

A character with this Psych Limit cannot stand it when others think he is in the wrong. He gets irritated when he is shown to be mistaken, and downright angry when he is contradicted but is right. Until he has been shouted down (when he is wrong) or manages to convince everyone that he is correct (when he is right), he will continue arguing until he runs out of breath or falls over dead, which ever comes first. In order to avoid acting in this manner, the character must make an Ego roll.

This Psych Limit works well with Headstrong and Stubborn.

Mysterious and Enigmatic

Common, Strong: 15 Points

Common, Total: 20 Points

A character who is Mysterious and Enigmatic believes that the less anyone knows about him the better. He may work well with others (though most characters who take this disadvantage also take Loner or Never Lets Anyone Get Close). He may even be a staunch member of an established team. Regardless, the character never reveals anything he doesn't have to.

Thus, the character's identity, information sources, and abilities will be kept secret - and the character will go to great lengths to keep it that way. Characters with this Psych Limit tend to show up out of nowhere with crucial information and no explanations, and just as quickly vanish into the shadow.

A character with this Psych Limit at Common, Strong can open up to others if it is absolutely necessary and if an Ego roll is made. At Common, Total, the character never opens up to anyone, even if he really needs to.

Naive

Very Common, Strong: 20 Points
Very Common, Total: 25 Points

A character who is Naive is, in some ways, an innocent. He has a very simplistic view of the way the world works and how people act, and thus is easily taken advantage of. This Psych Limit often encompasses is complemented with others, such as Trusting and Gullible, but this is not always so.

A character with this disadvantage tends to believe everything he is told. If taken at Very Common, Strong the character can make an Ego roll in order to not believe something that the player feels is patently false. Of course, the character isn't necessarily stupid. If what he is told is obviously bogus, he need not "roll to disbelieve".

Never Lets Anyone Get Close (Common, Strong) 15 Points

A character with this Psych Limit keeps his privacy and his secrets. While he may have friends and companions, each of them would be surprised to realize how little they actually knew about the character. He has no deep romantic relationships, preferring short-term commitments and one-night stands because "its easier that way". If they do have long-term relationships, they are mostly one-sided. He may be affectionate and even loving, but he never reveals his true feelings. A superhero with this Psych Limit wouldn't tell even his teammates what his real name is, and wouldn't reveal his feelings or insights if its not necessary.

The character can suppress his urge to keep people at a distance with a successful Ego roll. This Psych Limit should not be taken with Loner, as it is already included in that Psych Limit.

Noblesse Oblige (Common, Moderate) 10 Points

While this Psych Limit can be used in almost any genre, it is most appropriate for a setting which has a defined nobility or otherwise wealthy and powerful social class. This Psych Limit is only appropriate for characters who belong to that class.

A character with this disadvantage believes that those people of a station lower than his are incompetent to watch out for themselves, and thus need someone of the "landed class" to take care of them, to protect them, and to give order to their lives. In return the common folk owe the nobles their unswerving obedience in all things, their loyalty, and the sweat of their brows. In addition, they never hesitate to chastise the common when they feel the common has stepped beyond his place.

In general, a character with this Psych Limit is condescending to those who are not of their own social class.

The character can suppress his natural urge to condescend when necessary.

No Imagination (Common, Total) 20 Points

A character who has No Imagination are unable to grasp things which aren't literal and in front of him. He tends not to be intuitive, and cannot easily "see" things which aren't real. His sense of humor is crude and low, and any complicated, multi-level story is lost on him. He doesn't see the point of books or movies, and is, on the whole, rather dull.

The character unfortunately cannot break out of this mode of thought except possibly in the most dire of circumstances.

No Longer Considers Himself To Be Human (Common, Strong) 15 Points

This Psych Limit is only appropriate for characters who have some reason for believing that they are no longer human. Possible examples would be characters who non-human appearances, characters with no real physical bodies, characters who are human brains in cyborg bodies, characters with powers and abilities that would disassociate them from common man (including characters who are so powerful as to be godlike, and thus come to believe that they are indeed gods), or characters who, for whatever reason, wouldn't be perceived as human by the common man on the street.

Because of this separation, the character no longer believes that he is human. This doesn't mean he necessarily Considers Himself To Be A Monster, No Longer Identifies With Common Humanity, or Holds "Mortals" In Contempt (though any of these are possible). Generally, the character holds himself apart from common society. He sees the trappings of "human civilization", such as parties, movies, politics, etc. as being something he no longer has a need to bother with. (This separation may be reluctant or may be willful, depending on the player's whim and the character concept.)

In order to force himself to take part in "human society", the character must first make a successful Ego roll.

Obviously, if the character started out non-human (such as an alien or an android), this Psych Limit is not appropriate for the character.

No Longer Identifies With Common Humanity (Common, Strong) 15 Points

A character with this Psych Limit has forgotten what it feels like to be a normal, everyday, run of the mill person. This is different from Detached From Humanity; the character is still capable of acting properly in social situations. It is just that the character has forgotten what it is to live a mundane life, with taxes, kids to raise, and so on. Thus, the character has a hard time understanding, accounting for, remembering, or accommodating the problems and desires of the "common man". Usually, the character has some idealized view of such things that may or may not bear any resemblance to reality.

This Psych Limit is only appropriate for characters who no longer face the "needs of the common man". Examples include wealthy characters who also head multinational corporations or nations, anthropomorphic personifications of ideals (for instance, if the character were the Avatar of War), deities, or monsters.

The character can force himself to avoid acting in such a manner if he makes a successful Ego roll.

This Psych Limit works well with Considers Himself To Be A Monster, Megalomania, No Longer Considers Himself Human, and Detached From Humanity.

No Regard For Human Life (Uncommon, Strong) 10 Points

A character with this Psych Limit never considers the effects his actions will have on those around him. He will pursue his goals, heedless of the dangers to innocent bystanders, friends, or anyone. It is possible that the character simply doesn't see the harm he is doing, but it is more likely that he doesn't care. In order to avoid acting in this manner, the character must make a successful Ego roll. Otherwise, such concerns simply never enter his mind.

Note that this Psych Limit does not make the character Murderous or a Casual Killer, though both are possible.

This Psych Limit works well with Amoral, Obsessed With (Person, Object, Or Goal), Megalomania, and Holds Mortals In Contempt.

No Respect For The Privacy Of Others

Common, Moderate: 10 Points

Common, Strong: 15 Points

A character who has No Respect For The Privacy Of Others generally feels he can stick his nose into whatever he wants. He feels no shame at pawing through another person's effects, or finding out and spreading another person's secrets.

This attitude may not be conscious. It may be that the character simply doesn't realize he is acting in this manner. On the other hand, it may be that the character is knowingly and maliciously acting in a manner which destroys the privacy of another. In other cases, the character may feel that the "public" has a right to know the various secrets of others. This is sometimes known as the "Crusading Reporter" or "Papparazzi" Psych Limit.

At Common, Moderate the character can avoid doing this when necessary. At Common, Strong the character must make an Ego roll in order to do so.

This Psych Limit works well with Curious.

No Sense of Humor (Very Common, Moderate) 15 Points

A character with this Psych Limit neA character with this Psych Limit never gets the point of any jokes. He is not necessarily Grim and Humorless; the character merely doesn't understand humor. Naturally enough, such a character never makes jokes or uses sarcasm. The character can and does smile and laugh... he just doesn't do so because of humor.

It is possible, if the joke is patiently explained to the character, that he may understand it, despite the fact that the joke is basically ruined at this point.

Not Satisfied With Killing His Opponents (Common, Strong) 15 Points

This Psych Limit is not appropriate for any character with any compunctions against killing. It is strongly suggested that this Psych Limit be restricted to the more Psychotic of villains.

A character with this Psych Limit enjoys playing with his opponents before finishing them off. It is not enough just to kill them: the opponents must feel beaten and humiliated. He wants them to suffer before the end. Such a character will do such things as kill all those around his chosen victim, or will delay giving the opponent a "final blow" once victory is assured in order that the character can gloat.

And once the character has slain the opponent, it is very likely that a character with this Psych Limit will abuse the corpse. Chopping it into pieces, hanging it in display for all to see, urinating or defecating on it, etc.

This Psych Limit works well with Serial Killer, and Psychopath/Sociopath.

No Understanding Of Emotions (Very Common, Total) 25 Points

This Psych Limit is only appropriate for characters with non-human origins. Specifically, it is only appropriate for aliens, androids, and robots. Intelligent apes are emotional creatures, so this Psych Limit is not appropriate for them, either.

A character who has No Understanding Of Emotions doesn't know how to react when those around him become emotional, and doesn't know how to react when an emotional response is necessary. The character is not necessarily Emotionless, though the two Psych Limits do work well together.

The character doesn't know how to respond to humor when a joke is told; he doesn't know how to console a grieving person; and he doesn't know how to calm down an enraged person. Alternately, he also doesn't know how to recognize when laughing at someone is inappropriate, or how to temper his anger, or how to burrow through sorrow to find a reason for continuing.

The character can only avoid acting in this manner under very extreme circumstances.

Besides Emotionless, this Psych Limit works well with No Imagination.

Obeys (Specific Leader) Without Question (Common, Total) 20 Points

A character with this Psych Limit is completely loyal to one person, rather than an organizational hierarchy. The character will do whatever that person asks of him, within the limits of any other Psych Limits the character may have. Given other Psych Limits, the character would gladly kill or die on the orders of the chosen leader. He only disobeys orders given to him by that leader in the most dire of circumstances.

Oblivious To Authority (Common, Total) 20 Points

A character who is Oblivious To Authority doesn't recognize any group or government as having authority over his body, his actions, his beliefs, or his goals. He recognizes no laws as having authority over him, and disregards regulations of private bodies no less fervently.

This is not to say that the character is a willful anarchist. He can and will comply with laws and regulations when he feels that doing so is necessary (at the very least, in order to have polite discourse). However, when he feels it is necessary to break such laws and regulations, he does so with no hesitation.

Obsessed With (Person, Object, or Goal)

Very Common, Strong: 20 Points

Very Common, Total: 25 Points

With this Psych Limit, the character's entire worldview is shaped by the object of his obsession. The object of his obsession has taken over his life to the point that a "normal" existence is impossible. Such an obsession can even cause one to skip sleeping, eating, or even bathing.

At Very Common, Strong the character can, with an Ego roll, force himself to engage in activities that do not have anything to do with his obsession (such as going out on a date, spending the day at home watching an old movie on TV, or going to a basketball game). At Very Common, Total, the character cannot do so except under the most extreme circumstances.

Offended By (Action Or Attitude)

Uncommon, Strong: 10 Points

Common, Strong: 15 Points

Very Common, Strong: 20 Points

A character with this Psych Limit finds a specific set of actions or a specific attitude offensive. The number of possible actions or attitudes are innumerable, but some of the most obvious would be Offended By Racism or Offended By Willful Stupidity.

An offended character tends to become angry in the face of the object of his offense. He feels the urge to stop the offending action, to punish offenders in some manner, and generally to end such actions or attitudes.

In order to overcome such feelings of offense, especially when needing to interact with the offender, the character must make a successful Ego roll.

Old Fashioned (Common, Moderate) 10 Points

A character who is Old Fashioned tends to view things as black and white. There is good and there is bad, and never the twain shall meet. In addition, there are certain things an person doesn't do, and certain things he does.

An Old Fashioned character rarely swears (and when he does, he does so mildly but for good reason... and there are some words he never uses). An Old Fashioned person believes in the strengths of "God, Mother, Apple-Pie, and America". He is polite and respectful to his elders, believes in his government, and treats those weaker than himself (especially children) with care.

Note that this does not necessarily mean the character is a Fervent Patriot, has a Code of Chivalry, or is Protective of or Overprotective of Normals.

On The Edge (Common Strong) 15 Points

For a character with this disadvantage, the stress of life is starting to wear. Sometimes it seems that the character doesn't care whether he lives or dies. He is not actively suicidal, but he does take unreasonable risks, make dangerous choices, and doesn't seem to care about the consequences of their actions until long after the fact.

Each turn the character is in combat, he must make an Ego roll in order to avoid making some form of pushed attack, or any other sort of near suicidal behavior of his choice. And when faced with a life threatening situation, he must make an Ego roll in order to force himself to retreat.

Optimist

Common, Strong: 15 Points

Common, Total: 20 Points

The classic definition that shows the differences between a Pessimist and an Optimist is this: "An optimist believes that this is the best of all possible worlds. A pessimist fears that this is true." Seriously, a character who is Optimistic believes that everything will work out for the best in the end.

At Common, Strong the character would need some major bad thing (like having a loved one senselessly murdered) for his cheerful world view to be shaken. At Common, Total, his world view cannot be shaken.

An interesting variant to buying this disadvantage off is to have an Optimist become Depressive, representing someone who has become disillusioned with life.

This Psych Limit works well with Cheerful Charlie.

Outrageous Flirt (Common, Moderate) 10 Points

A character with this Psych Limit flirts with anyone who even remotely qualifies under the character's standards of sexual attraction. If the character is heterosexual, for example, he flirts with every adult woman he meets (and occasionally flirts with girls who are on the edge of adulthood).

In addition, the character flirts in a way that lets the person being flirted with know that the character is not serious. He flirts, but only for fun. The character can suppress his natural urge to flirt when necessary.

Overanalyzes Everything (Very Common, Strong) 20 Points

A character who Overanalyzes Everything is constantly looking for ulterior motives, deeper meanings, and hidden truths... even if there aren't any. They find deep significance in every little thing... or at least try to. A character with this Psych Limit believes that subtle meanings can be discerned where the general populace only sees the surface. The character tends not to act until he has thought out all possible permutations... and since he sees layers upon layers of subtle consequences, there is a lot of them.

In order to avoid acting in this manner, the character must make a successful Ego roll.

Overconfident (Very Common, Strong) 20 Points

A character who is Overconfident believes himself to be more powerful, intelligent, or competent than he really is. The character uses this "inflated" view of himself when gauging potential threats, deciding plans, and combating villains.

The character isn't necessarily Arrogant or Conceited, but he may seem so to another character who has a more realistic idea of what the Overconfident person's actual abilities are.

This can be a tricky Psych Limit to play. The character should have to make an Ego roll in order to act cautious in all but the most life-threatening situations. If the roll is failed, the player shouldn't consider the danger inherent in the situation, but rather should act as if he knew he could handle it. (Who knows... maybe he can!) Of course, as with most personality Limits, good players rarely need to think about needing to make a roll, but will know when it is dramatically appropriate for their character to act on their convictions and overconfidence.

Overly Cautious

Common, Moderate: 10 Points
Common, Strong: 15 Points
Common, Total: 20 Points

A character with this Psych Limit likes to be prepared and consider every possible risk before embarking on some action. He checks everything out, tries to cover every possible outcome, and tends to make plans upon plans. He is not the type to rush headlong into danger without first considering every angle and coming up with a plan to cover it.

This is not the same as being a Coward; a character who is Overly Cautious may be as brave as anyone else. The difference lies in that the character with this disadvantage does not see any benefit at all to going unprepared.

At Common, Moderate the character can suppress his natural urge toward caution when necessary. At Common, Strong he may only do so with a successful Ego roll. At Common, Total the character can only do so in the most dire of circumstances.

It is not suggested that player characters take this stronger than Common, Moderate.

Overly Dramatic

Common, Moderate: 10 Points
Very Common, Moderate: 15 Points

A character who is Overly Dramatic tends to act as if things were more intense than they seem. When one of their friends is in trouble, they put on a show of concern that convinces everyone that this person is more concerned than anyone else. They are never just "in love", but are "passionately, devotedly in love". In short, the life of this character is a soap opera.

At Common, Moderate the character only gets dramatic about important issues in their lives. At Very Common, Moderate they get dramatic about everything. In either case, they can suppress their natural urge toward melodrama when necessary.

Overprotective of (Group, Person, Place, Or Object)

Common, Strong: 15 Points
Common, Total: 20 Points

A character with this Psych Limit feels that he has a duty to protect a group, a person, a place, or an object. The difference between this disadvantage and Protective of (Group, Person, Place, Or Object) is that in this case the object of the character's protective feelings can usually do just fine protecting itself, and isn't always appreciative of the character's protective feelings (in the case of groups or people), or has enough protection to be almost inherently immune to any threat (in the case of a place or object).

The character will always act to protect the focus of this duty before all other actions (including seeing to his own safety or fighting an opponent). The character will never take any actions that would endanger the focus of his protective urges, and will sharply rebuke those who do.

If this is taken as Common, Strong, the character can suppress his urge to be protective should the situation warrant it (if its a case of "the good of the many outweigh the good of the few", for example) and if he makes an Ego roll. A character who takes it at Common, Total can only suppress his urge to be protective only the most drastic of situations, and even then he will look for a way to do something to save the day.

Pacifist

Very Common, Strong: 20 Points
Very Common, Total: 25 Points

Quite simply, a Pacifist will not fight; the thought of harming another sentient being is repulsive to him. This Psych Limit is closely related to Will Only Fight In Self Defense and Reluctant to Injure.

At Very Common, Strong the character can make an Ego roll in order to force himself to harm another. If taken at Very Common, Total the character will never raise his hand in anger at another being.

Note that a Pacifist may still be very, very good at combat. Consider the example of Kwai Chang Kane, played by David Carradine in the 70's television series "Kung Fu". In that series, Kane would do everything possible to avoid a fight... but when it came time to throw down, he put people in the hurt locker.

Panics (When Certain Conditions Exist)

Uncommon, Strong: 10 Points
Uncommon, Total: 15 Points
Common, Strong: 15 Points
Common, Total: 20 Points
Very Common, Strong: 20 Points
Very Common, Total: 25 Points

A character who Panics (When Certain Conditions Exist) falls to pieces when placed in a certain situation. The value of the Psych Limit depends on the frequency with which the character encounters the situation.

Regardless of frequency, a character who takes this Psych Limit at the Strong level must make an Ego roll to be able to act in any sort of controlled manner when in the condition under which they panic. At Total, the character loses total control and cannot act rationally when in the appropriate condition.

This Psych Limit cannot be taken at a lower strength than Strong.

Paranoia (Very Common, Strong) 20 Points

A character with this disadvantage is just slightly out of touch with reality. He believes that "they" are watching him, interfering with his life, and making perhaps even trying to kill him. Who precisely "they" are is up to the player, but usual candidates are the IRS, the CIA, the FBI, the local cops, Microsoft, the tobacco companies, the feminists, the communists, the nazi's, aliens, republicans, democrats, the phone companies and the Roman Catholic church.

A paranoid character trusts no one except very, very close friends, and he keeps an eye on them just in case. This Psych Limit works very well with Delusional.

And please note that just because you are paranoid doesn't mean that they aren't really out to get you.

Passionate About (Subject)

Uncommon, Strong: 10 Points
Common, Strong: 15 Points
Very Common, Strong: 20 Points

A character with this Psych Limit is emotionally involved about a certain specific subject. When talking about this subject, he speaks emphatically and with great emotion. When acting toward this subject, he does so with verve and zest. His enthusiasm for the subject seems boundless, and he never backs off of it if he can help it.

The frequency is determined by how common the subject is. In order to avoid acting in this manner, the character must make a successful Ego roll.

Perfectionist

Common, Moderate: 10 Points
Common, Strong: 15 Points

A Perfectionist has to have everything just right, all the time. He is driven to succeed at all times, and feels that failure is not an option. Because of this, the character becomes unwound when things stray from his carefully set plans, or if he fails at a given task. (For that matter, the character becomes unwound if he doesn't succeed as greatly as he expected... second place is as good as last for this character).

This Psych Limit works well with Control Freak.

At Common, Moderate the character resist being disturbed when things are not as he plans them to be when necessary. At Common, Strong the character cannot do so unless he makes an Ego roll.

Pessimist

Uncommon, Moderate: 5 Points
Uncommon, Strong: 10 Points
Common, Moderate: 10 Points
Common, Strong: 15 Points

The classic definitions of both Pessimist and Optimist is this: "An optimist believes that this is the best of all possible worlds. A pessimist fears that this is true." Seriously, a character who is Pessimistic believes that nothing works out for the best. Pessimists are the people who believe in Murphy's Law.

The frequency and strength of the Psych Limit determines when and how badly the character feels pessimistic. At Uncommon, Moderate the character generally feels pessimistic only when something very important is riding on it, but he is able to "shake off" his "bad feeling about this" if necessary. At Uncommon, Strong the character can do so only with an Ego roll. At Common, Moderate, the character gets pessimistic any time anything good might happen for the character, but as before can shake it off when necessary. At Common, Strong an Ego roll is needed.

It is not recommended that player characters take this higher than Uncommon, Strong; otherwise, the character would be too annoying to the other players.

This Psych Limit should not be taken with Low Self Esteem. A character with both of these Psych Limits should instead take Depressive. Pessimist taken at a Very Common frequency or a Total strength should be taken as Fatalistic instead.

Phobia

Common, Strong: 15 Points
Common, Total: 20 Points
Very Common, Strong: 20 Points
Very Common, Total: 25 Points

A Phobia is a morbid fear or hatred of something. The phobia's focus can be a place, a person, an object, a situation, etc. Most players know about the fear part but not the intense hatred. A phobia manifesting as hate adds a new twist to situations and helps define a character's personality. It's the difference between a servile person and a revolutionary.

Phobias are usually of two types: background and inherent (these categories have no real world psychological or psychiatric basis). A are usually of two types: background and inherent (these categories have no real world psychological or psychiatric basis). A background Phobia comes from a traumatic experience in a character's past. A background Phobia can also explain another disadvantage, a special ability, or both.

An inherent Phobia is one that is just there. For example, most children develop Lachanophobia (fear of vegetables) sooner or later. They don't like to eat or look at them. Did a carrot-wielding maniac attack them? Probably not. They just don't like them, and like most childhood fears, they usually grow out of it.

A phobia controls a character's action, behaviors, and reactions when confronted with the focus. It can be as simple as trying to avoid the focus or as complex as plotting the death of a person's entire family. This sounds a little like Seeks Revenge, but it isn't. Seeks Revenge is target specific. When a character sees their family

killed, he seeks vengeance against the person who actually killed them. But a phobic will not stop until everyone who is remotely associated with the focus is dead. Seeks Revenge stems from a single incident. A Phobia has to develop over time in contact with the focus. A revenge disadvantage can be bought off when the target is dead. A Phobia cannot be bought off. A character with an "Intense fear and hatred of left handed people" will not be happy until there are none left, anywhere.

Anyone who has read 1984 remembers how Winston Smith's fear of rats was used against him. Torture is just one way a character can be manipulated by his Phobias. A NPC who knows about the Phobia, can use it to advantage. An arch-villain can threaten a helpless partner or loved one with the focus of the Phobia. The possibilities are endless for a devious GM.

There are quite literally hundreds of different specific Phobias. In the real world, the two most common are Acrophobia (fear of heights) and Claustrophobia (fear of enclosed spaces). Some phobias are obvious (such as Dentophobia, the fear of dentists), some are unusual (such as Gymnophobia, the fear of personal nudity), while others are utterly bizarre (such as Arachibutyrophobia, the fear of getting peanut butter stuck to the roof of your mouth).

As a side note, it should be pointed out that Uranophobia is the fear of homosexuals and homosexuality. Homophobia, from the Greek root word "homos" (meaning "self"), is the fear of one's self. Using the word "homophobia" as it has been bandied about by this or that public speaker lately is incorrect and improper.

When creating a character with a Phobia, the player and GM must decide how common the focus of the Phobia is and how intense the character's reaction to it is. The point value depends on these two factors.

Prankster (Common, Moderate) 10 Points

This character is a practical joker. He loves humor, and loves playing tricks on others. However, the jokes are never deliberately cruel or harmful, and he would never do something of that sort to someone else. In some cases, the jokes are simple, and in others they are complex, requiring months of set up. Regardless of the joke, the character loves pulling them.

The character can easily stop pulling practical jokes when necessary.

Preachy

Common, Moderate: 10 Points
Common, Strong: 15 Points
Common, Total: 20 Points

A Preachy character feels the persistent need to share his own personal moral code with others, and if possible convert them to it. It is not enough for him to say "I believe in thus and so", because the character also believes that others should too. The most obvious example of this would be a devout Christian, who not only believes that God wants him to tell other people about his faith, but convert them as well (whether they want to be converted or not).

At Common, Moderate the character can keep himself from acting in this manner when necessary. At Common, Strong the character can only do so if he makes a successful Ego roll.

At Common, Total he cannot do so except under the most extreme of circumstances.

Prefers Diplomacy To Force

Common, Moderate: 10 Points
Common, Strong: 15 Points
Common, Total: 20 Points

A character who Prefers Diplomacy To Force believes that violence should be used as a last resort. Known to science fiction fans as Picard's Disease, this Psych Limit does not mean that the character won't ever resort to violence, or that he is bad at fighting. It simply means that he will use talk and discussion to try and resolve problems before fighting.

At Common, Moderate the character can fight before talking when necessary. At Common, Strong the character must make an Ego roll to do so. At Common, Total the character will always talk before fighting except in the most dire of circumstances.

Prefers Not To Kill (Common, Moderate) 10 Points

The weakest of all of the "Problems With Killing" disadvantages, this Psych Limit indicates that the character is willing to use lethal force when necessary, which is very, very rare in the character's opinion.

A character with this Psych Limit is willing to fight and do injury, but in a moment where the decision is "Kill/Don't Kill", this character will always choose "Don't Kill", unless the situation is such that not killing is the worse of two evils. At that point, the character will not hesitate before killing.

The GM should watch a character who takes this Psych Limit like a hawk to make sure it is roleplayed correctly. The character does have moral objections to killing, but realizes that sometimes it may be necessary. This should not be used as an excuse for a murderous character.

Prejudiced Against (Group)

Common, Strong: 15 Points || Common, Total: 20 Points

A character who is Prejudiced Against (Group) hates and disdains members of a specific group. When interacting with members of this group, the character becomes hostile, condescending, and arrogant. If the "offensive" person angers the Prejudiced character, violence may result.

If this disadvantage is taken at Common, Strong the character can make an Ego roll in order to peaceably interact with members of the particular group. At Common, Total the character cannot do so except in the most dire of circumstances.

This Psych Limit is a more general form of Racism. The latter disadvantage covers only ethnic groups.

Private/Hates Public Exposure

Common, Moderate: 10 Points
Common, Strong: 15 Points
Common, Total: 20 Points

A character with this Psych Limit hates being in the public eye. He prefers to work in the shadows... or failing that, never gives interviews, appears at public functions, or gives testimony in court if he can help it. This does not necessarily make him a Loner or Antisocial; he just likes his privacy. He may well have close friends and teammates.

This character hates being mentioned in the news, hates being questioned by police, and would love it if the world would just let him be to do what he does.

At Common, Moderate the character will appear in public if necessary. At Common, Strong the character must make an Ego roll in order to force himself not to avoid public exposure. At Common, Total the character will only do so in the most dire of circumstances.

Prone To Depression (Uncommon, Strong) 10 Points

A character who is Prone To Depression can become Depressive when things go wrong (or stay wrong for too long). The character doesn't always react in this manner (for instance, if dinner is ruined or if he gets a flat tire); its when things get to an intolerably stressful level that the character tends to become depressed.

At such times, and in order to avoid entering a depressive period, the character must make a successful Ego roll.

Prone To Violence (Uncommon, Strong) 10 Points

A character who is Prone To Violence can become violent when things become too stressful or when he is angry. The character tends to lash out violently at the cause of his stress or anger, regardless of how he may otherwise want to react. Whether he uses verbal or physical violence is up to the character.

At such times, and in order to avoid becoming violent, the character must make a successful Ego roll.

Protective Of (Group, Person, Place, Or Object)

Common, Strong: 15 Points

Common, Total: 20 Points

A character with this Psych Limit feels that he has a duty to protect a group, a person, a place, or an object. The character will always act to protect the focus of this duty before all other actions (including seeing to his own safety or fighting an opponent). The character will never take any actions that would endanger the focus of his protective urges, and will sharply rebuke those who do.

If this is taken as Common, Strong, the character can suppress his urge to be protective should the situation warrant it (if its a case of "the good of the many outweigh the good of the few", for example) and if he makes an Ego roll. A character who takes it at Common, Total can only suppress his urge to be protective only the most drastic of situations, and even then he will look for a way to do something to save the day.

Proud Of Himself (Common, Moderate) 10 Points

A character who is Proud Of Himself has moments in which he holds himself in high esteem. This is not the same as Egotistical or Arrogant, as the character generally only has these feelings on those occasions that he has done something worth being proud of. At these times, however, the character can get almost insufferable.

The character can control his urge to preen and primp when necessary.

Prude

Uncommon, Strong: 10 Points

Uncommon, Total: 15 Points

A character with this Psych Limit has very conservative views about sex and sexual behavior. He believes that sex is something that should happen in private, between a man and his wife, preferably with the lights off. He does not hold with "modern perverse thinking" that seemingly allows any sort of sexual behavior to go on right out in public.

At Uncommon, Strong the character must make an Ego roll in order to avoid reacting in this way to sexual behavior (even such mild sexual behavior as kissing in public). At Uncommon, Total the character will only be able to do so under the most extreme of circumstances.

Psychopathic/Sociopathic (Common, Total): 20 Points

A character who is a Psychopath or Sociopath (the two are not quite identical, but for the purposes of this list, they are being treated in that manner) has a clear and lucid understanding about the world, with the exception being his view on how the world interacts with himself.

In general, the difference between a Psychopath and a Sociopath is this: the Psychopath cannot tell the difference between right and wrong, good and bad, and thus acts in accordance to his own wants and desires. The Sociopath can tell... he just doesn't care because the normal rules of "good and bad" don't apply to him. Instead, he has his own set of rules that he applies to the world, whether the world wants them applied to it or not. Thus, both types are free to pretty much act as they wish.

This Psych Limit precludes the character from having any sort of moral compunction against violence or criminal behavior. It is only appropriate for villains.

Publicity Seeker (Common, Strong) 15 Points

A character with this Psych Limit likes to read about himself in the newspapers, and see stories about himself on the television. He is not necessarily a Gloryhound (though this Psych Limit might be considered a mild form of Gloryhound); he is quite willing to share the credit for his accomplishments, or even give it away if its appropriate. He just wants his name to be known. In order to avoid acting in this manner, the character must make an Ego roll.

Pyromaniac

Uncommon, Strong: 10 Points
Uncommon, Total: 15 Points

A character with this Psych Limit is fascinated with fire. He loves watching things burn, and consequently loves setting things on fire. Characters whose Pyromania is taken at Uncommon, Strong can make an Ego roll in order to resist his urge to burn things or to stand and watch a fire.

It is strongly recommended that player characters not take this disadvantage.

Quick To Fall In Love (Very Common, Strong) 20 Points

A character with this Psych Limit falls deeply in love easily, after only a short period of time. This is not an instantaneous phenomena; the character must date or otherwise associate with the object of his affections before falling in love. The difference being that a character who is Quick To Fall In Love does so after, say, two weeks of dating, whereas a "normal" character might require six to eight.

Once in love, the character acts as if he has the Loves (Other Character) disadvantage (for no points). In order to resist falling in love, or to "break out of it" after he has fallen in love, the character must make an Ego roll. Even then, the experience should be handled through roleplaying, rather than resolved by a simple die roll.

Quick To Resent (Common, Strong) 15 Points

A character who is Quick To Resent quickly comes to hate people who, in the character's opinion, treat the character badly. Whether or not these feelings are justified, the character almost feels that certain specific people are out to get him, so he will return the favor. In order to avoid acting in this manner, the character must make a successful Ego roll. This Psych Limit works well with Loner, Prone to Violence, and Moody.

Quiet And Withdrawn

Common, Moderate: 10 Points
Common, Strong: 15 Points
Common, Total: 20 Points

A character who is Quiet And Withdrawn is easy to overlook; he rarely speaks to others and when he does it is only to answer or ask a direct question. He prefers to be alone, and avoids being the center of attention. This is not the same thing as being Shy or being a Loner. The character can function in the public eye, and can easily associate with others should circumstances warrant. But once the circumstances are over, the character fades back into the woodwork.

At Common, Moderate the character can force himself not to act in this way if necessary. At Common, Strong the character can only do so if he makes an Ego roll. At Common, Total he cannot do so except under the most extreme of circumstances.

This Psych Limit works well with Shy and Loner.

Quirk (Special) 1 Point Each

Originally used in the GURPS game system, but quickly adapted by many other game systems, Quirks are little, one-point disadvantages that are intended to add a touch of color to a character. They are basically Psych Limits that aren't worth points because they have almost no long-term affect on the character.

For example, Always Wears A New York Yankees Baseball Cap When In His Civilian Identity or Always Says 'Great Googaly Moogaly' When Surprised Or Troubled would be good Quirks. The best thing about Quirks is that they don't have to be enforced that much. (If the character ditches his Yankees ballcap because he's going to a formal party in a tuxedo, that's fine.)

For GM's familiar with GURPS and Quirks, they are highly recommend allowing them into Hero, too. They're fun, as long as you don't let them get too goofy, and they are a great way to pick up one or two disadvantage points that you might need to balance your character.

It is advised, however, that the GM put some limits on how Quirks may be purchased. The most common way is limiting the character to five points of Quirks total. (The character may take less than five.)

Racism

Common, Strong: 15 Points
Common, Total: 20 Points

A Racist character hates and disdains members of a specific ethnic group. When interacting with members of this ethnic group, the character becomes hostile, condescending, and arrogant. If the "offensive" person angers the Racist, violence may result.

If this disadvantage is taken at Common, Strong the character can make an Ego roll in order to peaceably interact with members of the particular ethnic group. At Common, Total the character cannot do so except in the most dire of circumstances.

This Psych Limit is a more specific form of Prejudiced Against (Group). The latter disadvantage covers any sort of group whatsoever.

Please note that "Jewish" is both a race and religion, and thus Anti-Semitism may be taken as a form of Racism. If you wish a character to have Anti-Semitism as a Psych Limit, you could also have it taken as Prejudiced Against (Group) and not Racism, depending on how the character thinks.

Generally in Quatermain Racism is more towards actually a Species, not a race, but there has been an eternal struggle in roleplaying games in regards whether to use the term species or race for a sentient being that is genetically incapable of crossbreeding with one's own. Race has unfortunately won to date, while Species has lost, despite Species being the correct scientific term.

Reckless

Common, Strong: 15 Points
Common, Total: 20 Points

A character who is Reckless hates talk and debate. Planning ahead is for cowards and wimps, while straight action is the way to succeed. When alone, the character will always act first and think later. In a group, when everyone else wants to stop and discuss or plan something, this character will quickly put in his two cents worth - quickly, that is, if he puts it in at all - and then do something.

A character who has taken this disadvantage at Common, Strong can force himself to wait and think things through if he makes an Ego roll. A character who has taken this at Common, Total never does unless the lives of others are at stake (and even then, he suffers a penalty to the Ego roll).

Reckless In Combat

Common, Strong: 15 Points
Common, Total: 20 Points

A character with this Psych Limit never contemplates the possibility of danger or injury while he is in a fight. He will take foolish chances, continue fighting long after he should have retreated, and pull stunts that any reasonable person would never dream of. Such a character does not take the safety of those around him (supers or normals) into consideration, either, and thus can be as much of a danger to himself and those around him as he is to his opponent.

If this Psych Limit is taken as Common, Strong, the character can resist his urges and consider the danger of combat if he makes a successful Ego Roll. At Common, Total, the character never, ever bothers with such concerns.

Recovering Alcoholic

Common, Moderate: 10 Points
Common, Strong: 15 Points

This Psych Limit is a special variation of Addicted To (Substance or Activity). A Recovering Alcoholic is a person who, through discipline, support, and therapy, has managed to come into some amount of control over their addiction to alcohol. They still want to drink, but don't.

At Common, Moderate the character can easily resist alcohol when it becomes available. At Common, Strong the character must make an Ego roll to do so. If the character wants to take this Psych Limit at Common, Total he might as well take Addicted To Alcohol.

Refuses To Confront Her Mistakes

Common, Strong: 15 Points

Common, Total: 20 Points

This Psych Limit is most appropriate for a character who has, in her past, made a large and campaign-affecting error in her life. A character with this Psych Limit believes that the best way to deal with the mistakes he has made is to not deal with them. The worse the mistake, the less she is inclined to deal with it. Especially bad mistakes (such as those which resulted in the death of an innocent bystander) are most avoided.

Generally, the character refuses to face the consequences of his actions. This is not the same thing as Believes He Can Do No Wrong; the character is well aware of the fact that she messed up. She either doesn't care about what has happened, or feels so guilty about it that she can't talk about it to anyone.

This Psych Limit works best when combined with Arrogant, Conceited, Overconfident, and Unsure of Self.

Refuses To Follow Orders

Common, Strong: 15 Points || Common, Total: 20 Points

This character is insubordinate and argumentative when it comes to being told what to do. He does what he thinks is best, and looks down on those who constantly toe the line. He views them as "goody-two-shoes", "brown-nosers, or "bossess pet".

A character with this disadvantage won't necessarily break the law, or be an ultimate anarchist, he just really hates taking orders. If this is Psych Limit is taken as Common, Strong, the character can suppress his natural urge to refuse an order if absolutely necessary (and if an Ego roll is made).

Although very similar, this Psych Limit different from Hates Being Told What To Do. A person with the latter disadvantage won't listen to anyone. A person with this Psych Limit merely resists orders from "superiors".

Religious Zealot (Common, Total) 20 Points

A character with this Psych Limit colors everything he sees, hears, and experiences through the lens of his intense religious beliefs. He believes that those who follow other faiths are merely misguided (at best) or evil (at worst). Arguing with him about the merits of his faith is useless, since he knows he is right... and since you are arguing, you are obviously going to hell. When given the chance, he will try and convince "nonbelievers" to convert to his own view.

The character is also perfectly capable of performing acts that are in general considered immoral or illegal if those acts further the aims or beliefs of his faith. Examples from the real world would be Christians who murder doctors and bomb abortion clinics, Muslims who become suicide bombers, or Jews who believe that the only way to solve the "Palestinian Problem" is rounding the Palestinians up and putting them in concentration camps.

While it is certainly possible to be a Religious Zealot about any religion, and it is quite common for a Zealot to decide that they must enforce their own religion on others, while excluding others from being considered of equal value or worth to themselves or members of their own faith. Thus they will break religious laws in pursuit of the goal of the more violent and oppressive parts of their religious belief and believing that "minor" infractions (like murder, suicide etc) will be forgiven because of the 'greater glory' of their actions.

By definition, a character with this Psych Limit has Devout Practioner Of (Religion); thus, the two Psych Limits should not be taken together.

Generally this Disadvantage should not be taken by player characters, unless all the characters will be of the same religion or the GM specifically wants a situation of extreme inter-party strife to exist.

Reluctant to Injure (Very Common, Strong) 20 Points

A character with this Psych Limit dislikes seriously injuring other people. He is not necessarily cowardly; he simply hates to hurt other people. If an opponent seems especially vulnerable to one of the character's attacks, he (the character) must make an Ego roll in order to use that attack on the opponent.

Reluctant to Kill (Common, Strong) 15 Points

A character who is Reluctant to Kill has moral convictions against using lethal force on an opponent; however, these convictions are not so strong that the character refuses to recognize that lethal force may be the solution to some situations.

Under extreme circumstances, the character must make an Ego roll in order to use lethal force.

Resents Own Stereotypical Image

Common, Moderate: 10 Points
Common, Strong: 15 Points

A character taking this disadvantage should be a member of a group for which there is a commonly known stereotypical image. For example, if the character is a brick, he resents it when people see him as a "big, stupid lug". If he is black, he resents the "crackhead and criminal" stereotype almost as much as he hates the "lazy and shiftless" stereotype.

The character does not assume that everyone not of his particular group holds this stereotype (the belief that everyone but your own group is biased against you is better simulated with Prejudiced Against (Group) or Racism)... he merely hates the expression of it. The character will also most likely seek to disavow the stereotype through his actions and statements.

At Common, Moderate, the character can force himself to interact peaceably with someone who holds the appropriate stereotype or to avoid correcting that person. At Common, Strong the character must make a successful Ego roll in order to do so.

Retirement Plan Greed (Common, Moderate) 10 Points

This Psych Limit is a variation on Greedy. A character with this form of greed has a specific financial goal in mind. Once that goal is reached, he plans to retire from what he is doing and live the good life. His concern over money will end after that goal is reached, but until then, he will take any job or go after any payoff if it will help him reach his goal.

Characters with Retirement Plan Greed can resist taking a bribe, following a scheme to get rich quick, or any other risky and/or potentially hazardous method of making money when they truly need to. The GM should take care to make sure that the player takes into account the amount of money being offered before he allows the character to do so, however. (For example, a \$20 dollar bribe won't really tempt a man who already is worth over \$1 million).

Rigid Thinker

Common, Strong: 15 Points

Common, Total: 20 Points

A character who is a Rigid Thinker resists new ideas or things that aren't grounded by serious and time-tested tradition. Their benchmark is "The old way is the best way." Such a character feels that the way that things have always been done is the best way, mainly because they've always done this way.

A character with this disadvantage is usually very conservative.

Sadist (Very Common, Strong) 20 Points

This character delights in cruelty, whether physical or mental. He enjoys inflicting pain and suffering on others. This is usually associated with a sexual fetish, but is not necessarily so. A Sadist will hurt anyone he can, just because he likes to. If an opportunity to hurt someone else arises, the character must make an Ego roll to suppress his natural urge.

This Psych Limit is only appropriate for villains.

Scientific Curiosity (Common, Strong) 15 Points

A character with this Psych Limit want to know a rational and scientific reason behind everything. They don't accept what they see as irrational or paranormal explanations; they can't accept "it just happens". They want to know why things work, and how. When they see something they can't immediately explain, it eats at them until they can figure out a reasonable explanation for it.

In order to force themselves to not try and figure something out, the character must make an Ego roll.

Seeks Proof Of The Existence Of God (Common, Moderate) 10 Points

This Psych Limit is a more limited version of Seeks "Universal Truths". A character with disadvantage wants to believe in a God, but for some reason does not have the faith to actually believe. She searches for some sign that there is a higher power guiding the world; unfortunately, she can never find one that convinces her. Still, she searches.

The character will often fall into introspection about this question when alone or with time on their hands. However, she can force herself to concentrate on matters at hand when necessary.

It maybe possible that they find a personal proof to fulfill this belief within the context of the storyline or to end the search, in which case this Disadvantage can be 'bought off' with experience points or thru exchanging it for a faith or religious related Disadvantage like "Devout Practitioner" of a religion.

Seeks Revenge

Uncommon, Moderate: 5 Points

Uncommon, Strong: 10 Points

Uncommon, Total: 15 Points

A character with this Psych Limit has had a great and serious wrong done to him by some third party, and the character now seeks to redress the wrong. The specifics of the wrong are up to the player, but usually form the basis of other disadvantages (such as a Hunted or Rivalry).

At Uncommon, Moderate the character is able to cease his strive for vengeance when necessary, even when confronted with the object of his revenge. At Uncommon, Strong the character must make an Ego roll to do so. At Uncommon, Total the character never ceases his quest for vengeance except under the most dire of circumstances.

Seeks True Love (Common, Strong) 15 Points

A character who Seeks True Love hopes to find that special someone with whom they will spend the rest of their lives. This Psych Limit is different from In Love With (Other Character) because in this case, the character hasn't fallen in love yet. To this end, the character makes every attempt to find Mister or Miss Right.

Unfortunately, most of the people he meets just don't match his rather precise standards. The character unconsciously sabotages his own quest for happiness. In order to avoid doing so when he wishes to become involved with someone, the character must make a successful Ego roll.

An ironic twist to this Psych Limit is the character being the love interest for someone else and not realizing it.

Seeks "Universal Truths" Common, Moderate: 10 Points

A character who Seeks "Universal Truths" wants to find some meaning to existence. He wants to know if there is a reason for life, and if so what that reason is. He wants to know if there is a God (or Gods), and if so why did he create the world? And if not, how did the universe come into being? Is the world even real, or is it all the daydream of some unimaginable cosmic being? They are not necessarily religious.

The character will often fall into introspection about these questions, when alone or in discussions with friends and family. However, he can force himself to concentrate on matters at hand when necessary.

Sees Himself As The Protector Of (Person, Group, Place, Concept, Or Object)

Common, Strong: 15 Points

A character with this Psych Limit sees himself as the official, chosen, ordained and sanctioned protector of something. A character taking this disadvantage is automatically assumed to be Protective of that which he is supposed to be the official protector.

The character is not necessarily the official protector of anything. How the character became the "official protector", where the "ordination" came from, and whether or not anyone else sees him as an "official protector" should be determined by the player and the GM. While it is an interesting background note for the character to See Himself As The Official Protector of Brooklyn Heights Between 35th Street and the Park, its just as interesting to have the only person who considers the character that to be the character himself.

In order to force himself not to act in his "official capacity", the character must make a successful Ego roll.

Sees Most People As Annoyances (Very Common, Moderate) 15 Points

This Psych Limit is a stronger variation of Annoyed By Incompetent People. A character who Sees Most People As Annoyances has a hard time dealing with others people... especially when the other people in question are doing something which, in any way at all, hampers the character. The "offense" may be small and slight, but the character will get annoyed at it anyway. He sees almost everyone around him as a bumbling idiot.

In addition, anyone who could possibly (through stretches of the imagination) be considered to be interfering with the character in any way (even unintentionally or unknowingly) is targeted for anger and annoyance by the character.

The character can force himself to not react in this fashion when necessary, especially to achieve goals .

Sees The World As Black-And-White, Good-And-Evil

Common, Strong: 15 Points
Common, Total: 20 Points

(Sometimes referred to as being Dualistic in their philosophy). A character with this Psych Limit is Naive about human nature. The character believes that people are either good, and therefore will not ever have a cause to do bad things, or they are evil, and therefore are never to be bargained with, trusted, or counted on. He cannot think of any circumstance under which a good person might be called upon to do something that might be defined as evil, nor one in which an evil person could be trusted and dealt with fairly. These beliefs guide the character's actions.

At Common, Strong the character must make a successful Ego roll in order to act against his beliefs. At Common, Total the character cannot do so except under the most extreme of circumstances.

Self-Appointed Expert

Common, Moderate: 10 Points
Common, Strong: 15 Points

This Psych Limit is a limited version of Know It All. A character who is a Self-Appointed Expert believes that he is an authority on one subject. When dealing with that subject, he acts as if there is nothing else he can learn, and will freely correct what he sees as other people's mistakes when it comes to his chosen subject. He will begrudgingly accept that someone else might know as much about his subject as he does, but will never acknowledge that someone else knows more.

The differing strengths indicate how badly the character reacts if shown up in his own subject.

Selfish

Common, Strong: 15 Points
Very Common, Total: 25 Points

A Selfish character looks out for himself and everyone else can go to hell. Even when it comes to friends and family, the character will make sure he is taken care of before he looks out for them... if he does. The character tends to operate on a "short-term view"; he does things to look out for himself now, and rarely looks to taking care of things in the future until the future comes.

At Very Common, Strong the character must make a successful Ego roll in order to avoid acting in this manner. At Very Common, Total the character cannot avoid acting like this except in the most extreme of circumstances.

Selfish And Calculating

Very Common, Strong: 20 Points
Very Common, Total: 25 Points

A character who is Selfish And Calculating looks out for himself, but takes a long-term view toward what that means. If he can make someone indebted to him by doing a favor now, he will. The indebted person will pay (probably in spades) for the favor when the Selfish And Calculating person has a need.

Otherwise, the character operates similarly to one who is merely Selfish.

Sense of Duty

Common, Strong: 15 Points
Common, Total: 20 Points

A character with this Psych Limit feels compelled to do what is expected of her by those in authority over her or reliant on her and to put in extra effort because it is "the right thing to do". This is a common disadvantage for soldiers, doctors, nurses, and policemen. A person who feels a Sense of Duty to an organization or a person would never betray them, abandon them when they are in trouble, or allow them to come to harm. She feels duty-bound to do his best for them, even if she disagrees with their actions, their motives, or their goals.

This Psych Limit should never be taken at less than Common, Strong.

Sensitive About His Appearance

Very Common, Strong: 20 Points
Very Common, Total: 25 Points

While this Psych Limit is most appropriate for characters whose appearance is unusual, any character can take it. The character is overly concerned with the way he looks. In the case of a character with an unusual appearance (such as a character with fur, or oddly colored skin), the character becomes almost paranoid that others see him as a freak because of the way he looks.

If the character's appearance is normal, he is overly concerned with looking well-dressed, clean, and neat. He becomes disturbed by such things as his hair being out of place, or his clothes not matching, or not being clean. And heaven forbid he has a stain or a hole in his clothing.

At Very Common, Strong the character must make a successful Ego roll in order to avoid acting in this manner, while at Very Common, Total the character can only stop in the most extreme of circumstances.

Serial Killer (Common, Total) 20 Points

A Serial Killer is a person who commits multiple murder because its fun and because they can. While it may seem that the Casual Killer Psych Limit would be included as part of Serial Killer, the opposite is actually true. A Serial Killer is the most coldly methodical of all murderers, rarely (if ever) killing in a moment of rage or on a whim. A character with this Psych Limit plots out the murders he commits as carefully as the director of a film plots out the story.

The character carefully selects his victim, stalking them over time until an opportune time to strike presents itself. Once in possession of the victim, a Serial Killer tortures them before killing, possibly out of some need to sadistically dominate them.

Serial Killers are automatically Psychopathic/Sociopathic.

The murders committed by a Serial Killer generally follow these rules:

The killings are separate, occurring with greater or less frequency over time (often following the cycle of the moon), sometimes lasting years and not stopping until the killer is taken into custody or dies.

The killing is one-on-one (as with "normal" homicides), as opposed to many-at-once.

There is very little or no connection between the killer and his victims.

Although there may be a common pattern or victim trait in the killings, serial murders rarely have a clearly defined or "rational" motive.

Serial murders often occur over a wide area (for example, in the case of Ted Bundy, he killed women in Washington, Utah, Colorado, Arkansas, and Florida before finally being apprehended).

The murders reflect redundant violence, a need by the Serial Killer to inflict "overkill" violence on his victim. This may be evidence of a pathological need to sadistically dominate their victim.

Serial Killers almost always stab, strangle, or poison their victims, and do so slowly so as to inflict terror.

This Psych Limit is only appropriate for villains.

Sexist

Very Common, Moderate: 15 Points
Very Common, Strong: 20 Points

This Psych Limit is a specific variation of the Prejudiced disadvantage. A Sexist character (who may be male or female.) is Prejudiced against members of the opposite gender. He (or she, in the case of female characters) treats such people with scorn and derision, and takes the most stereotypical of views about them as the truth.

At Very Common, Moderate the character can suppress his feelings about members of the opposite sex when necessary. At Very Common, Strong the character must make a successful Ego roll in order to avoid acting in the above-described manner.

Showboat

Common, Strong: 15 Points
Common, Total: 20 Points

A character who is a Showboat has an uncontrollable urge to grab the glory whenever he can. To do so, he will step on others (even his teammates). A character with this Psych Limit has no time for teamwork or cooperation; he's too busy making himself look good. Should the character and his teammates fail at whatever they are doing, the character will become angry with his teammates for "letting him down".

The character will manipulate normals into the positions he wants, use them for his own goals, and then dispose of them at a whim. To a character with this Psych Limit, normals are replaceable resources. They exist to serve his needs.

This Psych Limit works well with Megalomania and Holds "Mortals" In Contempt.

Talks In Sleep (Common, Moderate) 10 Points

A character with this trait will talk in their sleep, which can be dangerous in some situations. They may give away secrets, plans, information, or other valuable knowledge to those who might overhear them, or express their true feelings. This cannot be taken with Light Sleeper.

Triggerhappy

Common, Moderate: 10 Points
Common, Strong: 15 Points
Common, Total: 20 Points

A character who is Triggerhappy believes in shooting first, asking questions later... if at all. He regards violence as the best way to resolve most problems. In any situation, if violence is a possible course of action, he wants to use it. At Common, Moderate, he can suppress this urge without a roll. At Common, Strong, an Ego must be rolled to avoid using violence, and at Common, Total the character will refuse to use any other course of action but violence.

A character who is Triggerhappy should not also take Code vs. Killing, Reluctant to Injure, Reluctant to Kill, Will Not Kill, Will Only Fight In Self-Defense, or Pacifist. The character is not necessarily a Casual Killer, but with his attitude toward violence, he should not be overly emotional about killing.

This Psych Limit works well with Hair-Trigger Temper.

Trusting

Common, Strong: 15 Points
Common, Total: 20 Points

A character who is Trusting feels that everyone is basically honest and kind. They feel no apprehension with asking total strangers for help, or for helping out "strangers in distress", and never suspect that another person could be planning to harm them.

At Common, Strong the character must make an Ego roll in order to act in any way suspicious of others. At Common, Total no roll can be made except in the most dire of circumstances.

Truthful

Uncommon, Strong: 10 Points
Uncommon, Total: 15 Points

A character with this Psych Limit always tells the truth, and always keeps his word. In addition, he does his best to get others to act in the same way. He assumes that those around him are honest (but will not necessarily allow those who aren't to take advantage of him... he's Truthful, not Naive.) The character isn't necessarily honest in other things: the character could be a thief, for instance, but he's a thief who never breaks his word.

If taken at Uncommon, Strong the character must make an Ego roll if he actually wishes to speak an untruth, or to break his given word. At Uncommon, Total the character wouldn't ever consider such actions except in the direst of situations.

Turns A Blind Eye To (Other Character's) Activities

Uncommon, Strong: 10 Points
Uncommon, Total: 15 Points

A character with this Psych Limit has some sort of connection with another character, usually a villain. This connection is a very close one, and for some reason compels the character to ignore whatever immoral or illegal activities the other character is up to. What the connection is, and the reason the character turns a blind eye, are up to the player. The character does have a limit, however. There should be some moral line across which the character will not let the other go.

A classic example of this would be a hero whose brother is a villain who robs banks. As long as the brother doesn't cross some moral line (for example, killing someone), the character will hesitate to interfere with the brother's life. If the character encounters his brother after the latter has robbed a bank, he may demand the money from him so it can be returned to the bank, but will let the character go rather than capture him and turn him over to the police.

The Frequency of the limitation depends on how often the character encounters the other person. At Strong the character must make an Ego roll in order to not act in this manner. At Total, the character cannot help himself from turning a blind eye except in the most extreme of circumstances.

Unsure Of Himself

Common, Moderate: 10 Points
Common, Strong: 15 Points
Common, Total: 20 Points

A character who is Unsure of Himself is constantly second-guessing himself. He isn't confident in his own talents and abilities, and thus hesitates before acting. He worries about whether or not he will succeed, and he worries about the consequences of his actions and their effects on others.

This is not the same thing as Worrier.

Uncomfortable In (Environmental Condition)

Uncommon, Strong: 10 Points
Common, Strong: 15 Points
Very Common, Strong: 20 Points

A character with this Psych Limit finds some environmental condition disturbing. He doesn't like entering areas where that condition prevails, and once there wants to leave as quickly as he can. The exact condition is up to the player. Possible examples include:

Uncomfortable In Crowds: The character hates being around large numbers of people.

Uncomfortable In Cemeteries: The character finds being in a cemetery to be "creepy".

Uncomfortable In Scenes of Death: The character is disturbed by places where people have died, especially if the bodies have yet to be removed.

In order for the character to enter an area he finds uncomfortable (or stay in such an area once he has entered) he must make a saving throw.

Note that Physical Limit: Uncomfortable In (Environmental Condition) can be taken. However, that involves an environment which is somehow detrimental or toxic to the character.

Uses Sarcasm As A Defense Mechanism (Common, Strong) 15 Points

A character with this Psych Limit makes sarcastic and scathing remarks whenever he is uncomfortable, confused, or frightened. He usually directs the sarcasm at the cause of his distress, though in times of extreme stress he may tend to lash out at anyone around him.

This Psych Limit works well with Never Lets Anyone Get Close and Loner.

Vain About His Looks (Common, Moderate) 10 Points

A character with this Psych Limit is proud of the fact that he is good looking. He has trouble resisting looking at himself when he passes a mirror, and is always careful to make sure that not a hair is out of place.

In addition, he gives off a palpable attitude that he should be treated as somehow special or important simply because he is good looking. People who aren't as good looking as he is (especially people who are actually homely or plain) are, QED, less special or important than he is because they don't look as good.

This Psych Limit is appropriate only for those characters with high Comeliness scores.

Vigilante Mentality

Common, Moderate: 10 Points

Common, Strong: 15 Points

Common, Total: 20 Points

A character with this Psych Limit has set himself up as judge, jury, and executioner. He believes that the court system isn't doing its job, and that it's up to him to take care of things. Such characters usually have other Psych Limits which explain why the character feels this way.

Characters with this Psych Limit usually have no compunctions about using lethal force. However, the circumstances under which they will apply such force vary depending on the strength of the Vigilante Mentality. A character who has this disadvantage at Common, Moderate will seek to punish any crime, but will only feel it necessary to kill serious criminals (rapists, child molesters, and murderers, for example). At Common, Strong the character's view of who deserves death widens (to include drug dealers and users, thieves, and so on). At Common, Total the character feels justified in killing any lawbreaker, even those whose "crime" is running a red light.

Visionary (Common, Strong) 15 Points

A character with this Psych Limit has a plan for the future that effects masses of people. The Visionary doesn't necessarily Want To Make The World A Better Place. Rather, he wants to make the world match his vision, regardless of what that vision is. If the Visionary is a raging psychotic, for example, the vision might be of a seething hellhole. On the other hand, an idealist may have a vision of a world with no war, no hunger, and no strife.

The vision that the character follows consumes his life and directs his actions. Almost everything the character does is directed toward bring the character's vision to life. In order to do something other than follow his vision, the character must make a successful Ego roll.

Wants His/Her Life Back (Common, Strong) 15 Points

A character who Wants (His/Her) Life Back is somehow incapable of living a normal, everyday life. The reasons for this are up to the player, but possibilities include a widespread belief that the character's secret identity is dead, the character is being pursued by a nefarious agency bent on killing/imprisoning/otherwise exploiting the character, or the character is now monstrous in form.

Regardless of the reason, the character wishes things were the way it once was, and will actively strive to, if not recreate his old life, at least try to live as if nothing had happened. The character must make an Ego roll in order to not attempt to do this.

Wants To Find A Way To Rid Himself Of His Powers

Common, Strong: 15 Points

Common, Total: 20 Points

A character with this Psych Limit, for whatever reason, has and hates having superpowers. He wants to become normal again, and will do almost anything to achieve this. (The character may have other Psych Limits which put boundaries around what the character will and will not do in pursuit of this goal.) The character doesn't necessarily dislike using his powers when necessary, but will never do so for anything other than serious reasons.

When given a chance to rid himself of his powers, or even if given a lead on how to do so, the character will take it. At Common, Strong the character must make a successful Ego roll in order to pass up such a chance. At Common, Total he will only pass up such a chance in the most extreme of circumstances.

This Limitation, of course, is primarily intended for a Superhero game, although it could also be applied in a Horror setting (The Reluctant Vampire or Werewolf, for example).

Wants To Humiliate (Other Character)

Uncommon, Moderate: 5 Points

Uncommon, Strong: 10 Points

A character with this Psych Limit has it in for another character. He wants to show the character up in the most humiliating way possible. The reasons for this urge are up to the player. This is a minor form of Rivalry, though not with the usual relationship connection of rivals (they are not necessarily equals or in competition on the job or in a romantic situation)..

The character seeks to show everyone else that the other character is an incompetent buffoon, or isn't worthy of public acclaim, etc. And to do so he seeks out embarrassing information, seeks to put the character in embarrassing situations, etc. Whenever given a chance to humiliate the other character, he will take it.

At Uncommon, Moderate the character can suppress his urge to humiliate the other character when necessary. At Uncommon, Strong he cannot do so without first making a successful Ego roll.

Wants To Make The World A Better Place

Common, Moderate: 10 Points

Common, Strong: 15 Points

Common, Total: 20 Points

This Psych Limit is a variation on Visionary. A character who Wants To Make The World A Better Place directs his actions toward improving conditions around the world. Social changes, environmental changes... whatever it takes.

The character will take what actions are necessary in order to make improvements. The character may have other Psych Limits which will control how far the character will go to achieve this goal.

What, precisely, will make the world better is up to the player, and will differ from character to character. For instance, it could be argued that both Ghandi and Hitler had this Psych Limit: Ghandi wanted to make the world a better place by fostering understanding and peace, while Hitler wanted to make the world a better place by removing the "undesirables" from the human population.

The Strength and Frequency of the Psych Limit determines how and when he will pursue his goal of world improvement. At Common, Moderate the character will take all opportunities he can except when necessary not to. At Common, Strong he will do so unless he makes an Ego roll. At Common, Total, he will never pass up a chance to improve the world except under the most dire of circumstances.

Wants To Save Humanity From Itself

Common, Strong: 15 Points
Common, Total: 20 Points

A character with this Psych Limit feels that the human race is surely headed for disaster unless something is done. What precisely needs to be done, and how far the character will go in pursuit of this goal is determined by the player and by the character's other Psych Limits.

Typically, the character believes that he knows better than anyone else what is good for the "common man"; anyone who disagrees is either misguided or ignorant of the facts. Generally, the character believes that anyone who still disagrees with the character's goal after the "real situations" have been explained is being willfully obstinate.

Usually, the character will fixate on one of the "problems" of modern society: war, pollution, overpopulation, hunger, disease, lack of morals, lack of education, racism, etc, and focus his efforts on this cause.

The character will take any opportunities he is offered to pursue his goal. At Common, Strong the character must make a successful Ego roll in order to force himself not to do so. At Common, Total the character cannot force himself not to pursue his goal except under the most dire of circumstances.

Wildly Exaggerates

Common, Moderate: 10 Points
Very Common, Moderate: 15 Points

A character who Wildly Exaggerates will stretch, but not quite break, the truth. He expands on details, improves them slightly, and presents the final product as the truth. Depending on the character the exaggerations will be obvious or subtle. In either case, the character does not mean harm by his exaggerations; he simply cannot help doing it.

In most cases, the character will exaggerate his or her own capabilities or experiences. Other times, the exaggerations will be descriptive (for example, he will speak of "hundreds of goons, all carrying guns" when in truth it was six of them).

At Common, Moderate the character only exaggerates in times of stress or when trying to impress someone. At Very Common, Moderate he exaggerates at almost every moment. When necessary, he can control this urge.

Will Never Abandon Her Subordinates

Common, Strong: 15 Points

Common, Total: 20 Points

A character with this Psych Limit believes in the military philosophy of "never leaving a man behind", when those men are under his command. She accompanies his men into dangerous situations and if they are injured gets them out again. In addition, she watches out for the welfare of her "men" in other situations: if they are arrested, she bails them out and arranges legal representation. If they get into a bar fight, she watches their backs.

At Common, Strong the character will only abandon a subordinate if she makes an Ego roll. At Common, Total she won't except in the most dire of circumstances.

Will Never Admit (Secret About Himself) (Uncommon, Total) 15 Points

A character with this Psych Limit holds some secret about himself so tightly that he will never, under any circumstance, admit it to others. Even if caught in the secret, he won't admit it, but rather will contrive some hastily-constructed explanation. He actively hides the secret, and will sometimes take odd steps to "throw people off the scent" of the secret. (An obvious example would be a homosexual man marrying and having children in order to hide the fact that he prefers sexual relations with men.)

The character may have other Psych Limits which determine the limits of how far he will go to avoid letting anyone know his secret.

Will Never Break His Word

Common, Strong: 15 Points

Common, Total: 20 Points

A character who Will Never Break His Word does just that: once he has given his word to someone, he never backs out of it if he can help it. This is not the same thing as not being able to lie, or being honest. This simply means that the character considers it wrong to break a promise, and will do his utmost to fulfill one, even if doing so puts him in danger or otherwise carries a high price.

This does not mean that the character cannot be dishonest or even lie. However, once his word is given, he keeps it come hell or high water.

If the character ever unintentionally breaks a promise, or for some reason tries to keep it but is prevented by circumstance, the character becomes guilt-ridden and feels a need to make it up to the character to whom the promise was initially made.

At Common, Strong the character must make an Ego roll in order to break a promise intentionally, or to stop trying to make up for a failed promise, and even then will only do so if circumstances force his hand. At Common, Total he cannot avoid acting in the above-described manner, and would rather die than break his given word.

Will Not Harm (Specific Opponent)

Uncommon, Strong: 10 Points
Uncommon, Total: 15 Points

This character has some connection with a specific opponent (for heroes, this means a villain; for villains, this could be either a rival villain or a hero) that causes the character to avoid harming the other person. He will not necessarily stand idly by and let the opponent act unopposed, but he cannot bring himself to cause physical, mental, or emotional harm to the other person.

At Uncommon, Strong the character can override this prohibition if he makes an Ego roll. At Uncommon, Total he is unable to except in the most dire of circumstances.

Will Not Kill (UnCommon, Total) 15 Points

Functionally, this Psych Limit is almost identical to Code vs. Killing. A person who Will Not Kill has personal convictions against the use of deadly force, and will never resort to such measures except under the most direst of circumstances (usually, those circumstances must be "kill or the planet/universe dies").

They generally do not try to get into situations where there is a possibility of people being killed, and will refuse to carry a weapon generally that is capable of obvious deadly force (such as a firearm).

However, unlike a person with Code vs. Killing, a person who Will Not Kill doesn't try to actively dictate his beliefs to his companions. He won't like other people using killing attacks, but he also won't interpose himself between them and a target either.

Will Not Refuse A Mission (Common, Strong) 15 Points

This Psych Limit is a stronger version of Sense Of Duty. The character will never refuse to take on any mission given him by his superiors, regardless of its nature. No matter how menial, dangerous, suicidal, revolting, annoying, time consuming, costly, misthought, or boring the mission is, this character will see it through to the best of his abilities.

It is possible that the character will have other Psych Limits which alter the character's attitudes about the mission (such as a character with a Code vs. Killing being ordered to assassinate someone). In this case, the character will attempt to think around a solution which makes both his Psych Limit and his superiors happy (such as helping the assassination target go into hiding).

In order to force himself to not act in this manner, the character must make a successful Ego roll. Even then, he will only consider not fulfilling the mission if they conflict one of his other Psych Limits.

Will Not Strike Hand-To-Hand Blows

Common, Strong: 15 Points
Common, Total: 20 Points

For whatever reason, a character with this Psych Limit refuses to strike another being with his hands or with a hand-held weapon. He is not necessarily against combat (although that may be); he simply (and for whatever reason) cannot bring himself or refuses to strike another person in hand-to-hand combat. The character would have no problem with using a ranged weapon.

At Common, Strong the character can force himself to strike another person in Hand-to-Hand combat if he makes an Ego roll; at Common, Total he will only do so in the direst of emergency.

Will Not Surrender (Common, Total) 20 Points

A character with this Psych Limit will absolutely not give up unless killed or rendered unconscious. He will keep fighting, keep trying to escape, keep trying to rescue endangered civilians, etc., until he can no longer physical make the attempt (and even then, he will keep trying if not prevented from doing so or unable to do so). No matter how injured he is, or how much potential danger he is putting himself in, he will not give up. Ever.

Will Only Fight In Self-Defense

Common, Strong: 15 Points
Common, Total: 20 Points

A character with this Psych Limit will only fight to protect himself or those in his care. He will only use reciprocal force (meaning, he only uses as much force as he is attacked with), and will encourage others to either not start fighting or to cease fighting once it has begun.

In order to start a fight himself, a character with this limit at Common, Strong must make an Ego roll. Common, Total means that the character would never do this except under the direst of situations.

Will Sacrifice Himself For (Other Person Or Group Of Persons)

Common, Total: 20 Points

A character with this Psych Limit is so dedicated to another person or a group of persons that they would die to protect them. The other person's welfare is the character's primary concern, and the character will take whatever steps are necessary to provide for and protect the object of his dedication. The character will only not do so in the most dire of circumstances.

Will Try Anything Once (Common, Strong) 15 Points

This Psych Limit is very simple to understand. The character is willing to do just about anything once. Eating strange (and possibly dangerous) things, going to strange (and possibly dangerous) places, and doing strange (and possibly dangerous) things are all part of this character's every day life.

The character may freely decide that he doesn't like something once he's tried it, or even decide that he likes something and then later change his mind. But if he's never done something, he is willing to.

The character may have other Psych Limits which conflict with his willingness to try new things. In this case, the character is free to refuse to do something. For example, a character who has both Acrophobia (the fear of heights) and Will Try Anything Once can freely refuse to go skydiving, even if he never has gone and a friend suggests it to him.

Otherwise, the character cannot refuse to do something new unless he makes a successful Ego roll. Even then, such a roll should only be made if the activity is something that is blatantly life-threatening (like playing Russian roulette).

Wiseguy

Uncommon, Moderate: 5 Points
Uncommon, Strong: 10 Points
Uncommon, Total: 15 Points
Common, Moderate: 10 Points
Common, Strong: 15 Points
Common, Total: 20 Points
Very Common, Moderate: 15 Points
Very Common, Strong: 20 Points
Very Common, Total: 25 Points

A character with this Psych Limit tends to make witty or sarcastic comments at totally inappropriate moments. It is not that he isn't sensitive to the seriousA character with this Psych Limit tends to make witty or sarcastic comments at totally inappropriate moments. It is not that he isn't sensitive to the seriousness of a situation, or that he doesn't respect the circumstances. Humorous remarks are simply how he deals with stress. The character is different from someone who Thinks He's A Comedian in that his remarks are actually funny (and it should be noted that the two Psych Limits are not incompatible).

At Uncommon, Moderate the character only does this at very stressful times, and can stop doing so if he needs to. At Uncommon, Strong he must make an Ego roll to do so, and at Uncommon, Total he cannot do so at all, since the most dire of circumstances only makes him joke that much more.

At Common, Moderate, the character has a hard time not making witty remarks during any sort of stressful or confrontational moments, but can stop doing so if he needs to. At Common, Strong he must make an Ego roll to do so, and at Common, Total cannot stop himself even if his life is on the line.

At Very Common, Moderate, the character is constantly making wisecracks, but can stop when needed. Very Common, Strong requires an Ego roll to stop, while Very Common, Total means the character just cannot stop making comments.

Surprisingly, this Psych Limit works best with characters who also take Pessimist, Depressive, or Fatalistic.

Worrier (Common, Strong) 15 Points

A very simple Psych Limit to explain. Putting it simply, a Worrier worries about everything. Whether his car is going to need to be fixed, whether his wife loves him, whether his kids are doing drugs, whether he's going to lose his job over a mistake he made. He doesn't worry about improbable or unlikely events, only those that might have unpleasant consequences.

The character must make an Ego roll in order to stop worrying about a particular matter; however, inevitably this lack of worry is temporary. The character always eventually begins worrying again.

Worried About The Effects His Powers Have On Others

Common, Moderate: 10 Points

This Psych Limit is only appropriate for characters who have particularly hazardous or insidious superpowers. It is most effective with characters whose powers are based around mental, poisonous, or radioactive concepts.

The thought that his powers might be accidentally harming others nags at this character. He is careful of how and when he uses his abilities, and hesitates before using them in what he considers to be an indiscriminate fashion.

Xenophile (Common, Moderate) 10 Points

This character likes to meet strangers, to learn new languages, to see new places, and to explore new cultures. He doesn't necessarily dislike his neighbors, his own language, or his own culture. He just thinks that the cultures of other lands are fascinating, nearly to the point of obsession.

The character can either be fascinated with all foreign cultures, or "specialize" in a single culture. (For example, an "anglophile" is a person fascinated with English culture.)

A person who dislikes meeting strangers, learning new languages, etc. would be a Xenophobe (Xenophobes should be extremely rare in Quatermain).

Social Disadvantages:

Biggest Fan (Varies)

Frequent, Slightly: 10 Points
Frequent, Greatly: 15 Points

A character with this Physical Limitation has a fan. This other person is a devoted follower of the character, and there is nothing that the character can do to change it without treating the Fan like manure. The fan shows up whenever the character makes a public appearance, runs a fan club which talks about the character and boasts of his powers, and opposes anyone who disparages the character.

If the character has a Public Identity, he can expect to find the Biggest Fan hanging out around his home or office, and might even catch the Fan pawing through his garbage looking for souvenirs.

Even if the character's true identity is not known, the character will discover that he can't seem to go anywhere without the Fan showing up. Other characters will begin to avoid contact with the Fan's "hero" in order to avoid the fan. In addition, the character will soon acquire a reputation for having followers.

The Fan should not be purchased as a follower, as he rarely will ever do what the character wants him to do. Likewise, he doesn't necessarily have to be taken as a DNPC; just because he gets the character into trouble doesn't mean that he gets himself into trouble. Also, the GM should be careful to not turn the Biggest Fan into a Stalker.

It should be noted that it is possible for the Biggest Fan of a Player Character to be another Player Character.

To take this disadvantage the character must have a disadvantage Fame, Public ID, Well Known, or a personal Reputation that is extreme in some way (positive or negative).

Conspicuous Nature (Frequent, Minor) 10 Points

A character with this trait will always stand out in a crowd, draw attention to themselves (even if just sitting quietly) and will look out of place no matter what locale or crowd they might be in. This is a combination of appearance, unusual pheromones, attire, body language and mannerisms. This may simply make them stand out, but to many people they may be either fascinating or irritating. They must have a PRE of at least 15 to have this limitation.

Criminal Record

Occasional, Minor 5 Points
Frequently, Minor 10 Points
Occasional, Major 10 Points
Frequently, Major 15 Points
Very Frequently, Minor 15 Points

Like many social limits, the frequency has to do with how many folks know about the problem, how often events occur around the character that would be impacted and how people are likely to react if they do recognize or find out about the character's past. Those with Criminal Records may be under suspicion if anything happens that might reflect on their past, or be subject to being included whenever there is a "Gathering of the Unusual Suspects" by authorities. They may have trouble getting permits, licenses, loans, housing, jobs or establishing relationships when their past comes to light. The further away they are from the source of their record, the less frequent version of this should be taken, the more extensive their crimes, the more likely a bad reaction.

Exiled (Occasional, Moderate) 10 Points

A character with this trait has been forced from their homeland by government edict for some reason other than criminal activity and cannot return unto it under the current political situation for a long period of time (decades or possibly never). They may have supported the wrong side in a war, been born to the wrong family, be considered politically incorrect or dangerous to the stability of the government in some way. Furthermore they are unable to assimilate into the culture they are living and thus will always be an outsider, and will suffer a certain amount of remorse, resentment and homesickness from their exiled condition.

Famous (Frequently, Minor) 10 Points

Like having a Public Identity but the character does not have significant enemies (at least at the start) just some bothersome fans.

Jerk Magnet (Frequently, Slightly) 10 Points

This limitation is only appropriate for female characters. In addition, it is generally only taken by those characters who are physically beautiful (though this is by no means required).

A character with this limitation is often the subject of unwanted attention. Men flock to her and hit on her, constantly trying to pick up the woman and entice her into some form of romantic interlude (usually a date, but sometimes the "offer" is for a purely sexual encounter). For the most part the men attracted to the woman in this manner are unpleasant at best and repulsive at worst. Their come-ons are ham-handed and clumsy, and certainly not inviting.

The character is free to react in whatever manner she wishes to these invitations; usually the men in question never take the first "no" for an answer.

Knows Too Much

Occasional, Minor : 5
Occasional, Major : 10
Occasional, Severe : 15
Frequently, Major : 15
Frequently, Severe : 20

A character with this trait has important, secret information that individuals, governments, organizations or religions don't want their enemies, rivals, competition, the media or the public to know about. Perhaps they witnessed a crime, or read the wrong letter, had access to the wrong computer records, or worked for those involved and quit or fled. Or maybe they've had a piece of information blocked away in their mind by a desperate telepath, or have been mistakenly believed to know something important because of their past. Whatever it is, whoever they are, they are looking to make sure that you don't pass the info along to someone else, or they are looking to get you to give to them the info they want. The details can be worked out with the GM before the character (and the disadvantage) comes into play. The information should be hard to get people to believe in many cases... or to convince outsiders about. Those who want the info or to suppress it or acquire it must also act in a non-public subtle way to achieve their goals...

Legal Minor

Infrequent, Slightly: 5 Points
Infrequent, Greatly: 10 Points

This limitation indicates a character who is below the age of majority. Such characters don't enjoy the full range of rights and responsibilities as an adult. Such characters are hampered by parental control, curfews, limited driving privileges (if any), limited employment opportunities (if any), and an inability to purchase certain items (most notably tobacco products and alcohol). At Infrequent, Slightly, Minor represents a person who is 15, 16, or 17 years old. At Infrequent, Greatly, the character is 14 or lower. Note that this limitation is different, though similar, to Young. While a Young person is always a minor, a Minor need not always look young. Note that ages are for normal humans, and may vary from culture to culture and world to world, but are given for an understanding based on 21st century "realities".

Meddlesome Family Members (Frequently, Minor, Special) 15

A character with this trait has a large and varied family, who are not around individually enough to count as DNPCs, and who may be less or equally valued (or even more) in character points who interfere in their lives, often trying to help them out but often getting them into trouble. They may drop in unexpectedly, send odd gifts, try to dictate morality at them, try to do things "for their own good", set them up on blind dates, etc. and whom the character doesn't wish to really offend or harm.

No Ambassador (Occasionally, Minor) 5 Points

A character with this trait has no Ambassador because their homeland, ethnic group or species is not legally recognized in the country or on the planet they are on. This only becomes important if they are arrested, has to deal with the government bureaucracy or is involved in across border trading in some way. In settings where national borders are closely watched it may restrict their freedom of movement, and if major events occur that their homeland, ethnic group or species is involved in that threatens the security of the place they are in they may be subject to questioning, arrest or confinement until things are settled.

Public Identity (Frequently, Major) 15 Points.

A character with this trait is well known to the public for some reason, a celebrity, and information about them is easy to locate. This means that enemies, fans, friends, debt collectors etc can find them easily and admirers may mob them at awkward times for a chance "to touch greatness".

Servant Or Slave (V. Frequently) 20 or 25 Points

A character with this status is 'owned' by another person, group or Q-Corp and has very few legal or civil rights. They are subject to orders all the time, potentially at extreme risk. Cylphs, some Deltas and Androids may be the most common characters with this Disdvantage, but not the only ones. (Servant = Indentured Servant).

Sexual Deviations

(Occasional, Minor) 5 Points
(Frequently, Minor) 10 Points
(Frequently, Major) 15 Points

A character with this trait does not follow the social “mainstream” norms for their species and culture in regards to their sexual identity, preferences, practices or interests. For some cultures this can be having a gender identity other than their actual physical sex, or a gender identity that includes sexual activity with their own sex (exclusively or including all sexes), fetishes, specific sexual acts, or cross-species sexual activity. (Frequency of activity is not considered a sexual deviation, unless the character is absolutely non-sexual).

Stalker (Varies)

Frequently, Slightly: 10 Points
Frequently, Greatly: 15 Points

In some ways, this Physical Limitation is similar to Biggest Fan; however, where the Biggest Fan generally means no real harm to his "hero", a Stalker follows the character with a darker intent. A Stalker is psychotically obsessed with the character.

The Stalker's goal is to find some piece of information about the hero that only he knows. This will allow the Stalker to have a personal link to his "hero". While on the surface, the Stalker's activities seem to mimic those of the Biggest Fan, the truth is that the Stalker is willing to go to any length to meet and become close to the character... even going so far as to threaten or harm his loved ones.

Should the character somehow ever not live up to the Stalker's preconceived image of the character, the Stalker will decide to kill the character as punishment for disappointing him.

A Stalker is different than a Hunted in terms of threat level. It is assumed that a Stalker is vastly less powerful than the person he is stalking, and is therefore only mildly a threat as a hunter. If the situation is different, the character should take Hunted instead.

Sterilized (Occasional, Minor) 5 Points

A character with this trait cannot physically produce offspring, either thru deliberate medical intervention or as the effects of an injury or disease. This has some negative social reactions in most societies. It may also have some Mental (Psychological) problems for the character if they are depressed, angry, frustrated or unwilling to accept their condition, and get disadvantage points for that separate from the social aspects.

Well Known

Occasional, Minor 5 Points

A character with this disadvantage has a weak version of Fame, generally within a specific field of endeavor, or among readers of a specific publication, watchers of a specific dramatic or comedy series, residents in a geographic area etc.

This gets them a fair bit of attention when encountering those who know them, and may cause them some minor problems or time loss, but also has some small benefits as those who know them might give them some preferential treatment or very minor assistance.