



Traits

Life of adventure can be rough on an adventurer. Traits describe qualities -both positive and negative, that your character picks up from the life. The world around us shapes us and molds us into something anew. This chapter contains the rules for character traits.

Earning Traits

After the completion of your character's first adventure- perhaps after 2-4 sessions of play, your character earns their first trait. After returning to town the group stops for a moment to talk about their adventure together. During, the table discusses each character and the outward perception of how they were role-played. They reference times during the adventure where a character acted a certain way or had a spectacular victory - or defeat.

One character at a time, the table should decide on a trait for each character using the references they made in this discussion. This becomes the character's first Trait.

Earning Additional Traits

Every three to four adventures afterward, when the characters take downtime or have respite during the winter the group should assign new traits to characters, and change traits that are not being invoked. Other circumstances may occur to grant your character additional traits. A character may only have a maximum of three traits.

Using Traits

There are three ways that players may invoke character traits in RedHack; Embodiment, Hindrance and Fate. Each has a different effect on the game world. And each requires cooperation with the other players at the table.

Players should be open-minded about traits and their interpretations. Traits are broad and can be used from many different angles. Encourage players to be inventive with the use of their characters' traits. However, watch out for players that are trying to obviously misuse a trait to overreach in a situation where the trait is not quite appropriate. In the end, it's up to the group at the table to determine if a trait is applicable in any given situation.

When attempting to change a situation, players narrate or describe their character's actions. You should position your character in this description in ways that include their traits.

Embodiment

Another player at the table may decide that your description invokes or embodies your trait in a heroic manner. They may petition the table to allow you to apply your trait to the test at hand. If the table agrees that your character is embodying their trait, you automatically pass the test without needing a roll.

- ◆ You may only use Embodiment once per session. Make a note on your character sheet once it's used.



Hindrance

Adventurers are imperfect, and sometimes your traits may get in your way by causing you to act with hubris, pride, or fury. When you determine that your character's traits are causing them to make bad decisions or get themselves into trouble, describe to the table how your character's weakness led to this doomed moment and automatically fail the test at hand.

- ❖ You may invoke Hindrance as many times per session as needed, but only make a note of it on your character sheet the first time you do.

Fate

More times than not, our character's actions are bound by the threads of fate.

- ❖ You may invoke your trait after a skill test comes up a failure to re-roll the test. You must take the result of the re-roll.
- ❖ You may only invoke your Fate once per session. When you do, note it on your character sheet.
- ❖ You may not exert yourself and invoke Fate on the same test.

Advancement Through Traits

Once you have marked on your sheet that you have invoked Embodiment, Hindrance, and Fate you earn a point of XP.



Trait List

The following list contains entries describing traits.

Adventurous

Adventurous characters are always ready for the next thing, but sometimes get in over their head without thinking.

Bold

Bold characters are often quick to stand up for something, or demand from someone, but they too often get into situations out of their control not taking caution with their actions.

Cunning

Cunning characters always plan multiple steps ahead, but sometimes people can see them as manipulators and liars.

Devout

Devout characters have a strong faith in the precepts of the gods and the power to overcome. Though sometimes they can become dogmatic.

Eager

Eager characters want to have it so much they'll do anything to get it. Sometimes though that can lead them down dark paths.

Fair-Spoken

Fair-spoken characters always speak with pleasant soothing tones easy to listen to, but sometimes can fail to speak up and be heard.

Fierce

Fierce characters are menacing and are capable of extremely violent acts at the slightest provocation. Though they are hard to soothe and calm.

Generous

Generous characters are always willing to give you what you have, even if it hurts them in the process.

Heroic

Heroic characters are bold champions determined to do great deeds. Sometimes though this can lead them to arrogance.

Inquisitive

Inquisitive characters always want to learn and research looking for often missed details, but many can see them as prying or nosey.

Keen-Eyed

Keen-eyed characters often notice details missed by others, but sometimes can notice things better left unseen.

Loud

Loud characters can always make themselves be heard, but seem to have trouble staying quiet when it matters.

Merry

Merry characters can always find hope in dark situations, and are always the life of the party. Sometimes though, others can find them fake or annoying.

Patient

Patient characters always take their time to assess a situation from all angles, something though they take too much time and fail to act swiftly.

Proud

Proud characters hold their deeds and achievements or those of their people in high esteem, but sometimes close-minded to the ways of others.

Rustic

Rustic characters often know simple solutions to complex problems, though sometimes they can lack social grace.

Secretive

Secretive characters are good at concealing their intentions for others, but sometimes this can push others away who can't get close.

Steadfast

Steadfast characters are firm in belief and unwavering. They find it difficult to admit when they're wrong.

Stern

Stern characters possess a severe nature in their actions and speech. Sometimes this gruff nature can push away even their friends.

Swift

Swift characters are fast and agile, and quick to take action, but may sometimes get in over their heads.

Tall

Tall characters literally stand over all the rest and are easily seen or noticed.

True-hearted

You are sincere and honorable in your words and actions and people trust you. Sometimes people will misuse that trust and intention.

Wary

Wary characters are always mindful of their surroundings and perceptive of the intentions of others. They can find it hard to trust people though.

Wise

Wise people have experience, knowledge, and good judgement but can often become upset when their advice is not heard or appreciated.

Vengeful

Vengeful characters empower their actions with a strong and deep seated drive within, but sometimes can allow their vengeance to consume them.