

UNOFFICIAL HINDRANCES

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Arcane Crutch

Minor/Major

Arcane types with this hindrance have gotten into the habit of performing some action while performing magic and now it's gone psychosomatic. Whenever the magician can't perform this action while trying to use magic, a -2 is applied to any arcane skill rolls. The minor version is something that is inconvenient, like waving your arms about or having a lucky piece at hand. The major version is either a real hassle or is hazardous to the magician, like getting shot up with a narcotic.

Back-to-Backlash

Major

When wielding arcane forces, you're more prone to letting them get out of hand. You suffer a Backlash result when a one comes up on either the skill die OR the Wild Die.

Cape Fetish

Major

The cape is a popular fashion accessory among both superheroes and supervillains, particularly those who can fly. Your character is particularly proud of his cape and will not remove it even when it becomes a safety hazard. Anytime the trait die for an Agility or Agility-linked skill comes up as one (regardless of the Wild Die result), the character loses an action as he attempts to unsnag his cape. Should the roll have come up snake eyes, it got snagged in a manner where it chokes the character, inflicting an automatic Shaken result as well. *For Supers games only*

Can't Swim

Minor

This character simply can't swim. When subjected to water, the character flounders for one round, then sinks the next, using normal rules for having no oxygen. The character may not learn the swimming skill without first buying off this hindrance. A character may normally tread water even without the swimming skill (pace 1), but this hindrance causes the character to fail at even that.

Chronic Depression

Minor/Major

The character is afflicted with melancholies that make him/her unmotivated and disinterested in life. The character, when in a dreary mood, is difficult to rouse to action.

Minor: Anytime you want to use a benny, make a Spirit check. If you fail, the benny is wasted and has no effect. You may not use a benny for this roll.

Major: As above, but with a -2 penalty.

Expensive Taste

Minor

It's not like this character specifically chooses to buy only the most expensive equipment. It's more that the items that he likes have a tendency to be the most expensive ones available. Whenever the character buys equipment, he pays 25% more than the listed price for the purchased item.

Flashbacks

Minor

The Hero has suffered a traumatic event in his life that has taken a portion of his sanity with it. Whenever the Hero sees or hears an object, person, sound etc. that may have been linked to a specific traumatic event in his life he must make a Spirit roll. With a failure the hero suffers a flashback and is shaken, he may begin hallucinating and acting as if he were actually in his flashback.

Flatulence

Minor/Major

The Hero suffers from a nervous bowel and inefficient digestive system. He passes gas at the most inappropriate times. Flatulence can occur in one or two ways: The trumpeter or the SDB (Silent But Deadly). Taken as a minor hindrance, the Hero must make a Vigor roll or let one loose when in tense, stressful situations. Individuals looking for a concealed Hero gain a +2 to their *Notice* roll, either due to the sound or the stench. As a major hindrance, the character suffers a -2 to Charisma and all associate social skills, like *Persuasion* or *Streetwise*. In tense or stressful situations, the Hero must make a Vigor roll at -2 or let one loose. Individuals looking for a concealed Hero gain a +4 to their *Notice* roll, either due to the sound or the stench.

In either form of this hindrance, it is up to the GM to decide if the flatulence is audible or just odoriferous.

Impatient

Minor/Major

Minor: The character is nervous by nature, always in a hurry, has the attention span of a gnat, or something similar. He suffers a cumulative penalty (-1,-2,-4,-6...) for consecutive rolls of the same (non-combat) matter. (Example: A thief gets penalties if he tries to open a lock if he had failed a first try). If he uses a benny to gain a reroll, the penalty does not apply.

Major: The penalties stay the same even he use bennies.

Insomnia

Minor

The hero suffers from the inability to sleep. Whether it is in the form of insomnia itself, or maybe some form of night terror, is up to you. Whenever the character is attempting to fall asleep, he must make a spirit roll. With a failure he is unable to sleep for the next 6 hours. Taking proper medication will give the hero a +2 to his roll for the day.

Intolerant

Minor/Major

The character is especially prejudiced or bigoted against those different from himself. When you take this hindrance, choose a group, with the GMs approval. This can be sex, race, culture, religion, species, or any other common characteristic. The character wants to avoid this group, and in some cases, kill them. Innately evil things like zombies and demons would not be appropriate.

Minor: The character strongly dislikes this group and accepts most negative stereotypes about them. S/he will avoid them when possible, and must make succeed on a Spirit roll do deal with them in any nonviolent way. Examples: Buying things from them, going to a party hosted by one of them, believing that one is not guilty of an accused crime, or letting one marry his/her daughter.

Major: The character is violently hateful of these people. The character will never voluntarily cooperate or deal with the group s/he is intolerant of. Given the opportunity, s/he will kill a member of this group, provided that s/he thinks s/he could do so without being caught or punished.

Motion Sickness

Minor

Whenever the character makes a trip by plane, boat, car, or other fast moving vehicle for more than an hour, s/he must make a Vigor roll. If s/he fails, s/he suffers a point of fatigue. A character cannot suffer more than one point of fatigue in this way and the fatigue is removed once s/he has a few calm minutes off the vehicle.

Persistent Injury

Minor

An old injury that never quite healed or other chronic condition sometimes comes back to haunt the character. This could be an old sports injury, arthritis, a bullet that was never dislodged, etc. Whenever the character rolls a natural 1 using his/her Strength or Agility attributes, s/he is automatically shaken.

Poor Cardio

Major

The character has bronchitis, asthma, emphysema, or other condition making breathing difficult. Every turn the character runs consecutively, his/her Pace is cumulatively reduced by 1". These penalties may be removed one at a time by catching his/her breath for one turn. Example: A Character has run for 3 turns in a row. His Pace is 6" + 1d6" -3". If s/he doesn't move next turn, the penalty will be reduced to -2".

Power Burn

Major

This character's supernatural power comes at a price. Whenever the character uses their Arcane Background powers, they must also make a Vigor roll or take 2d6 damage. The character uses only his basic Vigor, not counting any supernatural enhancements. Te character must have one of the following Arcane Background edges: Magic, Miracles, Psionics or Super Powers; it does not work well with Weird Science.

Randy

Minor/Major

No, this isn't the name of your character.... your hero is randy. That is to say, his belt is buckled a little looser than the rest. Whatever the case, the hero has a hard time keeping himself from making inappropriate or even vulgar comments about the opposite sex when the opportunity presents itself. When the opportunity does arise to act on those comments (e.g. a woman with the (Very) Attractive Edge is sitting across the bar, or a scantily dressed prostitute is asking him if he wants a good time) it's almost impossible for him to not do so. With the minor hindrance, the hero simply makes annoying comments and at times vulgar gestures sexual in nature. However as a major hindrance, the character must make a test of wills at a -2 penalty when he has the chance to act on his randiness (At GM's discretion). With a failure, he forgets his current objective and becomes consumed with whatever he has come across, for the time being. In addition he suffers a -2 charisma when talking with anyone of the opposite sex. (Goes great with the SW: Elderly Hindrance)

Rival

Minor/Major

There's an NPC associate of approximately equal ability to you with whom you engage in games of one-upmanship on a regular basis. The level of the Hindrance determines how far and how stupid you're willing to go to show up your Rival.

Slow

Major

The character is not as quick as others are when it comes to reacting to combat, or does not perform well under stressful situations and cannot focus on committing to a target when in combat. Anytime the player pulls an Ace or a face card during combat, he must redraw until he pulls a ten or lower. He acts on the lower of the cards drawn. This Hindrance does not apply to Jokers.

Slow-Witted

Minor/Major

The Character is either very gullible or easily distracted (or both).

Minor: -2 penalty to resist one type of Trick (either Smarts or Agility).

Major: The penalty affects both types of Tricks.

Unfocused

Major

Your hero has a hard time focusing on any task he feels is unimportant, which unfortunately includes most of them. Your Wild Die is a d4 rather than a d6 for any Trait rolls. Whenever you spend a benny, your Wild Die returns to the normal type of d6 for that roll.

Weak-Willed

Minor/Major

This character has problems with face-to-face verbal conflict and will usually back down in such situations. This character suffers -1 to all opposed rolls, such as Persuasion, Taunt, or Intimidation. This penalty increases to -2 if the Major version is chosen. In either case, no Edge that gives bonuses to the Guts skill may be chosen until this Hindrance is bought off.