

## Androgynous

[2 pt. Advantage; 1 pt. if Montaigne]

You can easily pass for the opposite gender. Gain two unkept dice for all Disguise rolls. You cannot buy the Dangerous Beauty advantage.

## Arthritis

[3 pt. Advantage]

At odd moments, your joints ache, acting almost as a sixth sense. You gain two unkept dice to all Weather, Ambush and Street Navigation rolls. However, your GM may spend a Drama Die to require you to make a Raise on all your Finesse rolls for the remainder of the Scene.

*(Imitation is the best Compliment! Check out the Sensitive Bones advantage in the Ussura book.)*

## Batty

[8 pt. Advantage - Glamour sorcerers only]

People don't understand. They aren't delusions, they're your friends. And they help you out in oh so many ways... Gain an additional Glamour Die.

## Best of Both Worlds

[12 pt. Advantage]

They may call you mutt, half-breed, and bastard, but you happen to have found a nice use for your mixed lineage. You may choose two nationalities, and gain the advantages for both (bonus point in two traits, lowered cost of languages and advantages). You may not purchase Weak-blooded or Full-blooded sorcery.

## Blind

[1 pt. Advantage]

The inability to see isn't as bad as it's made out to be... You suffer a penalty of only 2 unkept dice on Martial knacks\* when in complete darkness (unfortunately, you are *always* in complete darkness), and gain an unkept die on any Perception rolls not involving sight, and may still take the Keen Senses advantage. Needless to say, there are many activities in which you cannot participate in (such as reading or writing), but blind Heroes should not suffer penalties on all tasks involving sight, only those which significantly rely on eyesight.

*\* Note: I assume Kevin Wilson was in error when he said that darkness imposes **kept** die penalties in the Montaigne sourcebook; such extreme penalties would render all activity completely useless.*

## Grotesque

[4 pt. Advantage]

You have some form of deformity, ailment, or scarring that utterly horrifies people. You have a Fear Rating of 1, which can be canceled by a successful Wits+Disguise roll (TN 15). You cannot take the Appearance or Dangerous Beauty advantages.

## Hemophiliac

[2 pt. Advantage - Porté Sorcerers only]

Your blood is thinner than most; there is recent theory that this is due to your noble lineage. You can blood 4 items per mastery level (as opposed to 3, as normal). However, all First Aid and Surgery rolls made on you are at +10 TN. This advantage may be bought twice (4 pts., 5 items per mastery rank, +20 to First Aid rolls).

[4 pt. Advantage - Porté Sorcerers only] (*Using my Alternative Porté rules*)

Your blood is thinner than most; there is recent theory that this is due to your noble lineage. Double the number of Blood points you have and receive. However, you may not allocate more than two Blood points to any item, and all First Aid and Surgery rolls made on you are at +10 TN.

## Idiot Savant

[1 pt. Advantage]

Your brain works in different ways from most. Gain two kept dice on all Gambling, Gaming, or Mathematics rolls or rolls involving memory. However, your social graces leave something to be desired. As such you suffer a two unkept die penalty on any Repartee roll.

## Natural Bamboozler

[2 pt. Advantage; 1 pt. if Vodacce]

You can bring out the benefactor in people - whether they want you to or not. For some reason, these people just don't understand that you'll have their money by Voltadi... The Debt and Hunted backgrounds have no cost in Hero Points or Experience for you.

## School of Hard Knocks

[10 pt. Advantage]

Life's tough. And so are you. Perhaps you weren't dealt the best hand in life, but it's YOUR hand, by Théus, and you can do more with what you've got than any of those pompous nobles can! Your traits cost 6 Hero Points, rather than 8, to purchase at character creation. You cannot buy the Noble advantage.

## Wiry

[3 pt. Advantage]

You have always been on the slender side, which has more than once kept you from being struck with a blade. Add 1 to your passive defense when defending against Attack (Fencing) rolls. You may not, however, take the Large or Legendary Brawn advantages.