

Traits

Traits represent the *most important* parts of your character's physical, personal, or cognitive make-up. They may come in the form of:

- Visceral or cosmetic qualities that make you stand out from a crowd.
- Your cultural expressions and idiosyncrasies, or a stereotype you've embraced.
- Old wounds, ingrained habits, strange obsessions, or phobias, or some kind of ongoing stress or trauma.

Trait types

Each trait can be *used once per session* to earn **kismet** *during play* by bringing them to bear in dramatically appropriate ways, but the methods you can use for each are determined by their 'type'.

The two types are called **features** and **scars**.

When traits are listed in **life paths**, or in the **traits index**, they don't come with types. Rather, when you add a trait to your **character sheet**, *you must decide for yourself what type of trait it is*. You must make this judgment for each trait based on how you plan to use it in play, and based on how the trait suits your character concept.

It's good to try to have a balance of the two.

Once added, and you've begun to use it, you can only change a trait's type during a **development session** via a majority **Peer's vote**.

Features

Features (Ft) are cosmetic, cultural, or personality traits. They represent the parts of your self that you actively try to present to others, that you take pride in, or that you flaunt. They generally make your characters life *more interesting*, and make them more fun for you to play as them. They can also serve as good guideposts to help you get back into character, or to help you **find your agenda**.

Features may also be old scars that you have finally learned how to deal with, or traumas you can move on from and view in a different light now.

Using Features

Once per session, each feature may be used in *one of two ways* to either gain a **Lot** or to regain your **Ego**: representation and comedic timing.

Representation

When you show pride in a feature, or *play it earnestly in the moment*, by roleplaying, showing off, or expressing the trait at the right time to get what you want: You earn a Lot if using the feature *leads to a new situation* that wouldn't have otherwise happened, or if having the feature *avoids a roll entirely* that would have ordinarily been necessary.

Comedic Timing

When you use a feature to *do something funny*, break the tension, or cause a scene: You earn Ego if using the feature makes all the other players at the table *burst out laughing* (even if the characters in-game don't find it so amusing), or at least makes everyone giddy to see how another character will react.

Important: It doesn't count if it's just an out-of-game joke. But it *does* keep counting every session you do it, as long as your Peers still find it funny.

Scars

Scars (Sc) are traits that represent some aspect of your self that you're still working through, or learning how to deal with. They generally make your character's life more difficult at inopportune moments, handicapping them (though, you decide when those moments occur).

Scars don't have to be physical. They don't even have to be literal. They may be features that have become burdensome, or they may be what still remains from a [healed wound](#).

Using Scars

Once per session, each scar may be used in *one of two ways* to either gain a [Lot](#) or to regain your [Ego](#): limitation and tragic timing.

Limitation

When you cite a scar as a [difficulty factor against yourself](#), before rolling dice for a [Task](#): Earn a Lot by explaining how the scar limits you, and then subtracting one die from your main dice pool.

Tragic Timing

When you think a scar should make a roll *challenging*, or if you *intentionally fail* a roll because of a scar: You earn Ego when the scar means that you must count *twice as many successes* to get what you want (or if it's already challenging then you fail automatically).

Why would you do this?

Because failing can be fun sometimes too, *but being rewarded for it makes the consequences of failure string a little less*. Whether this is a purely [meta](#) consideration, whether this acts as a kind of catharsis for yourself as a player, or whether your character is genuinely sabotaging themselves is up to you.

Player Control

Occasionally, your [FC](#) may prompt you to use your traits in the above ways, if they feel it might be appropriate; but ultimately you must agree with them and take the action, or the penalty, for it to *truly count* and earn you the kismet.

However, if you continually forget or refuse to use one of your traits in the above ways, or if it just *isn't speaking to you* anymore, then that might be good grounds to change its type or remove it entirely.

Changing and Removing Traits

Peer's vote