

Trait List

[1 top of the section - off to the side in the final formatting] Several Traits listed below have gendered titles. Rest assured that these titles are not intended to bar anyone from having these Traits. The muscliest, most bearded, barrel-chested man's man can still be a "Femme Fatale!"



Ambidextrous || Both of this character's hands are considered their "dominant hand." They do not take off-hand penalties with firearms or melee weapons. When holding two melee weapons, they may choose to make one melee attack with each weapon as a single action instead of just gaining a bonus to a single attack. However, if they do this, they cannot benefit from a Weapon Length bonus.

Are You Thinking What I'm Thinking || This investigator may use a Eureka! Moment on an Investigative Roll that *another investigator* previously failed/partially succeeded, so long as they saw it happen or have somehow discussed it with the other investigator.



Arithmomaniac || This character possesses a compulsive need to know the quantity of large numbers of small objects, such as grains of rice, or even sand in extreme cases.[1] They must have “Ignorance of Quantity” somewhere on their Tiers of Fear. If this

character is confronted with something like this, ignoring it will prompt an Ignorance of Quantity Composure roll. If they choose to count it, they must make a Paperwork roll. (Particularly large amounts of objects may take longer to count than listed below, up to the Narrator's discretion.)

[1 off to the side in the final formatting] In extreme cases where knowing the exact quantity isn't humanly possible, this character is too smart to be stuck counting literally forever. If this character

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9674311907134564510951	09478549011561947564192	
2749723101109297124565	15789413205917345634574	
547590139475647130493	8149756471004395734119	
3724564327596431	49017156194753914	749732416357894312
310140913473415647590139	45091734419413715631497505	
90713456451095137245643	8017156194756383472786	
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415647590139475467	149756471004395741	
9513724564327956	43975645799324797	
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5314975647100437	9564312094765490	
35705497324163	415647590139475	
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feels they must know the number of grains of sand on a beach, consider a Technology roll instead of a Paperwork roll as they use their phone to Internet search the approximate packing density of sand and the square footage of the beach they're on.

Full Success: They count it quickly enough to not disrupt what they were doing.

Partial Success: They must spend one turn (or one Tick) counting and can do nothing else for the duration.

Failure They must spend two turns (or two Ticks) counting and can do nothing else for the duration.

Despite the drawbacks of this compulsion, once per Scene they gain 1 Investigation Point each time they make note of the quantity of a set of objects. Additionally, they gain a +2 Contextual bonus to any rolls involving numbers or math (including those induced by their compulsion), such as a Paperwork roll to figure out if numbers in an account book add up or recognizing a pattern in a string of seemingly random numbers. In addition, when this bonus is applied to an Investigative roll, this character gets additional Investigation Points. They get more Investigation Points the more severe their compulsion, as noted below:

Ignorance of Quantity -3 = +6 Investigation Points

Ignorance of Quantity -2 = +5 Investigation Points

Ignorance of Quantity -1 = +4 Investigation Points

Ignorance of Quantity +0 = +3 Investigation Points

Ignorance of Quantity +1 = +2 Investigation Points

Ignorance of Quantity +2 = +1 Investigation Points

Ignorance of Quantity +3 = +0 Investigation Points

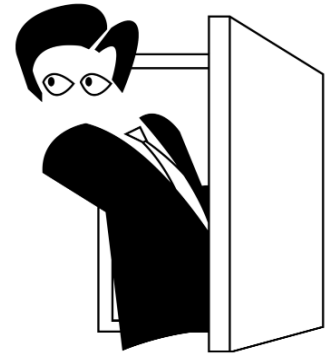
The Ascot || Once per Scene, this investigator gains 2 Investigation Points when they successfully convince the party to split up. Additionally, when the party splits up, *each* investigator gains a +1 Contextual bonus to their next five Investigative Rolls, but a -1 to Stealth as long as they are split.





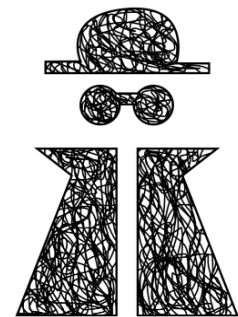
Ask Questions Later || This investigator gains no Investigation Points from Investigative Rolls, and instead gains Investigation Points from Non-Investigative Rolls.

Believer || This investigator has a +2 Contextual modifier to [redacted] rolls, but a -2 modifier to all rolls that involve trying to convince someone of the existence of anything supernatural.



Blissfully Ignorant || This investigator is not paying close enough attention to recognize the danger all around them. Add a +2 Contextual modifier to Composure rolls, but apply a -2 penalty to Senses and Reflexes rolls. They are also immune to “The Creeps.”

Bottled Up || This investigator gets a +2 Contextual modifier to Composure Rolls, but if the Composure Roll results in a Failure, they lose 2 additional Composure.



Bumbling Detective || This investigator takes a -2 penalty to Investigative Rolls with Knowledge Skills, but gains an additional 2 Investigation Points from these rolls.[1]
 [1 off to the side in the final formatting] This Trait is meant to evoke the comedic ‘detective work’ of a certain French police inspector best known for his work recovering stolen diamonds. This will

cause the investigator to have a significantly higher chance of failing any Investigative Rolls, but their Investigation Points stack up fast, gaining them easy Eureka's. Like our beloved Inspector, they will appear to completely botch the investigation in the front half, but will then be able to use their huge stock of Eureka's to serendipitously save the day in the climax!

Burnout || Once a mystery catches this investigator's interest, they run themselves ragged trying to get to the bottom of it. They add a +2 Contextual bonus to any Investigative Rolls, but lose a flat 3 points of Composure at the end of each day.



Cheerleader || This investigator is able to use the Focus Eureka! ability on the Non-Investigative Rolls of other investigators, so long as they are in the vicinity of the other investigator or otherwise in contact with them, such as by phone or radio. This Trait also grants a +2 Contextual bonus to any Assistance rolls made by this investigator.

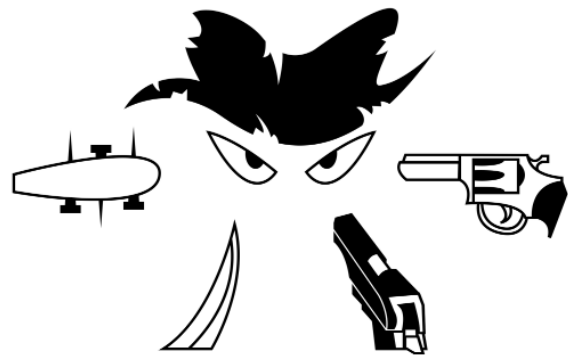
Comfort Item || This investigator has a comfort item of your choice. When they have or use it while making a Composure roll, they have a +1 Contextual modifier to that Composure roll. When they do not, they have a -1 penalty to the roll. There are two options here: the item could be a treasured personal item (such as a beloved stuffed animal) or a consumable (such as cigarettes). Whatever it is, it must be something that the investigator could conceivably lose or something they could run out of. If the comfort item is a consumable, then part of it is consumed with each Composure roll, and this needs to be tracked independently.





Dangerprone Damsel || This investigator has a +3 Contextual bonus to Wealth, but a -2 penalty to Reflexes and -1 penalty to Stealth.

Death Wish || This character does not have to make any Composure rolls for being threatened by violence (such as Gun, Melee Weapon, or Fistfight). They must still make a Composure roll when they take damage. Once per session when this investigator takes non self-inflicted^[1] Penetrative Damage, they gain a Eureka! Point. If they are an NPC, they are immune to Morale loss from the Threaten Skill.



[1 off to the side in the final formatting] There are some rare exceptions to this; the investigator can't stab themselves to get the Eureka! Point, but they might jump off a three story building to pursue a fleeing villain, and that would certainly count.



Did You Know. . . || This investigator gains an additional 2 Investigation Points on any Investigative Roll made with Knowledge Skills. They gain 0 Investigation Points when using Interpersonal Skills.

Elementary! || This investigator has a keen eye for detail and can deduce a lot about a person just by looking at them - or at least they think they can. *Once only* per person, when meeting someone for the first time, this character may choose to have the Narrator make a hidden Visual Calculus roll for them. The investigator guesses two facts about this person, which may be correct or incorrect based on the results of roll:



Full Success: Both facts are correct.

Partial Success: One fact is correct, and one is incorrect.

Failure: Both facts are incorrect.

The Narrator will tell the player these facts, but will not reveal the result of the hidden roll or whether the facts are true or false. This is an Investigative Roll, but uniquely only grants 2 Investigation Points regardless of the result. A Eureka! Moment may not be used on this roll.[1]

[1 off to the side in the final formatting] A playtester favorite.



Empathetic || This investigator gets a +1 Base modifier to Social Cues and Comfort rolls, but this character must make a Composure roll at a +1 modifier if they ever threaten or hurt someone.

Femme Fatale || This investigator adds a +1 Base modifier to all Seduce rolls. Whenever they make a Seduce roll[1], their interaction may have lasting effects on the target:

[1 off to the side in the final formatting] Remember, the Seduce skill only works if the target 'plays for the right team.'

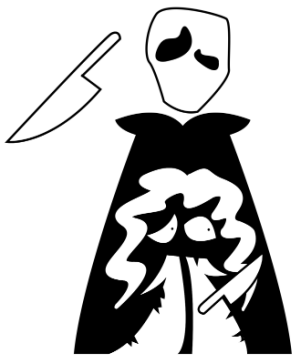


Full Success: The target is smitten and *any roll* towards the target by this investigator until the end of the adventure will have a +1 Contextual bonus.

Partial Success: No special effect.

Failure: The target is upset or put off and *any Interpersonal Skill roll* towards the target by this investigator until the end of the adventure will have a -2 penalty.

This roll may be made against other investigators, and is a specific exemption to the rule that non-violent conflicts between investigators do not require rolls. As long as the target could be attracted to the Femme Fatale, this Seduce roll can be made as normal anytime it would be appropriate, with the same results listed above. This does not force the target investigator to act a certain way or believe anything particular - but in the case of a Full Success they find the Femme Fatale to be distractingly alluring.



Final Girl || When this character is alone against any sort of supernatural threat, add a +1 Contextual bonus to all rolls made with Physical Skills. Additionally, when this character is alone against any sort of supernatural threat, they may spend one or more Eureka! Points *on one of the supernatural threat's Skill rolls*, adding an extra D6 for each Eureka! Point spent. The supernatural threat must drop all but the *lowest* two dice. This Trait cannot be given to investigators who are supernatural themselves.[1]

[1 off to side in final formatting] This is the Trait I'm most proud of. -Addison

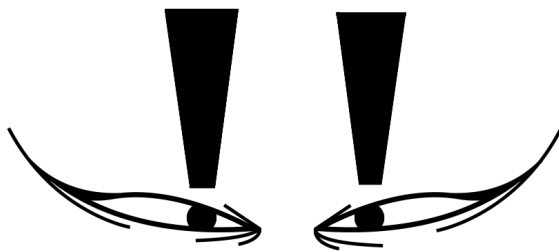
Frugal || This investigator has a +1 Contextual bonus to Wealth.



Fueled by Obsession || This investigator gains 2 points of Composure instead of 1 when using a Eureka! Moment.

[snoop: A snoop doing the "Pepe Silvia" meme from IASIP]

Gang Way! || This character has a +4 Acceleration bonus and a +1 Contextual bonus to Athletics, but only when they are fleeing from danger. Additionally, eating three meals a day restores 2 points of Composure for this character instead of 1, and they lose 1 additional point of Composure when skipping a meal.



Go With Your Gut || This investigator gains 3 Investigation Points each time they act within their Truth, but does not gain any other bonus for it. As normal for Truth, this can only happen once per Scene.

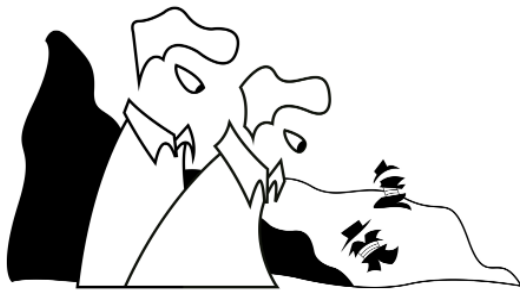
Hard-Boiled || This investigator gets a +3 Contextual bonus to all Investigative Rolls for each of the following conditions they fulfill: being at 1 or fewer HP (in either bar), having the Superficial Injury status, having the Penetrative Injury status, or having either one of the Superficial or Penetrative Incapacitation statuses, up to a maximum total +12 Contextual bonus.



Hardened Hearts || This investigator will not have to make any Composure rolls for Blood/Gore, Corpse, or Death, but takes a -2 to Comfort rolls.

Hard Under Pressure || This investigator shines brightest when things look bleak. Choose Interpersonal, Knowledge, or Physical. Skill *ratings*[1] in this category become Contextual rather than Base (meaning they are unaffected by Composure). These Skills have an extra +1 Contextual bonus when the investigator has 2 or fewer Composure remaining. However, all Skills of this category have a -2 penalty when the investigator has 7/7 Composure.

[1 off to the side in the final formatting] This has no effect on Base bonuses from Traits, those stay Base.



Hardy || It's said this investigator never loses their nerve. They do not lose any *extra* Composure for a Composure roll with a -3 modifier or worse (so a Failure would just be 2 Composure loss, for instance). Additionally, they make all Composure rolls for being threatened by violence (but not for being injured) with a +1 Contextual modifier.

It's for a Book || This investigator's Heat does not increase from merely speaking to law enforcement about the investigation or being present at a crime scene, so long as they are not breaking any other law. Additionally, they gain a +1 Contextual bonus to any Investigative Roll meant to convince another character to give them information that they should not have access to or that the mere inquiry about might seem suspicious.



I'm Okay, You're Okay || This investigator can use Comfort rolls on themselves to restore Composure the same way they would to another investigator, except with a -1 modifier.

Just Built Different || This character is in a whole different weight class! Their imposing frame grants a +1 Base bonus to Athletics and a +1 Contextual bonus to Threaten. Additionally, once per Scene, this character may “no-sell” an incoming attack (or some other source of damage), reducing the amount of Superficial Damage they take from *any source* by 6.



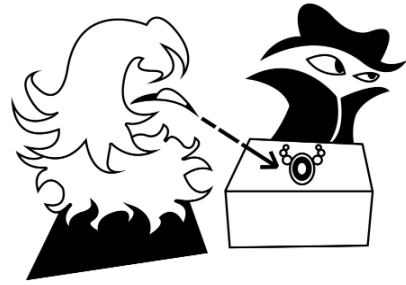
Alternatively, instead of reducing Superficial Damage, they may instead choose to ignore an effect that would physically move them (such as a shove). This does not protect at all against Penetrative Damage. If a character with this trait “no-sells” an attack by an investigator, that investigator must immediately make a Fistfight Composure Roll. For an NPC, this would be -1 Morale. Being the biggest person around does have its drawbacks, though - in any situation where weight or size would be a problem (such as squeezing through a tight passageway or crossing a delicate rickety bridge), this character automatically fails (e.g. they can’t squeeze through the passageway or cross the bridge without breaking it).



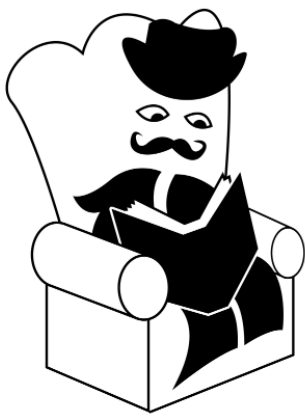
Just One More Thing... || This investigator takes a -2 penalty to Investigative Rolls with Interpersonal Skills (excluding Social Cues), but gains an additional 2 Investigation Points from these rolls (including Social Cues).[1]

[1 off to the side in the final formatting] This Trait is meant to evoke the peculiar investigation style of a certain disheveled TV detective from the 1970s. This investigator will frequently “fail” when asking questions and trying to get information out of people, but in doing so will quickly rack up lots of Investigation Points. Later on, with the Eureka!s they’ve gathered, they can reveal how their seemingly inane questions needed the suspect into accidentally revealing just what they needed him to.

Kleptomaniac || This character has a +1 Contextual bonus to Stealth rolls made to steal something and to Manipulate rolls to act inconspicuous. When determining starting inventory, the player can add up to 5 additional WP to this character's WP total, but for each additional WP, the character's starting Heat is also increased by 1.

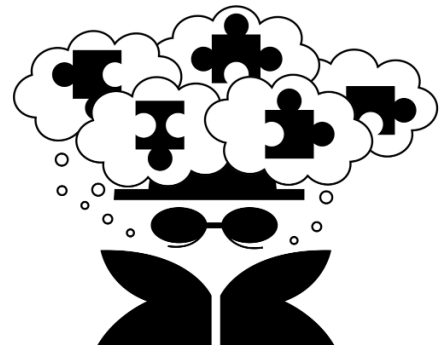


When this character is presented with an easy opportunity to steal something small, they must either do so, or instead immediately make a Composure check at a +1 modifier.



Little Grey Cells || Sometimes this investigator needs to take it easy to get their brain working. Once per Scene, they gain 3 Investigation Points when they deliberately take extra time (1 extra Tick, if using the Ticking Clock) to devote to creature comforts, such as choosing to eat at a sit down restaurant instead of grabbing fast food, taking time to sit and smoke a pipe in a comfy chair, or playing a game of chess with a friend when time is of the essence. (Special thanks to Tyrastafr.)

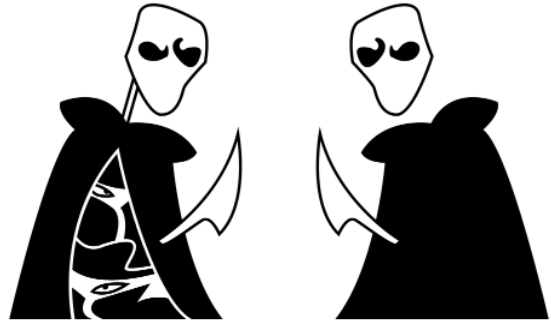
Lovecraft Protagonist || This investigator gets 1 additional Investigation Point from any Full Success on an Investigative Roll. However, whenever they make a Composure Roll for Witchcraft, Monster, or any other supernatural category (such as Ghost), they lose 1 *extra* Composure on a Failure or Partial Success.



Lover || This investigator has a +1 Base bonus to Charm. Additionally, their Charm or Seduce rolls against potentially hostile NPCs may reduce Morale the same way Threaten rolls do (i.e. a Failure raises Morale by 1, a Partial Success reduces it by 1, and a Full Success reduces it by 2),

representing an NPC hesitating to attack someone they've grown attached to or don't find threatening. Once per Scene, as long as they take some appropriate action, they may even roll Charm or Seduce to make a good impression on another investigator. On a Full Success, the affected investigator is forced to make a Composure roll at -2 if they attempt to harm this character during that Scene.

Master of Disguise || This character gains a +1 Contextual bonus to any Skill check involved with pretending to be somebody they're not. If the character is trying to evade an enemy or complication (like security looking for them in a crowd), and manages to disguise themselves while outside of their enemy's sight, this +1 becomes a +2.[1]



[1 off to the side in the final formatting.] This could apply to changing cars during a police chase, or to tricking a pursuing monster into sitting down for a haircut.



Moneybags || This investigator has a +3 Contextual bonus to Wealth, but a -2 penalty to Comfort.

My Glasses! || This investigator's superb investigation skills are offset by the fact that they are completely helpless without their glasses, which always seem to get knocked away somehow. Add +1 to all Investigative Rolls with Knowledge Skills. However, if any offensive roll is made against them, and at least one of the dice on this roll shows a 6,[1] this investigator's glasses are knocked off, regardless of the outcome of the roll. If they get a Partial Success or Failure on an Athletics or Close Combat roll, their glasses are also knocked off if either of the dice show a 6. As long as their glasses are off, they have a -3



penalty to all Skill rolls, but a +2 Contextual bonus to Composure rolls. To find their glasses after losing them, they must make a Full Success on a Senses roll. Searching for their glasses takes 1 action in any turn-based situation. Another character that can see may also find and retrieve the glasses without having to make a roll.

[1 off to the side in the final formatting] To be perfectly clear, this is *not* about a +6 modifier, or a cumulative 6 made by adding things up. If you roll the dice and see a 6 on the physical dice, that is when the glasses are knocked off. This also applies if the roll uses a D12, still look for a 6.



Night Owl || This investigator does not recover Composure from sleeping, but also does not lose Composure from getting less than a full night's sleep. This character only loses 2 Composure instead of 4 from pulling an all-nighter.

Nightstalker || This character knows how to talk their way out of trouble fast. When this character is trespassing in an area they are not supposed to be in, they gain a +2 Contextual bonus to Interpersonal rolls.[1]

[1 off to the side in the final formatting] This trait allows the investigator to embody a somewhat lesser known fictional investigative reporter from 1970s TV, who was (nearly) always ready to pull a fast one and talk his way out of trouble whenever he got caught snooping around in places he shouldn't be.



Ninja || This character has a +2 Contextual bonus to Stealth, and to any attack made from behind a target.

Nobody's Fool || You don't lean on this investigator. Once per Scene, they gain 2 Investigation Points whenever they refuse to acknowledge a threat, refuse to "bend the knee," or respond to mockery with a cutting comeback.



None of My Business... || When this investigator witnesses something undeniably supernatural, they may simply choose to look the other way and not acknowledge it. When doing this, they do not make a Composure roll. Any supernatural investigator that might have been revealed to them also does not need to make a Revealed

Composure roll. If they ever break their silence, they (and any revealed supernatural characters) must immediately make the Composure roll they would have made, with an additional -1 penalty.

Not Finished Yet || This character won't give up and won't let go, even throwing their own life away to see things through. They have 13 Penetrative HP instead of 5, but if they have less than 9 Penetrative HP at any point, they will succumb to their injuries and die as soon as the adventure is concluded. If they lose all 13 Penetrative HP they will die instantly regardless. Not compatible with any other Trait that alters max HP.



The Other || This investigator has a -1 penalty to rolls with Interpersonal Skills, but gains an additional 3 Investigation Points from any Full Success on a Social Cues roll, even on a Non-Investigative Roll.

Perfectionist || Immediately after rolling a Failure or Partial Success, this investigator may choose to lose 1 Composure to reroll that check. They may retry as many times as desired, losing 1 Composure each time (though they cannot retry once they are at 0 Composure). Cumulative Composure loss from using this ability is not counted until after the roll is finalized, and only the final roll grants Investigation Points.



Poseur || This investigator lives the life of a monster, a tortured existence that no normal person could possibly understand... or at least that's what they want people to think. Once per Scene, when this investigator says or does something that hints, implies,[1] or outright says that they are some sort of inhuman creature, they gain 2

Investigation Points. Any time someone calls their bluff, doesn't take this seriously, or otherwise expresses disbelief in this persona, the investigator with this Trait must make a +3 Composure Roll.

[1 off to the side in the final formatting] Or that they *think* hints or implies; this does not have to actually be accurate to any monster actually found in Chapter 8, they've probably never met one.

Push It || When this character dispatches another character in combat (such as by causing them to roll a Failure on an Injury roll or by killing them), they can immediately make one additional attack.[1] This can be done multiple times in a row, but if an action dispatches multiple characters, it still only allows one additional attack. Additional attacks gained by this ability must be used immediately or they are lost. Track how many times the investigator uses the additional attacks generated by this ability; for each one they use, apply a -1 modifier to



the Composure Roll they must take at the end of combat, such as Gun, Melee Weapon, or Fistfight.

[1 Off to the side in the final formatting] The character still gets to make an immediate additional attack even if they dispatched someone during a Counter-Attack rather than on their own turn.



Predictable || This investigator gains a +2 Contextual bonus from acting within their Truth rather than +1.

Quick Draw || This character has a +2 Contextual bonus to Reflexes when equipping a weapon in combat, or when attempting to outpace an attacker at the start of combat.



Real Capybara Hours|| This character is a calm, reassuring presence. Any investigator (including themselves) adds a +1 Contextual bonus to all Comfort and Composure rolls as long as they are sharing a Scene with this character.

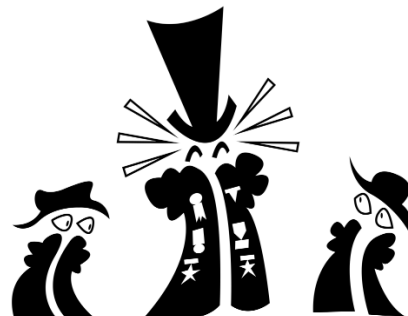
Renaissance Man || Once per adventure, the investigator may gain a Write-In Skill at a +1 rating. They must justify this by explaining where or how they learned that Skill. After being declared, this Write-In Skill remains for the duration of the adventure and cannot be changed.



Rumbler || When this character is Overwhelmed in melee combat, count their opponents as half their actual number, rounding down (i.e. this character would have to be targeted by 4 opponents before

those opponents get a +1 bonus to attacks, and 6 opponents before those opponents get a +2).

Showboater || This character thrives on showing off. Add a +1 Contextual bonus to any Skill roll this character makes as long as two or more people are watching them. However, they take a -1 penalty to *all* rolls when nobody is watching.



Skeptic || This investigator gains 2 Investigation Points any time they go out of their way to find a rational explanation from evidence that could possibly indicate some kind of supernatural element. They can only gain these Investigation Points once per Scene.

Sleep on It || In addition to the usual Composure gain, this investigator also gains 1D6-1 Investigation Points after a full night's sleep.



Smalls || When the going gets tough, the tough gets going! This character gets a +2 Contextual bonus to any roll made to avoid supernatural phenomena or leave a supernatural situation. However, they have a -3 penalty to Senses rolls.

Technically... || When this investigator uses a half-truth or a lie of omission, add a +2 Contextual bonus to their Charm or Manipulate rolls.





That's No Way to Feel || Any Comfort rolls this investigator makes during an intimate encounter[1] gain a +2 Contextual bonus. Additionally, they recover a flat 1 Composure from said encounter, in addition to that restored from any other Comfort rolls that might be made. [1 off to the side in the final formatting] Usually sex, but

other kinds of physical intimacy might be eligible.

Therapist || When this character makes a Comfort roll to restore someone else's Composure, a Partial or Full Success restores 1 more point of Composure.



The Truth Comes Out || This investigator has a physical reaction to telling a lie. If they ever tell a lie, they must immediately make a Composure Roll at -3.[1] Engaging in lies of omission that are technically true, or other forms of deception that are not lies prompts a Composure Roll at +3. They are not affected in this way by the lies of others. They have a +1 Contextual bonus to any Interpersonal Roll that doesn't involve deception of any kind.

[1 off to the side in the final formatting] We also recommend that investigators with this trait have some predefined physical "tell" for when they fail this Composure Roll.

Unpredictable || All rolls for this character must be made with 1D12 instead of the usual 2D6. If using the Focus Eureka! Point ability, add an extra D12 instead of an extra D6 and only count the highest die.





Wicked || This character gets a +1 Contextual bonus to any roll made to hurt or cause harm (including social harm, like intentionally humiliating someone) to another character. However, their casual outlook on violence (and other aspects of their demeanor) is unnerving. Any other investigator takes a -1 penalty to all

Composure rolls as long as they are sharing a Scene with this character.

Wizened || This investigator only has 3 Superficial HP and 3 Penetrative HP,[1] but the cumulative rating of all their Skills may add up to 6 instead of 0.

[1 off to the side in the final formatting] Warning: A gunshot would kill this character instantly.



Woo-Woo || Once per day, this investigator can conduct some kind of dubiously reliable ritual or ceremony, such as looking for signs in a coffee cup, reading tea leaves, reading tarot cards, throwing rocks, or other strange means in an attempt to gain some insight into the investigation. If using the Ticking Clock mechanic, this takes 1 Tick. The Narrator makes a hidden flat 2D6 roll. The Narrator will give two random facts about the mystery, which may be correct or

incorrect based on the results of roll:

Full Success: Both facts are correct.[1]

Partial Success: One fact is correct, and one is incorrect.

Failure: Both facts are incorrect.

The Narrator will tell the player these facts, but will not reveal the result of the hidden roll or whether the facts are true or false. This is an Investigative Roll, but uniquely only

grants 1 Investigation Point regardless of the result. A Eureka! Moment may not be used on this roll.

[1 off to the side in the final formatting] Even if a piece of information revealed by this roll is true, that does not mean it has to be helpful.

Step 4: Investigators with Disabilities (Optional)

It is already possible for investigators to become physically disabled as a result of wounds during their adventures, but players may also opt for their investigators to be disabled right from the start, either because they were in an accident, or because they were just born that way.

When creating an investigator, players may choose to start their investigator already having one or more Permanent Grievous Wounds (see p.XX “Grievous Wounds”) on their character sheet. This also means if they want to be functional, they will probably have to pay for a prosthetic or physical therapy when determining their starting inventory.[1] **There is no mechanical advantage associated with giving an investigator Grievous Wounds starting off**, save for the opportunity to enrich the world of Eureka with investigators from even more walks of life, and the opportunity to prove that being able-bodied is not a prerequisite to solving mysteries.

[1 off to the side in the final formatting] Unfortunately, this care is not free in the United States.

- ☐ Investigators may start already having Grievous Wounds, representing a disability. There is no mechanical advantage to this.

Disabilities are Disabling

By Addison

So why *don't* disabilities grant any advantage? It isn't too uncommon for RPGs to have some sort of “flaw” system, where during character creation you can give your character “flaws” or some kind of penalty, and usually get that balanced out by being able to add extra bonuses elsewhere. Sometimes, these “flaws” may take the form of disabilities.