



## Edges And Flaws #2

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### Animal Empathy

**Category:** Mental Edge

**Value:** 2

A PC with the Animal Empathy edge has an improved chance of successfully interacting with untamed animals. This edge is useless if the animal is already experiencing extreme emotions such as rage, protection of young, fear, etc. The odds of the edge working on animals which are extremely territorial or perpetually violent are slim to none. The edge is also useless if the PC's intentions are adverse (i.e. they are trying to lure an animal close so they can kill it.)

To use the edge the PC rolls an opposed test pitting their intelligence against the perception intelligence of the animal (the intelligence rating after the slash) x 2. Any net successes determine how well the animal accepts the PC. The effect lasts until sudden movement, a loud sound, or some other distraction arises. If the PC manages to achieve a good number of successes for ever hours or days, the animal may become tame.

### Cold Blooded

**Category:** Physical Flaw

**Value:** -1 to -3

PCs possessing the Cold Blooded flaw possesses a limited or nearly nonexistent ability to generate their own body heat. In situations in which the temperature drops below 55 degrees F (12 degrees C) the PC suffers a reaction similar to that of an allergy. The PC chooses the level of severity (-1 for Mild through -3 for Severe).

In addition to the normal allergy modifiers, Cold Blooded individuals in a low temperature situation suffer a -1 to their movement for each level of flaw severity. If a PC with a Severe version of this flaw doesn't raise their body heat within a few hours, they take full stun damage, fall into a coma, and may die without treatment (which generally involves heating the person up again.)

As a bonus, Cold Blooded individuals tend to be harder to detect using thermographic systems. Add a +1 to such a perception roll for each level of flaw severity.