

## Edges And Flaws #8

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### Combat Ego

**Category:** Social Flaw

**Value:** -1

Characters with the Combat Ego flaw have the unfortunate tendency to brag about past combat experiences. In conversation, they feel they must always one-up another individual's war story with one of their own, even if it requires the release of information best kept secret. In a social situation involving the exchange of combat recollections, the PC must make a Willpower test against a target of 6 (modified upwards if they've been drinking). If they fail, they will recount their own story in an attempt to show up their verbal opponent. If the roll fails miserably (GM's discretion), they may release sensitive information involving names, places, or other info that might get them in trouble.

### Resistance To Severe Trauma

**Category:** Physical Edge

**Value:** +1

The PC's body reacts to severe trauma with an overpowering rush of endorphins that allows the character to continue operating without feeling any pain whatsoever. Examples of severe trauma involve the sudden loss of an entire limb, an organ being shot clean out of their body, part of their skull getting bashed in, and other damage that would result from a localized Serious or possibly Deadly wound. This effect is only temporary, however, and after a number of minutes equal to their Body rating all effects of the damage will be felt and the character will lapse into shock. The PC must then be stabilized as in the same manner you would stabilize someone who had taken a Deadly wound (in other words, they'll die in an hour if treatment isn't received). Again, this edge only kicks in if the PC takes a sudden (not cumulative) Serious or Deadly wound to a localized section of their body.