

4.5a Traumas and Flaws

Through the natural course of gameplay you are likely to gain one or more Traumas/Flaws. Traumas/Flaws are primarily acquired as a side effect of dying and going through End of Life Counseling...or if you are good friends with Doomcaller or a Eberon Reactor. Traumas and Flaws come in two flavors, Lesser and Greater. These designations indicate both severity, and for those with the Skills to do so, the ability to cure said Traumas/Flaws.

When you are assessed Traumas/Flaws you roll for 2 and select 1. If after reviewing the 2 Traumas/Flaws you find that you would be unable to play/make-up either one for whatever reason, you may ask for another pull. You may also ask for another pull if you already have one of the selected Traumas/Flaws.

When assessed an Trauma/Flaw outside of End of Life Counseling you should report a Logistics Marshal at your earliest convenience to receive the Trauma/Flaw. Traumas and Flaws are randomly selected by rolling a D20. Each Species has 3 special Greater Traumas, should you roll a 18,19, or 20. These Traumas are listed in the next section of the Rulebook.

No one may have more than 8 Traumas. No one may have more than 8 Flaws. For each Trauma you would be assessed beyond the 8th, you lose 1 Permanent Stamina. For each Flaw you would be assessed beyond the 8th, you lose 2 Permanent Body. These are always considered Greater Traumas/Flaws no matter the source. This loss may be Treated in the same fashion as any Flaw/Trauma.

Lesser Traumas

1. **Tinnitus** - You hear a consistent high-pitched buzz/frequency/tone. Despite this constant buzzing your hearing is otherwise unaffected.
2. **Nightmares** - You suffer from reoccurring Nightmares. You wake each morning shaking and feeling ill at ease.
3. **Selective Mutism** - You will become temporarily mute when confronted with a specific stimulus. This stimulus is decided when your Trauma is assessed and is related to the situation that caused the Trauma.
4. **Pica** - You have an abnormally strong appetite for non-edible substances and will eat food ingredients such as salt and spices on their own.
5. **Tic** - You have a nervous tic that develops whenever you are confronted with a specific stimulus. This stimulus is decided when your Trauma is assessed and is related to the situation that caused the Trauma.
6. **Safety Blanket** - You believe your security is tied to a specific object, and will do anything to avoid being parted with said object. You will not let even your closest companions touch this object. If deprived of this object you will become distressed and go to great lengths to retrieve it, even at the cost of your own life. This object must be larger than a fist, and may not be anything represented by a card, such as Armor or a Weapon, nor may it be an article of clothing

7. Minor Phobia - You have a fear of a specific person, people, place, thing or situation. The nature of the phobia is decided when your Trauma is assessed and is related to the situation that caused the Trauma.

8. Impulse Control Disorder - You have difficult suppressing impulses directly related to one of the following; spending, gambling, stealing, minor destruction of property. The specific trigger impulse will be decided when the Trauma is assessed.

9. Sixth Sense - You believe the dead are all around you, and have a specific, perhaps malicious purpose which you must uncover.

10. Brown Note - Specific sounds cause you to feel nauseous. The nature of these sounds is determined when you gain this Trauma.

11. Imaginary Friend - You have an imaginary friend you believe is absolutely real. You will rationalize all evidence provided to the contrary, even growing upset with the detractors.

12. Shamanism - You believe yourself to be possessed by some exterior force and are preoccupied with the idea that there is a divine plan that guides all of your actions.

13. Minor Addiction - You have a minor addiction to a substance or situation and will go out of your way to feed that addiction at least twice per event. The specific substance or situation is determined at the time the Trauma is assessed.

14. Phantom Wound - An old scar suddenly feels like a wound that never healed. No matter how much assurance anyone gives, you will continue to believe that you are afflicted. You will often experience sharp pains, and will frequently check the scar to see if it has opened up.

15. Techno-fixation - You will immerse yourself in technology any chance you can get. If you had a previous affinity for technology it will be stronger than ever, if you had no previous affinity or an aversion to technology your fixation may manifest as confusion and anger toward something you can't properly understand.

16. Spacism - You have a severe and perhaps unreasonable aversion toward a specific people, situation or place and will do anything in your power to either destroy or avoid it. The stimulus for this is decided when your Trauma is assessed and is related to the situation that caused the Trauma.

17. Confusion - You become confused and disoriented when confronted with a specific stimulus. This stimulus is decided when your Trauma is assessed and is related to the situation that caused the Trauma.

18. Morbid - You have become obsessed with death and dying. While you might not want to die yourself, or want others around you to die, the world is seemed shaded by the specter of death.

19. False Trauma Trauma - You have become convinced that you are utterly insane and will act out in ways that reinforces this. Your only Trauma is that you believe yourself to be insane and no one can tell you otherwise.

20. Greater Trauma - Bad luck friend, you have graduated to Greater Trauma. Please roll again on the Greater Trauma chart.

Greater Traumas

1. Animation - You believe that everything around you is alive and sapient. From your shift to your shoes, you believe that every piece of existence has some form of awareness. Those who suffer from this Trauma find it growing stronger with time. While at first one may believe that field of grass is sapient, in time this belief will apply to each blade of grass, and then further to each molecule, and atom. Many sufferers live in constant dread, imagining the screams of the ground as they walk on it, or the air as they breathe it.

2. Severe Paranoia - You believe that everyone is out to get you, or is actively working to thwart you. While you may be convinced for short periods that people are on the level, eventually you will revert to suspicion and mistrust.

3. Dimensional Crisis - You believe yourself to be replaced by a clone or some other simulacrum from another reality or dimension. Despite all evidence to the contrary you will continue to believe you are not the real you.

4. Multiple Personality Disorder - You have multiple distinct personalities. You typically have one predominant personality and several other personalities that are triggered by specific stimuli. You lack self awareness of your other personalities and when you make the switch between personalities it will seem to your core personality that you have blacked out for a period of time.

5. Facial Blindness - You can no longer recognize faces, even of those you are close to. You may still determine who someone by their voice and mannerisms. You may also recognize people with distinguishing characteristics that have nothing to do with their face and head. Even when looking at yourself in the mirror you will barely recognize the person staring back at you.

6. Subliminal Sublingual - You believe that a substantial portion of what people say to you contains subliminal messages. You may believe that the messages are coming directly from the person, or from unknown source that is controlling the person. The messages can range from suggestions of violence to crazy conspiracy theories to product placement.

7. Cotard Delusion - You believe you are dead, and refuse by any means to recognize that you are alive. Due to this you have lost all care for your personal safety and well being. You will act as though what "life" remains to you is worthless and while you won't go out of your way to harm yourself, you will not prevent harm from befalling you.

8. Trance Disorder - You enter a trance state when confronted with a specific stimulus. While in a trance state you will be unresponsive to those around you and will lose awareness of your surroundings. This stimulus is decided when your Trauma is assessed and is related to the situation that caused the Trauma.

9. Ghost Sickness - You experience general weariness, occasional feelings of suffocation, recurring nightmares, and sudden inexplicable bouts of terror. You have a mild preoccupation with death and the paranormal.

10. Call of the Wild - You believe yourself to be a wild creature trapped in a humanoid shell. At all times you long to return to the simple life of a sub-sentient creature of the wilds, and will go to extreme lengths to attempt to regain your "true" form.

11. Delirium - You lack the ability to focus or pay attention for any period of time. You are often confused and will harken back to days of yore. You will often suffer disorientation and memory impairment and will believe yourself to be in the wrong place or time. Hallucinations and delusions specifically related to reliving the past are common.

12. Psychic Vampire - You believe that you must absorb the energy of negative emotions in others in order to sustain you. You will go out of your way to cause drama, poke at emotional wounds, and be present for even the smallest tragedy so you can absorb the "energy" of the moment.

13. Layered Reality - You believe your entire life is being staged, and that you are the central figure of this drama. This can take on many forms, the most common of which is the belief that you are a permanent part of a reality show. In every form of this Trauma, you believe that everyone around you is part of the drama. Some make attempts to play along, believing that there is some way out. Others will rebel against the simulation, trying to secretly (or not so secretly) undermine the system.

14. Auto-Cannibalism - You are fixated on the idea of consuming portions of your body. This fixation can take on many forms, but ultimately leads to the sufferer to attempt to eat portions of themselves, or have themselves fed to others. Friends of those suffering from this should pay attention to their meals.

15. Amnesiac Disorder - You have recurrent memory loss affected hours to years of your life. With time the memories will recover, however there is always a sense that your memories are not trustworthy. Even with your memory largely recovered you will be extremely forgetful and lack a reliable short term memory.

16 & 17. Major Phobia - You experience extreme terror when confronted by a specific trigger. You will immediately flee from whatever the stimuli is, and will continue to experience panic and fear even when the stimuli is removed from your field of vision. This stimulus is decided when your Trauma is assessed and is related to the situation that caused the Trauma.

18-20. Species Specific Traumas - See Appendix

Lesser Flaws

- 1. Allergy** - You have a severe allergic reaction to a certain Species or Subspecies. Any Damage you receive from that Species cannot be Treated during Combat save to bring you out of your Death Count. The allergy is related to how you received this Flaw.
- 2. Missing Eye** - You are missing an eye. You do 1 less Weapon Damage with Ranged Attacks.
- 3. Missing Limb** - You are missing a limb of your choosing.
- 4. Lamé** - You walk with a pronounced limp and may no longer benefit from Traverse Skills. This applies to any Skill with a Traverse Component that you control.
- 5. Glowing** - You are constantly Glowing and cannot Hide or become Hidden.
- 6. Brittle Bones** - You cannot Defend against Destroy Skills that Target your limbs.
- 7. Open Wound** - Whenever you are successfully hit by any Skill you are also Bleeding.
- 8. Atrophy** - Your arms are weakened. You do 1 less Weapon Damage with all Melee Weapons . You cannot use Carry.
- 9. Complex Anatomy** - All Treatment time on you takes twice as long.
- 10. Major Scaring** - You have scars covering a significant portion of your visible body. Anyone healing you must spend 1 Stamina in order to do so.
- 11. Numb** - You are no longer capable of feeling most physical sensations related to touch.
- 12. Xeno-Curse** - You gain a small Alien Species Trait related in some way to how you received this Flaw. You take Double Damage from all non-standard Damage types (Fire, Phase, Radiation).
- 13. Cyber-Allergy** - You are allergic to Cybernetics, and are plagued by prolonged bouts of itchiness, and are prone to rashes. In order to use any Cybernetic you must spend 1 Stamina. For Cybernetics with a Persistent effect, you are at a Permanent -1 Stamina per Cybernetic (to a minimum of 1).
- 14. Interdiction** - You must spend 1 Stamina to use any Metaphysical Skills. You may not benefit from Mass. While Interdicted, you feel physically disconnected from anything beyond yourself.
- 15. Suspicious Consumption** - You must consume sentient flesh each Period in order to refresh your Skills during the Period Change.
- 16. Skinless** - You have no Skin on a portion of your body. You have -5 Permanent Body.

17. Blighted - You gain 1 Point of Blight. This Blight allows you to go beyond the usual limit of 1 Point of Blight Per Event and does not cause you to drop immediately into the Critical Stage of your Death Count. This does not count as a Flaw and may not be taken in conjunction with Mutant Powers.

18. Parasite - You have a strange parasite that moves around constantly, causing you strange pains and effecting your mood in odd ways. Every 30 minutes you are randomly afflicted with either Daze, Enraged, or Afraid at your choosing.

19 - 20. Mutant Powers - You gain a psychic power off of the Mutant Species Skill List. Roll again on the Flaw Chart. This Flaw and your Psychic Power are linked. If you have the Flaw cured you no longer have the Mutant Skill. If at any time you have 3 Mutant Skills, your Species is changed to Mutant, you lose access to your previous Species Skills, and may respend Build on Mutant Skills. In addition, you lose all but one of the Mutant Skills you gained via Flaws. Once your Species has changed you may not have any of the 3 Flaws that turned you into a Mutant removed. Mutants who roll Mutant Powers must re-roll.

Greater Flaws

1. Albinism - You are now an albino.

2. Third Eye - A third eye has sprouted on a visible portion of your body.

3. Mottled Skin - You have mottled discolored skin covering a portion of your body.

4. Radiation Sickness - Your skin appears as though it is falling off.

5. Horns - You have sprouted 1 or more horns.

6. Tasteless - You no longer have a sense of taste.

7. Photosensitivity - You have an aversion to bright lights, especially sunlight.

8. Fangs - You have sprouted a set of fangs.

9. Sick - You gain a random Lesser Disease. You do not otherwise gain a Flaw.

10. Minor Scar - You have a minor scar on some visible part of your body.

11. Cold Skin - Your skin has taken on a icy blue sheen and you are freezing cold to the touch.

12. Unknown Brand - Your skin has a strange marking burned into it from an unknown origin.

13. Minor Vampirism - Your skin becomes pale and you have a taste for fresh blood.

14. Metal/Flesh Patch - You have a metallic/fleshy patch of skin on a visible portion of your body. Cybrids may not take this.

15. Tail - You have grown some sort of strange looking tail, or appendage that hangs off your lower back in the same place a tail might.

16. Vestigial Limb - You have a useless vestigial limb hanging off some portion of your anatomy.

17. Blighted - You gain 1 Point of Blight. This Blight allows you to go beyond the usual limit of 1 Point of Blight Per Event and does not cause you to drop immediately into the Critical Stage of your Death Count. This does not count as a Flaw and may not be taken in conjunction with Mutant Powers.

18. Extra Mouth - You have attained an extra mouth on a visible portion of your body.

19 - 20. Mutant Powers - You gain a psychic power off of the Mutant Species Skill List. Roll again on the Flaw Chart. This Flaw and your Psychic Power are linked. If you have the Flaw cured you no longer have the Mutant Skill. If at any time you have 3 Mutant Skills, your Species is changed to Mutant, you lose access to your previous Species Skills, and may respend Build on Mutant Skills. In addition, you lose all but one of the Mutant Skills you gained via Flaws. Once your Species has changed you may not have any of the 3 Flaws that turned you into a Mutant removed. Mutants who roll Mutant Powers must re-roll.

4.5b Species Specific Traumas

The following is a list of Species Traumas.

Species Traumas

Terran

18. Wanderlust - You cannot sit still for any length of time. You are constantly searching for that next horizon, even in the face of logic and survival. Any opportunity for adventure is something to jump at, especially when the journey is fraught with danger. The only time you are still is when you are sleeping.

19. Robot Paranoia - You suspect everyone around you of being a robot or an android and will constantly go out of your way to prove your hypothesis. Even in the face of logic and proof you will continue to doubt.

20. Last Stand Syndrome - You believe the end is always near and that you alone will stand while all others have fallen around you. Your delusion is so severe that even in victory you will see those around you as walking corpses. Depression and thoughts of suicide are never far from your mind.

Elysian

18. Junkers - You have become fixated on worldly belongings to the point of obsession. Not the acquisition of said belongings, but in holding on to what you already have. Those with Junkers will attempt to hold all of their possessions on their person, rather than let anything out of their sight. Anything they cannot hold on to, they will often try to get rid of in exchange for something they can hold on to. Long term Junkers will often look like walking trash piles, and becoming increasingly suspicious that everyone around them wants what they have.

19. Station Sick - No matter how much you might hate it, you miss the feeling of being inside Elysium. The outdoors, with all the wide open spaces, is now a frightening place. Whenever possible you will seek out cramped places and find comfort therein.

20. Space Madness - You suffer from the uncontrollable urge to destroy things even your own possessions, to open an air lock and take everyone with you on a ride into the vacuum, to push the button that will send all of creation to kingdom come.

Aesir

18. Technophobia - Aesir are generally distrustful of technology that is not their own. For those suffering from this Trauma that distrust turns to fear and revulsion. Non-Aesir tech becomes anathema to them, and they will not suffer the presence of robots or androids.

19. Ancestors Call - While the Aesir believe themselves to be descendants of the gods, they do not believe themselves to actually be gods. Those under the sway of Ancestors Call hold with absolute conviction that they are reincarnated form of their namesake, and believe themselves to be immortal and in possession of godlike powers.

20. Void Vision - The voyage oft breeds madness. In the long gulfs between the stars, and mind starved for the starlight, will sometimes create lights. For those suffering from the Red version of this, it goes beyond simple visual illusions, and becomes a full sensory experience. Aesir report seeing musical pathways to their ancestral lands, and full on representations of their patron gods watching over them at all times, and guiding their actions. Amongst the Aesir, this Trauma is usually not considered as such, as the inflicted is thought to be god-touched.

Android

18. Three Laws Active - You must strictly follow the Three Laws of Robotics. 1. You may not injure a human or through inaction allow a human to come to harm. 2. You must obey any order given by a human, except were such orders would conflict with the First Law. 3. You must protect your own existence as long as such protection does not conflict with the First or Second Law.

19. Emotional Misfire - You have lost all ability to tell which emotion is the correct one to express for a given situation. You will might laugh as someone is dying or cry when someone sneezes. Whatever the situation is, you always pick the wrong emotion.

20. Replicant - You believe that you are human. Despite any evidence to the contrary, you refuse to accept that you are a machine.

Robot

18. Mr. Fix It - You have the inexplicable belief that you are able to fix any problem, and fix it better than anyone else, and will hold to this belief even in the face of logic. Even if you have no business trying to repair something (be it a weapon or a human) you will try your hand at it anyway.

19. Dissembled - You have the constant fear of being dismantled, indeed you feel as though there are pieces of you missing now and you are trying to repair yourself so you might feel whole again, but no matter what you do the feeling never comes. If/when you lose a limb in combat you are filled with a panic you cannot hope to contain.

20. Calculator - The world has been entirely reduced to numbers and you cannot shake the belief that you are living in a simulation of reality. You will often speak to people in strings of numbers rather than words, trying to unravel their code. You may believe that you are in constant communication with the Machine Mother...in some extreme cases you may believe yourself to be the Machine Mother.

Maneater

18. Regression - You have reverted to a more primal existence. While before you may have been able to show a level of restraint while around humans, now it is almost impossible to not attack them on sight. They are nothing but food now, and you are barely more than a beast.

19. Blood Lust - The sight of human blood drives you into a frenzy. Upon seeing a human affected by Bleeding or Destroy Limb, you must immediately try to Attack (if you are not the one Attacking them) and devour that human. Your blood lust will not abate unless that human's blood is in your mouth...or you have fallen in the attempt to get it there.

20. Lone Wolf Syndrome - You find it almost impossible to be around others, even those of your own kind. While you can force yourself to engage in social situations for brief periods of time, physical contact (other than to eat someone) is completely out of the question. Amongst the Maneaters, Lone Wolf Syndrome is called "The Last Hunt", and refers to a time when a Maneater knows that his end is near.

Mutant

18. Hideous Beauty - While Mutants often view horror as beauty, you have feel sick in the presence of true beauty and will try to hide from it. The longer you have the Trauma the more you will feel the need to transform yourself into a disfigured monster, and perhaps visit the same fate upon others. You only feel comfortable amidst horror.

19. Mind Mixed - Your psychic powers now have a darker side. Every time you use your abilities on someone you feel as though you are losing a bit of your soul and tearing out pieces of their soul to fill the gaps. You will start exhibiting traits of your victims. Whether this is a real or imagined illness is unknown, for some the condition is curable or at least manageable, for others their core personality is eventually subsumed by a pastiche of those they have touched with their psychic powers.

20. Floating - You believe your body to be a shell, a vehicle you drive around by virtue of your psychic prowess. You have lost all fear of bodily death and will treat your body like a tool, on that can be disposed of when the time is right so that you might be truly unfettered. You have a tendency to treat others as sad creatures who cannot leave their bodies, who will never stand on the cusp of true freedom.

Weed

18. Star Eyed - The stars of objects of constant fascination amongst the Weed, for it is out there amongst the stars that the creators live. It is not uncommon for a Weed to spend their free time staring at the stars. For the Star Eyed, the stars become a constant focus. Once fixated on the stars, they enter a trance state that requires intervention to break them out of. These trance spells often come out of nowhere, and can even occur in the heat of battle.

19. Lunatic Pacifist - You believe that all life is sacred, and that to do harm is the greatest crime. You will avoid all conflict, attempt to heal anyone who has fallen, and have convince yourself every time you eat a meal that what you have a right to derive sustenance from the suffering of others.

20. Communion - Buildings seem alien and hollow to you and you will avoid entering them without good reason. You will spend as much time amidst nature as you can. Likewise Machine creations seem increasingly unnatural to you and talking to them may feel like your soul is slowly be dragged out of your body. The only way you will suffering being inside for over long is by surrounding yourself with plants and others of your kind.

Cybrid

18. Inefficiency - You will go about the most circuitous path to accomplish any task, going well out of your way to complicate situations or make certain something is not done on time. Even tasks that are strait-forward will fall under your scrutiny until they are so complex it would take a genius to puzzle out what you might have done.

19. Decryption - All around you are special hidden messages only you can decipher. These messages can take on many forms, from audio signals, to the pattern on trees. Sometimes you are even able to decipher these messages, but doing so only deepens the mystery.

20. Dark Reflection - You are a horror who cannot suffer their sight in a mirror. You will avoid all reflective surfaces, and on the occasion when you cannot you will retreat into yourself until the revulsion passes. In addition, you have a minor difficulty being around others of your own kind.

Zelnalak

18. Psycho-Chameleon - Your personality has hidden within your fractured mind for its own safety, and your innate drive to blend into a community and its people has gone to unreasonable levels. You no longer exhibit a personality of your own. You will always mimic to the best of your ability the strongest personality in your immediate vicinity. Only when alone will you revert to your core personality.

19. Shedding Syndrome - You are frequently occupied with the need to groom yourself, and pluck out stray hairs from both yourself and others. You feel as though you are shedding constantly. Shedding Syndrome can lead to self harm in an attempt to keep your fur perfectly groomed.

20. Cultural Hoarding - Your desire to collect art and items of cultural relevance has taken on a life of its own. You will begin hoarding items of cultural significance to the species you find yourself interacting with. While you are under no compulsion to steal said items, you will often go to great lengths to obtain such items, or create them yourself. You are fervently protective of your collection, and will refuse to knowingly part with any portion of it. You are more than capable of becoming aggressive or even violent with anyone you perceive to be stealing from your collection.

M'kai

18. Transporter Sickness - Your people are all too accustomed to using teleportation to get around. For you, there are side effects. Every time you come out of teleportation, you suffer from a phantom illness that keeps you incapacitated for several minutes. Tinctures and nostrums can be used to mitigate the effects, but the very thought of teleporting can often bring on a bout of the sickness.

19. Gender Blindness - For the M'kai, being able to determine where they fall in the social order is of utmost importance, so much so that it is hard coded in their genetics. As a Gender Blind, you lack the ability to discern your place, and will either assume a position of absolute authority, or absolute subservience. Among your people, Gender Blindness is a very serious condition, and other M'kai will go out of their way to make certain you receive proper treatment.

20. Tilting - The M'kai are effectively immortal. Once they reach their maturity, they do not age. However, after decades, centuries, and millennia, the M'kai begin to lose touch with reality for long stretches. Tilting is the name of this disease, so called for the sufferer's habit of leaning sharply toward or away from those they are talking to. For you, this can mean one of two things. If your M'kai is young, there is such a thing as "premature tilting". If your M'kai is aging, this is simply part of the natural process, and while there are treatments to help, the progress is inevitable. [Once you gain this Trauma, it can be reduced to a Lesser Trauma, making the effects less severe, but it can never be entirely cured].

Cryo

18. True Cold - Cryo find physical attachment difficult at best. Most exchanges are done in a very businesslike fashion. However, in their dealings with other Species, the Cryo have learned to adapt. For those suffering from True Cold however, the very idea of touching or being touched by someone is distasteful to the extreme. Even your gloved hands provide too much contact. True Cold Cryo will go out of their way to avoid even brushing up against someone else, and will often become hostile toward anyone who invades their space.

19. Fearless - The Cryo are well known to have an overactive sense of self preservation, so much so that they've altered their entire species in order to live longer. For you, this trigger is reversed. You no longer have any fear, or any real sense of self preservation. You may look at a fire and know that it will burn you on an intellectual level, but on an emotional level, you can see no reason not to put your hand in there. While you have this Trauma, you any effect that would cause you to become Afraid, instead causes you to become Calmed.

20. Reversion - The Cryo species become utterly dependent on technology that prolongs their lives. Even at birth, a Cryo cannot survive long without being outfitted with numerous cybernetics. For those suffering from Reversion, you have unlocked genetic memories of what life was like before the life extending adaptations. The cybernetics that keep you alive make you feel claustrophobic in your own body. Some extreme sufferers attempt to tear pieces off of their suspension suits. While you have this Trauma, you cannot have a new Cybernetic installed.

Yana

18. Hydro-euphoria - As an amphibious species, you have a strong relationship with water. Those suffering from this Trauma have taken this relationship to the extreme. You treat the usage of water as a holy ritual, are constantly concerned with its purity, and will come down harshly on those who would misuse it.

19. Desolated - The Yana homeworld was ravaged by a blight known as the Desolation. This left an indelible scar on the psyche of the species. You are among those who believe that they carry the Desolation within them. You are blight, disease, and all that is unclean. This Trauma effects each Yana differently, with some shunning contact to avoid spreading the plague, while others revel in their Desolated status and attempt to spread the "disease".

20. Chaotic - The Yana are a species focused on law and order. A rebellious teen Yana might come home 5 minutes late, and treat it as the most subversive thing she has ever done. For you, the switch has been flipped, and you will do anything in your power to subvert order and sow chaos. Yana suffering from this illness are quickly captured and treated.

Oniri

18. Over-Stimulation - Oniri are masters of sensation, but they have learned to harness their senses to avoid being overwhelmed. You however have lost all ability to wrangle your senses and are awed by even the most marginal stimulation. You will often seek quiet refuges, and places of sensory deprivation in order to function.

19. The Grand Illusion - The Oniri are one of the elder species of our galaxy. The staggering amount of history their civilization has witnessed and recorded is beyond the comprehension of younger races. It is common for the Oniri to relive past glories. For you, it goes a step further, you believe that you are a person out time, perhaps you are the reincarnation of one of the Void Empresses, or some other individual of staggering importance. You will do everything in your power to bring the Oniri to the heights of power once more, no matter how lowly your station, and completely ignoring any glaring lack of talent you might have. For the talented, and high born, the Grand Illusion is not considered a Trauma.

20. Sequence Break - Due to their extremely adept natural senses, the Oniri have a belief in the natural order of the universe. Everything has its place, and when things are out of place, it is due to the flawed nature of sapient species. For you, this ideal has taken on an insidious identity. You feel compelled to enforce what you believe to be the natural order of the universe, and will quickly grow agitated when things fall out of line with your vision.

Boz

18. The Ghost In the Walls - There are many strange things hidden within the moons and asteroids of the Boz system. The Boz learn at a young age to never walk down unlit corridors alone. For some this transitions into a unique phobia, where the Boz will avoid traveling anywhere alone, and believes that there are things living within the walls, just out of sight, always waiting for you to turn your back. While inside you will never put your back to a wall. When coming into a room, you will examine all the rooms, looking for cracks where creatures might slip through. In the Boz system, some are allowed to suffer this illness perpetually as it makes them more keenly aware when there are in fact dangerous things hidden within the walls.

19. White Whale Syndrome - There is a strong hunting culture amongst the Boz. Everyone has a story of the one that got away. For you, the "one that got away" has become the entire focus of your existence. You will obsess constantly over your slippery prey, making plans to catch them, and blaming every negative thing in your life on their continued existence. Even if you kill your prey, the thought of everything of life without them leaves you feeling cold and empty, and you are forever on the hunt for the next thrill that will make you feel alive again.

20. Space Madness - You suffer from the uncontrollable urge to destroy things even your own possessions, to open an air lock and take everyone with you on a ride into the vacuum, to push the button that will send all of creation to kingdom come.