



Submit Your Own Traits!

What Are Traits?

Traits are characteristics that define the roleplay of HOA officers as well as offer a mechanical benefit for running HOA meetings by manipulating the numbers rolled for more favorable outcomes. Try to design a trait that makes a real-life aspect of a NIMBY into a mathematical effect!

Example Trait:

Wine Mom / Brewery Dad

"Alcohol is my personality."

Effect: Change the value of 1 die to match the value of another die in the roll.

Example: A roll of 2 and 3 becomes a roll of 2 and 2 or 3 and 3.

How Are Traits Structured?

First you will need to select which type of trait you are building. Traits come in 3 flavors:

H for Homelife Homelife Traits represent your Officer's current life outside of their role in the HOA. This includes children, partners, friends, pets, day jobs, hobbies, and whatever else gets them through to the next meeting.

O for Origin Origin Traits represent where your Officer came from—key memories and experiences that shaped who they are now, even if they don't realize it.

A for Aptitude Aptitude traits represent the unlimited power of an HOA officer over their neighbors. Use corporate jargon and passive aggression! They are tied to the specific officer's role: President, Vice President, Secretary, Treasurer.

Trait Name: **Karen / Kevin**
Flavor Text: *"I'd like to speak to your manager. No, I don't know about what, now go get them."*
Mechanical Usage: Effect: Change an odd die value to an even value between 2 and 12.
Example of Trait Use: Example: 5 becomes 2, 4, 6, 8, 10, or 12.

Scan here to submit your own trait that might appear in future HOA publications!



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