

The Juvenile shortcoming has been updated:

## JUVENILE

You are still a child, not yet 13, and lack both the experience and the physical strength to effectively perform many tasks. All of your skills are capped. You can't have more than 1 rank in any Combat, Physical, or Specialist skill, or more than 2 ranks in any other skill group and all your skills cost double the normal amount of Character Points. **In addition you start with zero points in your Combat Skills. Ranks can be invested into the Combat Skill group only through skill points earned through XP or Shortcomings.** Due to the severity of this Shortcoming, it bestows a +2 Character Point bonus. Juvenile Characters also receive a +1 to Evade and Stealth.