

<p>Manipulative</p> <p>Will always use underhanded or secretive ways to get what they want. Lays on heavy guilt where necessary.</p> <p>Trait 6</p>	<p>Uncaring</p> <p>Nobody else matters. Nothing moves you.</p> <p>Trait 6</p>	<p>Proud</p> <p>You are always looking for ways to show superiority to anyone.</p> <p>Trait 6</p>	<p>Coward</p> <p>You run and hide at the slightest danger.</p> <p>Trait 6</p>
<p>Loyal to the Cause</p> <p>What cause? What are you willing to sacrifice for it?</p> <p>Trait 6</p>	<p>Loyal to friends.</p> <p>What makes someone a friend? What shows loyalty? Will you lie for them? Will you rob for them? What will you do?</p> <p>Trait 6</p>	<p>Brave</p> <p>Nothing Scares you. You rush into danger for almost any reason.</p> <p>Trait 6</p>	<p>Greedy</p> <p>The sight of gold, or anything else of value can be very distracting. You may forget what you were doing, or why, just to get hold of it.</p> <p>Trait 6</p>
<p>Impulsive</p> <p>You react quickly, not necessarily smartly. You may Coerce GM with 1 dice to speak/go first.</p> <p>Trait 6</p>	<p>Measured</p> <p>You react slowly and deliberately. You may Coerce GM with 1 dice to speak/go last.</p> <p>Trait 6</p>	<p>Sensitive</p> <p>Aware of everything going on around you, easily affected by it.</p> <p>Trait 6</p>	<p>Secretive</p> <p>Just because it might be useful to someone to know something doesn't mean you should tell them.</p> <p>Trait 6</p>
<p>Honest</p> <p>You have no problem telling people anything, as long as it's true. Some people don't like you for it.</p> <p>Trait 6</p>	<p>Violent</p> <p>If people are in the way, then fight them. if people won't help you, they are the enemy.</p> <p>Trait 6</p>	<p>Patient</p> <p>You are happy to wait long periods without doing anything. For a purpose. You may pass your turn in a safe place or hiding to gain a dice.</p> <p>Trait 6</p>	<p>Smelly</p> <p>People don't stay talking to you for long, though nobody tells you why.</p> <p>Trait 6</p>

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Talkative

There is nothing you will not talk to anyone about. You may miss out on important info, as you were too busy talking.

Trait

6

Compassionate

When you see someone in trouble or pain, you must help them. Often forgetting what you were doing, and no matter what it costs you.

Trait

6

Pacifist

You want peace, globally, and locally. You will do whatever it takes to stop a fight between others.

Trait

6

Passive Aggressive

You never tell people what you want or how they can help you. You only mention things that might be bothersome, and wonder why no one does anything.

Trait

6

Mercenary

Can be persuaded to do anything for money.

Trait

6

Short

Can go through small places, but can't reach high shelves.

Trait

6

Tall

Nothing is out of reach, especially if you can stand on someone else's shoulders.

Trait

6

Spendaholic

Buys the best and worst of everything. Loves the feeling of buying new things. Not to be trusted with treasure.

Trait

6

Tight Fisted

Eats the cheapest food, doesn't waste money on armour, avoids spending money at all (other) costs.

Trait

6

Generous

You cannot see your needs compared to those of others. You love to give what you have to those around you. Not to be trusted with treasure.

Trait

6

Optimist

You always believe things will go well, and act like they will, even when the stakes are high

Trait

6

Pessimist

You always assume bad things are about to happen. Avoid taking risks. Earn a Token as GM, when the worst possible thing happens.

Trait

6

Kind

Kindness is it's own reward. A good thing, as kindness to the wrong people can be very costly.

Trait

6

Cruel

You take great delight in seeing people you dislike suffer. You dislike many people. Even your friends are careful to avoid your wrath.

Trait

6

Handsome / Beautiful

People admire you wherever you go, and love to help you where they can. But some people might get jealous.

Trait

6

Scary looking

People avoid you when they see you. Talking to you makes them uncomfortable. Some even run away, especially children.

Trait

6

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Bitter

Scorned by the world for too long, and wearied by everything. Now its time for the world to be scorned by you.

Trait

6

Gossip

You always talk about people behind their back. Known to accidently reveal important secrets to the wrong people.

Trait

6

Rebel

You never do what you're told. Immune to Coersion.

Trait

6

Promise Keeper

Your word is your bond. If you say you will do something, then you will find a way to do it, no matter the cost.

Trait

6

Lock Pick

Open any door, chest or other lock.

Skill

7

Swordsman

You win any fight as long as you have a sword.

Skill

7

Stealth

You can go anywhere unnoticed.

Skill

7

Mechanic

Can fix anything with moving parts.

Skill

7

Polyglot

Can speak to anyone, anywhere.

Skill

7

Persuasive

NPCs want to do what you say. You may Coerce other players with 2 Dice to Persuade their PC.

Skill

7

Dodge

Can evade punches, projectiles, and nasty chores.

Skill

7

Barter

Trades with NPCs are always in your favour. You may Coerce other players with 1 dice to make lopsided trades with their characters.

Skill

7

Brawler

You always come out on top in group fights or hand to hand combat.

Skill

7

Tailor

Can dress themselves and anyone else to fit any occasion

Skill

7

Artist

Great works of art open all kinds of doors. Copies can be quite persuasive too.

Skill

7

Actor

Conman. Take on any role that suits you.

Skill

7

Skill

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Etiquet

The upper eschalons of society will believe you are one of them. Even if you are not.

Skill



Strategist

Plans you make involving more than one person are likely to succeed, as long as everyone plays their part.

Skill



Medic

Can heal any ailment, as long as you can get hold of the needed ingredients/equipment.

Skill



Sniper

Projectiles always hit their mark, whatever that mark might be.

Skill



MacGyver

Can combine any two things into something

Skill



Explosives Expert

Can break through anything as long as you don't mind a bit of noise? May need equipment.

Skill



Pilot

Can drive any vehicle

Skill



Jumper

Can make massive and precise leaps

Skill



Vigilance

Nothing can sneak up on you.

Skill



Walking Compass

You always know where you are, and the direction you need to go.

Skill



Observant

You Spot clues everywhere

Skill



Perceptive

You can spot deceit any where.

Skill



Strong

You can lift incredibly heavy things, and break others.

Skill



Wisdom

Your advice always works, and you listen to it yourself.

Skill



Charming

Your silky voice and way with words draw people to love you. Especially good at making friends with old ladies.

Skill



Came Prepared

Remembered to pack exactly what you'd need. Can produce almost anything from your bag.

Skill



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<p>Empathic</p> <p>Just looking at someone you can understand their feelings about any issue, and you can feel much of their life story too.</p> <p>Skill 7</p>	<p>True Love</p> <p>Do you know to who? If not, how will you know it's real?</p> <p>Goal 9</p>	<p>Prove Valor</p> <p>To Whom? Why do you care? What is Valor to you?</p> <p>Goal 9</p>	<p>Regain Acceptance</p> <p>Who's acceptance? Perhaps of a family member or clan? Why did you lose it?</p> <p>Goal 9</p>
<p>More Power</p> <p>Significantly increase your influence in the world. What is power? How will you use it?</p> <p>Goal 9</p>	<p>Vengeance</p> <p>Someone has wronged you. How? What will satisfy your need for revenge?</p> <p>Goal 9</p>	<p>Acquire Artifact</p> <p>What artifact? Where is it kept? Is it on the move? What is its value to you?</p> <p>Goal 9</p>	<p>Stolen Hearts</p> <p>Win the romantic affection of at least 3 other characters</p> <p>Goal 9</p>
<p>Rescue</p> <p>Who needs rescuing? Where are they? How do you know them? Why do you care?</p> <p>Goal 9</p>	<p>Get Married</p> <p>To anyone in particular? Will anyone do? What are your criteria?</p> <p>Goal 9</p>	<p>Protector</p> <p>Keep who alive? Why do you care?</p> <p>Goal 9</p>	<p>Escort</p> <p>Get who safely to where? What do you hope will happen when you get there?</p> <p>Goal 9</p>
<p>The Best for You</p> <p>The best for someone is not always what they think. Who do you want the best for? What will you do to help them achieve it?</p> <p>Goal 9</p>	<p>Take the Throne</p> <p>Take back, or just take? From who? For who? What throne? Does someone need to die?</p> <p>Goal 9</p>	<p>Head of the clan</p> <p>Your family/clan is full of quarels and infighting. But if you were leader...</p> <p>Goal 9</p>	<p>Make Money</p> <p>How much is enough? What will you do with it? Can you buy an Island?</p> <p>Goal 9</p>

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Skill

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<p>Fame</p> <p>Everyone in the world should know your name. Why? What makes you special? What will you be famous for?</p>	<p>A Quiet Life</p> <p>Out of the bustle, you want to live in peace. What is stopping you? Why do you keep journeying? When will it be complete?</p>	<p>Escalate</p> <p>Escalate the previous event.</p>	<p>Escalate</p> <p>Escalate the previous event.</p>
<p>Goal 9</p>	<p>Goal 9</p>	<p>Event</p>	<p>Event</p>
<p>Escalate</p> <p>Escalate the previous event.</p>	<p>Escalate</p> <p>Escalate the previous event.</p>	<p>Pirates / Bandits</p> <p>Do they arrive? Were they waiting? What do they want from you?</p>	<p>Police</p> <p>Do they arrive? Were they waiting? Did someone call them? Who do they work for?</p>
<p>Event</p>	<p>Event</p>	<p>Event</p>	<p>Event</p>
<p>Clue</p> <p>Who discovers it? What does it look like? What does it mean? Does it help anyone?</p>	<p>Clue</p> <p>Who discovers it? What does it look like? What does it mean? Does it help anyone?</p>	<p>Its a Trap</p> <p>Who set it? Who falls for it?</p>	<p>Argument</p> <p>Who is arguing? PC/NPC? What about? How loud?</p>
<p>Event</p>	<p>Event</p>	<p>Event</p>	<p>Event</p>
<p>Fight</p> <p>Who is fighting? Have you met them before? PC/NPC?</p>	<p>Long Lost Friend</p> <p>Draw 3 Growth Cards to describe. Who's friend? What are they like? What do they want?</p>	<p>Mysterious Stranger</p> <p>Draw 3 Growth cards to describe. Do they want something? How do they show? Can they help you? Might they hurt someone?</p>	<p>Market</p> <p>What's for sale? Does anyone you want to speak to come? Is this a specialist market?</p>
<p>Event</p>	<p>Event</p>	<p>Event</p>	<p>Event</p>

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<p>Fayre</p> <p>What's for sale? Who does this bring together? Could anything go wrong here?</p> <p>Event</p>	<p>Grand Opening</p> <p>What is being opened? What famous people are coming? Does anyone want to meet them? What undesirables would come to an event like this?</p> <p>Event</p>	<p>Crime Scene</p> <p>Is someone dead? Has something been robbed? Can you offer assistance? To who?</p> <p>Event</p>	<p>King Restopat</p> <p>Strategist</p> <p>Manipulative</p> <p>Role</p>
<p>Prince Robert</p> <p>Eloquent</p> <p>Pacifist</p> <p>Role</p>	<p>Princess Charmina</p> <p>Immune to Persuasion</p> <p>Stealth</p> <p>Rebellious</p> <p>Role</p>	<p>Ivy Malady</p> <p>Handmaid to ??</p> <p>Tailor</p> <p>Honest</p> <p>Role</p>	<p>Commander Slimes</p> <p>Army Commander</p> <p>Swordsman</p> <p>Violent</p> <p>Role</p>
<p>Ray Storning</p> <p>Body Guard</p> <p>Vigilance</p> <p>Pessemistic</p> <p>Role</p>	<p>Snide Rool</p> <p>Mechanic</p> <p>Pilot Anything</p> <p>Reckless</p> <p>Role</p>	<p>Granny Wildersnax</p> <p>Grandmother of ??</p> <p>Came Prepared</p> <p>Impulsive</p> <p>Role</p>	<p>Ramble Grenkin</p> <p>Traveling Worker</p> <p>MacGyver</p> <p>Brave</p> <p>Role</p>
<p>Styles Malone</p> <p>Detective</p> <p>Deception Detector</p> <p>Smelly</p> <p>Role</p>	<p>Secret Meeting</p> <p>Who has called the meeting? What are you discussing? Where are you meeting?</p> <p>Scenario</p>	<p>Boat Trip</p> <p>Where are you going? Who hired/owns the boat? What kind of boat is it.</p> <p>Scenario</p>	<p>Prison Cell</p> <p>What country are you in? Can you see any guards?</p> <p>Scenario</p>

Scenario

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<p>Trickster</p> <p>To lead people on, to make traps. To get what you want by deception. To test your wits. This is a way of life, and one you love.</p>	<p>You Dun It</p> <p>It was you. You done it. Try to hide it if you like, but you know you did it. Why did you done it? How?</p>	<p>Not You</p> <p>It wasn't you, It could be any of the other players or someone else. You'll have to work it out.</p>	<p>Not You</p> <p>It wasn't you, It could be any of the other players or someone else. You'll have to work it out.</p>
<p>Trait 6</p>	<p>Whodunit</p>	<p>Whodunit</p>	<p>Whodunit</p>
<p>Not You</p> <p>It wasn't you, It could be any of the other players or someone else. You'll have to work it out.</p>	<p>Not You</p> <p>It wasn't you, It could be any of the other players or someone else. You'll have to work it out.</p>	<p>Not You</p> <p>It wasn't you, It could be any of the other players or someone else. You'll have to work it out.</p>	<p>Not You</p> <p>It wasn't you, It could be any of the other players or someone else. You'll have to work it out.</p>
<p>Whodunit</p>	<p>Whodunit</p>	<p>Whodunit</p>	<p>Whodunit</p>
<p>Swimmer</p> <p>You can swim long distances, and quickly. Even upstream is no problem. Up Sewers ... if you want.</p>	<p>Pick Pocket</p> <p>You can take anything from anyone without them noticing. PCs cannot react without giving you two dice.</p>	<p>Goose Rogers</p> <p>Pirate Captain/Bandit Leader.</p> <p>Brawler</p> <p>Uncaring</p>	<p>Loris McDonson</p> <p>Diplomat</p> <p>Epathic</p> <p>Secretive</p>
<p>Skill 7</p>	<p>Skill 7</p>	<p>Role</p>	<p>Role</p>
<p>Expose Secret</p> <p>You know someone is hiding something. Who needs to know? How will you prove it?</p>	<p>The Hunt</p> <p>You will track someone, or something down, no matter the cost. What will you do when you catch them? Why do they matter to you?</p>	<p>Speed</p> <p>You can get anywhere quicker than anyone else. You can react fast, to any physical action.</p>	<p>Arrival</p> <p>Who arrives? Is it the group, or someone else? Was this expected?</p>
<p>Goal 9</p>	<p>Goal 9</p>	<p>Skill 7</p>	<p>Event</p>

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