

Ascendancy LRP Character Creation and Advancement

Character Creation

It is strongly suggested that you look through the system at least once and have a look at the backgrounds and archetypes before creating a character. Encyclopaedic knowledge of the background and rules is not essential, but a general feel for the game style and the possible ways of developing a character in play are useful.

A starting Ascendancy character is created with:

- A name and character background, including their Shard of Origin.
- Any weapons, clothing and equipment required of a type and quality appropriate to the nature and background of the character, and to the campaign.
- The ability to use Melee weapons or Bows/Crossbows, or Firearms appropriate to the nature and background of the character, and to the campaign.
- Two hit points on the torso and one hit point on each limb, as well as a Death Count of five minutes.
- At least one Vocation and/or Heritage. They also have three free levels to allocate amongst the Talents from their chosen Vocations or Heritage.
- Lower Middle Class Social Background, as well as the levels of relevant Skills from this level of background. Players may choose to change their character's background, however they only gain the free Skills relevant to the new Social Background, the free Skills are non-cumulative.
- The Skill: Cultural Lore at Level 2, as well as one Skill at Grade 3, one Skill at Grade 2 and one Skill at Grade 1.
- Characters may also join an organisation during character creation.
- Six Heroic Action Points (HAP). Further information will be given regarding HAP and its uses later in the rules.
- Four points of Flaws.
- 40 Starting Karma to be spent on Skills and Talents, at the rate of 20 Karma per level of Skill or Talent, assuming the character has any prerequisites. Skills and Talents may not be raised above level 3 at Character Creation.

The following are also optional actions which can be taken at Character Creation:

- Taking a further four points of Flaws, this will give another 40 Starting Karma to spend on the character. Each point of Flaw is equivalent to 10 points of Starting Karma.
- Players can change their character's starting Social Background. This will either cost them Karma, or release more Starting Karma to them for character creation. For further details on the options for Social Background as well as relevant Karma costs and Skills, see p??, Appendix ?.

Although Karma is awarded to the player and not the character in Ascendancy, Starting Karma unspent from Character Creation cannot be allocated to any other character that is in play or created later. If it is not spent, it is lost.

Character Advancement

After each event players are awarded Karma, this amount may differ from event to event, but will be stated by the Referees and on the website. This Karma is awarded to the player, rather than the character, and may be spent on any of the player's characters, assuming they have been played for a proportion of the event e.g. the morning or afternoon.

Karma can be spent at the rate of 20 Karma per level of Skill or Talent, assuming the character has any prerequisites. For each level of a Skill or Talent they wish to buy, the character must already have the preceding levels of that Skill or Talent.

To be able to raise any Skill or Talent to Level 4 requires that the character has 8 HAP.

To be able to raise any Skill or Talent to Level 5 requires that the character has 10 HAP.

A starting character is considered to be Talented, and is constrained by the following restrictions.

Talented

Total HAP is capped at 15 points

May only use one shot edges

May only have one Skill at Level 5

As the campaign progresses it is possible for characters to advance beyond this level. There are five distinct levels of characters progression: Talented, Veteran, Elite, Epic and Legendary. As they meet certain requirements characters will be able to advance through these levels, increasing the maximum number of HAP they can have, as well as the number of Skills they may have at higher levels.

Veteran

In order to become a Veteran character, the character must meet the following requirements:

10 HAP

1 Talent at Level 5

Influence at Sociable level with one group

Completed a Veteran Quest.

They are now subject to the following restrictions:

Total HAP is capped at 20 points

May use Veteran Edges

May have up to two Skills at Level 5

Elite

In order to become an Elite character, the character must meet the following requirements:

15 HAP

2 Talents from the same Vocation at Level 5

Influence at Sociable level with two groups and Respected level with one group

Completed an Elite Quest.

They are now subject to the following restrictions:

Total HAP is capped at 25 points;

May use Elite Edges;

May have up to four Skills at Level 5.

Epic

In order to become a Epic character, the character must meet the following requirements:

20 HAP

3 Talents from the same Vocation at Level 5

Influence at Sociable level with three groups, Respected level with two groups and Admired level with one group

Completed an Epic Quest.

They are now subject to the following restrictions:

Total HAP is capped at 30 points;

May use Epic Edges;

May have up to eight Skills at Level 5.

Legendary

In order to become a Legendary character, the character must meet the following requirements:

25 HAP;

3 Talents from the same Vocation at Level 5;

Influence at Sociable level with four groups, Respected level with three groups, Admired level with two groups and Venerated level with one group;

Completed a Legendary Quest.

They are now subject to the following restrictions:

Total HAP is capped at 35 points;

May use Legendary Items;

May use Legendary Edges;

May have an unlimited number of Skills at Level 5.

Social Background

A character's Social Background is a combination of the level of society they were born into and what they have been able to achieve during their life so far. The character's family background may be of a different status from the character, but it will nearly always be within one grade of that of the character, either up or down. A starting character will automatically have the status Lower Middle Class, however they may raise or lower this status at character creation.

Decreasing a character's social standing will reduce access to certain Skills and privileges, and will reduce their influence in the game world. If this is done at character creation, the character will acquire more Starting Karma to spend on other Skills and Talents.

Increasing a character's social standing will allow the character access to certain Skills and privileges, both at start-up, and in game. Characters of a higher Social Background will also be more influential in the game world.

This Social Background represents the character's social standing in his own culture, for example a renowned Tribal Warrior from Frontier may have the same Social Background as a Salem Army Officer, however they are only recognised in their own societies.

For details regarding the benefits and disadvantages for each Social Background see page 23: [Appendix A](#)

Vocations

All characters have a Vocation; as a member of that Vocation, they have access to the Talents associated with that Vocation. In some cases this may also allow them access to associated Skills, however this depends on the Vocation chosen.

During character creation the player chooses one or two Vocations. They get three free levels which they may allocate as they wish to any of these Vocations' Talents. They may only buy levels in the Talents available to them in their Vocations. They may buy further levels in these Talents as normal with Karma at the costs shown. There is no requirement for characters to develop all the Talents available to them from a given Vocation.

After character creation players may choose to gain extra Vocations, however as this is such a huge change to their character this is at Ref discretion and will need to be role played over the course of a number of events.

The more Vocations a character has, however, the slower the character will develop. It is not possible to drop a vocation once any Karma has been spent on Talents or Skills requiring the Vocation as a prerequisite. Choosing a further Vocation does not give a character the free levels of Talent that they gain at character creation.

If a character has more than two Vocations/Heritages, then the HAP cost of using all Skills and Talents is increased. If a character has three Vocations, then all their HAP costs for using Skills and Talents are doubled. If a character has four Vocations then all their HAP costs for using Skills and Talents are trebled. A character cannot have more than four Vocations.

Vocations do not determine what a character is, just what they are capable of. Some Vocations are more clearly geared towards certain types of character than others, however with a little thought and role play they can cover a vast array of character archetypes. For example a Spirit Speaker may manifest as a Frontier Shaman, Salemite Priest, Voudoun Necromancer or Fae Elementalist.

The following is a list of the available Vocations for player characters and their associated Talents.

Arcane Technologist:

Quick at gaining knowledge and information, and adept at assembling machines and devices of all types, the Arcane Technologist can even attempt to use and control mechanical devices they are unfamiliar with.

Talents: [Learned](#), [Psychomoleate](#), [Machine Empathy](#).

Charged Sorcerer:

The Charged Sorcerer is adept at drawing and channelling magical power.

Talents: [Mage Sense](#), [Mind Blank](#), [Channel Power](#)

Gifted Academic:

The Gifted Academic is person of great learning and many are even declared geniuses. Many are strong willed individuals, and are not easily fooled or bent to the will of others.

Talents: [Learned](#), [Psychometry](#), [Mind Blank](#),

Healer Adept:

Naturally drawn to aiding the sick and wounded, the Healer Adept is able to sense the illnesses or injuries affecting their patients, and relieve their suffering with as little as a simple touch. They are naturally resistant to the diseases that surround them.

Talents: [Aura Reading](#), [Touch of Grace](#), [Vigour](#)

Mentalist:

The Mentalist is able to read the minds and bodies of others, as well as put up a strong defence against those who would attempt the same against them. They work closely with others, whether to guide them or control their actions.

Talent: [Astral Projection](#), [Aura Reading](#), [Mind Blank](#).

Mighty Pugilist:

The Mighty Pugilist is born and bred tough, able to inflict crippling wounds with just their bare hands, should they need to. They are able to take the beatings due to their physical prowess, which also gives them a natural resistance to diseases.

Talents: [Fortitude](#), [Combative](#), [Vigour](#).

Mystic:

Naturally attuned to the flow of magic in both locations and people, mystics are drawn to the supernatural, whether to immerse themselves in study or to engage in their destruction. Their close connection with the flow of energy connects them to the past and future.

Talents: [Mage Sense](#), [Astral Projection](#), [Precognition](#).

Natural Timekeeper:

The Natural Timekeeper is instinctively aware of the ebb and flow of time around them, and can learn to manipulate it. Many can sense past events through just touching an object or being present at a location. A few rare individuals can see hints of the future to come.

Talents: [Chronopathy](#), [Psychometry](#), [Precognition](#)

Relentless Pursuer:

Quiet and stealthy, the Relentless Pursuer is capable of following their quarry across long distances, though when the kill comes, they prefer to be close, feeling the splash of blood, the death-throws of their prey. They are strong of will, and able to hide their intentions from their quarry.

Talents: [Pathfinder](#), [Mind Blank](#), [Weapons Master](#)

Shards Walker:

The Shards Walker is able to detect the web of portals that link far distant locations, and find their way in most natural environments. Some can sense far-away places, and that glimpse of distant vistas can draw them ever on to adventure and exploration.

Talent: [Portal Sense](#), [Pathfinder](#), [Clairvoyance](#).

Skirmisher:

Used to fighting in small numbers, the Skirmisher is able to make an assault on their foe using whatever weapons come to hand, at range or up close, and making the best of a difficult situation.

Talents: [Sharpshooter](#), [Fortitude](#), [Weapon Master](#)

Spirit Speaker:

Sensitive to beings from other planes of existence, Spirit Speakers are able to commune with spirits, whether elemental, of the dead, or of a divine or infernal origin. These spirits may also bring them sounds and visions of events occurring in distant locations. Many Spirit Speakers are of strong mind, a talent some develop to be able to withstand the pressures of hearing otherworldly voices resounding within their head.

Talents: [Spirit Speech](#), [Clairvoyance](#), [Mind Blank](#)

Talented Artisan:

The Talented Artisan is a craftsman of outstanding Skill, able to produce great works of art, or items of great craftsmanship. Some can imbue items with great powers, others seem to be able to read an object like a book, others to mould even the most inflexible materials to their very will.

Talents: [Aesthetic](#), [Psychometry](#), [Psychomoleate](#).

Tenacious Fighter:

Filled with fervent energy, or fuelled by potent drugs, Tenacious Fighters relish combat. Though they lack the martial skills of the trained soldier, they deal a great deal of damage, and they can take it. In spades.

Talents: [Potency](#), [Tenacity](#), [Fortitude](#).

Wild Card:

The Wild Card is born lucky, the Fates seem to keep an eye on them and stack the odds in their favour. They rarely catch illnesses, even when surrounded by the sick and the dead. Many seem to be blessed with an outstanding and rare talent, though it may be completely at odds with their day-to-day existence.

Talents: [Vigour](#), [Luck](#), Random Draw.

Wilderness Borne:

The Wilderness Borne is happiest in the wildest regions of their native lands. They intuitively understand their environment and their place in it, and are resistant to the poisons, diseases and illnesses that might affect them in the wilds.

Talents: [Animal Empathy](#), [Sharpshooter](#), [Vigour](#).

Heritages

Players may also choose to play a character with a Supernatural Heritage at character creation. These characters have a Supernatural Creature somewhere in their ancestry, e.g. a Fae or Elemental. The depth of these Heritages can range from a full blooded creature to a human who starts to exhibit strange characteristics as a Heritage from somewhere in their family's past starts to show through. A character may only have one Heritage. In addition a character may only acquire a Heritage after character creation with Referee Discretion.

Some of the Heritages are restricted and must be cleared for play by a Referee first. This is noted by the relevant Heritages.

These Heritages are not Vocations, however the rules governing them share many features with the Vocations. Each Heritage has access to a variety of Talents which the character is able to obtain. Most also have additional Flaws associated with them, some of which are mandatory. Taking these does not provide further Karma towards the character. In addition, particular costume items, prosthetics or make-up may be required to represent the character. These are listed next to the relevant Heritages.

Bloodline:

The following Bloodlines are potentially available at character creation, but only at Referee discretion: Drakken, Rakken, Wolfen, Forsaken, Ogren, Dark Unicorn and Bloodstone.

Fae:

An ancient race of creatures residing on Faerie, these creatures range from the Sidhe High Nobles, to the more earthy Brownies and Bogans. The range of creatures is immense, covering fairies from all aspects of Earth culture.

All characters with a Fae Heritage must take the following Talent and Flaw combination: [Fae Nature](#) and Vulnerability to either Salt, Cold Iron or Sulphur. They must buy at least one level in this combination at character creation.

The character will also have visible evidence of their unnatural Heritage, be it pointed ears or cat's eyes, these will need to be Phys Repped.

Talents: [Aesthetic](#), [Aura Reading](#), [Vigour](#)

Naturekin:

Humans who have melded with the spirits of plants and which have a deep link to the flora around them. They can be linked to any kind of plant, their nature being linked to the nature of the plant itself.

All characters with a Naturekin Heritage must take the following Talent and Flaw combination: [Naturekin Nature](#) and Vulnerability to salt. They must buy at least one level in this combination at character creation.

The character will also have visible evidence of their unnatural Heritage, be it moss like hair or green eyes, these will need to be Phys Repped.

Talents: [Pathfinder](#), [Regenerate](#), [Vigour](#)

Beastkin:

Part human, part animal, they have a deep link to the fauna around them. They can be any kind of animal, their nature being linked to the nature of the animal itself.

The character will also have visible evidence of their unnatural Heritage, be it pointed ears or cat's eyes, these will need to be Phys Repped. All Beastkin have the Flaw: Ugly, but gain no Karma for it, it also does not count towards the 4 levels of Flaws they must take at character creation.

All characters with a Beastkin Heritage have Hightened Senses, this mean they are able to sense things that a normal human would not be able to. The downside to this is that they can be more easily disabled by extremely strong sensations such as flash bang grenades.

All characters with a Beastkin Heritage may choose to have one of the following edge and flaw combinations to

represent their animal heritage:

Body Weaponry – the character gains the ability to do non-Temporary damage with their hands and feet, however their claws can be Shattered, as per normal weapons. Also attacking certain things may cause damage to the claws, causing them to require healing.

Body Armour – the character gains an extra hit point to all locations, however they are also harder to perform normal Medical treatment on, causing the medic working on them to be working as if they were one Skill level lower than they actual are.

Talents: [Animal Empathy](#), Pathfinder and one other Talent from the following list, chosen to represent the nature of the relevant beast:

[Combatative](#), [Fortitude](#), [Potency](#), [Regeneration](#), [Tenacity](#), [Vigour](#)

Elemental:

The Elemental Spirits have been in existence for a long time, rolling through a cycle of death and rebirth. Some of them breed with humans, creating hybrid creatures which or not of either world.

The character will also have visible evidence of their unnatural Heritage, be it pointed ears or stone coloured skin, these will need to be Phys Repped.

Air:

All characters with an Air Elemental Heritage must take the following Talent and Flaw combination: [Sylph Nature](#) and Vulnerability to elemental Fire and gold. They must buy at least one level in this combination at character creation.

Talents: [Aura Reading](#), [Clairvoyance](#), [Vigour](#).

Water:

All characters with a Water Elemental Heritage must take the following Talent and Flaw combination: [Undine Nature](#) and Vulnerability to elemental Air and crystal. They must buy at least one level in this combination at character creation.

Talents: [Regenerate](#), [Touch of Grace](#), [Vigour](#).

Fire:

All characters with a Fire Elemental Heritage must take the following Talent and Flaw combination: [Salamander Nature](#) and Vulnerability to elemental Earth and lodestone. They must buy at least one level in this combination at character creation.

Talents: [Combatative](#), [Tenacity](#), [Vigour](#).

Earth:

All characters with a Earth Elemental Heritage must take the following Talent and Flaw combination: [Gnomic Nature](#) and Vulnerability to elemental Water and copper. They must buy at least one level in this combination at character creation.

Talents: [Fortitude](#), [Potency](#), [Vigour](#).

Void:

All character with a Void Elemental Heritage must take the following Talent and Flaw combination: [Darkling Nature](#) and Vulnerability to Spirit and Lead. They must buy at least one level in this combination at character creation.

Talents: [Astral Projection](#), [Portal Sense](#), [Vigour](#).

Talents

Vocational Talents represent a number of aptitudes or abilities that the character possesses. The character's Talents are determined by which Vocation they are drawn towards. How a Talent manifests is up to the player, for example, a character with Potency may be extremely strong, or may pray to their god to guide their blow and smite their enemies. Some of the Talents may therefore be considered to be either Natural or Supernatural in origin or effect, this may be determined by the player.

For further information regarding Talents, see p26: [Appendix B](#)

Heritage Talents represent a number of aptitudes or abilities that the character possesses. The character's Talents are determined by which Heritage they are born with. How a Talent manifests is up to the player, for example, a character with Potency may be extremely strong, or may pray to the spirits of the earth to guide their blow and smite their enemies.

For further information regarding Talents, see p47: [Appendix C](#)

Karma can be spent at the rate of 20 Karma per level of Talent, assuming the character has any prerequisites. For each level of a Talent they wish to buy, the character must already have the preceding levels of that Talent.

Skills

Skills represent a number of tasks, abilities or areas of knowledge that the character possesses. Characters may purchase any Skill at character creation, as long it fits with their background.

Some Skills are only available to members of certain guilds or organisations, and only membership of that Guild or organisation will give a character an opportunity to purchase or improve the Skill. This will be noted next to the Skill itself. The character will require a level of influence in the Guild equal to the level of Skill they want to learn.

A Skill level represents a general level of ability in a Skill, the more levels a character has in a Skill the better their understanding of the subject or the field of knowledge and their ability to apply it in a situation.

Karma can be spent at the rate of 20 Karma per level of Skill, assuming the character has any prerequisites. For each level of a Skill they wish to buy, the character must already have the preceding levels of that Skill.

You can only learn a new Skill (Level 1) or increase above Level 3 (Levels 4/5) with the assistance of a teacher who knows that Skill at that Level or higher. They will also require the Teaching Skill at the same Level as the Skill Level they are teaching.

Learning Skill Levels 2 and 3 can be done on your own, representing self teaching. However, you can only increase one Skill that is not being taught to you between each event, even if you have the Karma to do so. You can increase any skill that you have a teacher for, providing you have the Karma.

The only exception to this are the three Skills you choose during Character Generation which you can learn to any level on your own.

If you are part of a group which has access to skills you need, they can generally provide a suitable teacher. Otherwise you will need to find a player or NPC who can/will teach you.

There are five grades of Skill: Novice, Layman, Practitioner, Expert, and Master.

Level 1 – Novice

The character is aware of some of the very basic concepts of the Skill, but is not technically very capable or very knowledgeable about the subject at all. A character may have acquired this level of Skill from basic training or from limited reading about the subject, even if they have many gaps or errors in their experience. A novice may attempt to produce craft items if appropriate, but is unlikely to be successful in producing anything of quality unless they take a long time over it. Knowledge Skills will have more gaps than information.

Level 2 – Layman

The character is familiar with the basic ins and outs of the Skill or the rudiments of the field of knowledge. They are able to scrape a living with a Skill at this level. Production of craft items will be slow, or not of high quality if rushed. Knowledge will be broad, but not detailed, experience light. They know enough to be acknowledged as skilled, though sometimes grudgingly, by others who are more experienced than they.

Level 3 - Practitioner

The character is familiar with the more technical areas of the Skill and is able to make a fair living from using this Skill at this grade. Production of craft items is competent and of good quality, knowledge is good, but not full, there are still gaps and misconceptions, however the character knows enough to be considered competent by others in this field.

Level 4 - Expert

The character is familiar with nearly all aspects of the Skill, and this will almost certainly represent the character's primary method of making a living. Crafted items are of high quality, knowledge is deep and well understood. The character is capable of developing new methods of working or researching fields within this ability.

This Skill will almost certainly define the character's outlook on life and behaviour, and often what the character will be typified as by those around them.

Level 5 - Master

The character is capable of pushing the envelope between what is possible and what is impossible to achieve with a given Skill. Sometimes what they achieve could almost be called supernatural!

Characters with the Master level of a Skill may be able to develop other abilities in their chosen field at Referee discretion.

For further information and a full list of Skills see page 59 [Appendix D](#)

For further information and a list of Groups and Organisations see page 93: [Appendix E](#)

Flaws

This is by no means a complete list of Flaws, and players should feel free to discuss ideas with a Referee for flaws that fall outside of this list. Many of the flaws are characterful, and the descriptions given are guidelines and not intended to be restrictive. For example, should a player want to play a quiet, selfless person who gives entirely of themselves without seeking glory or recognition, then the flaw 'Hero' may apply to them just as much as the gung-ho, glory-seeking hero popular in many novels and films. Please note that you may overspend on flaws, but any points spent after the initial eight given at start-up will not give you any more Karma.

Flaws that affect a character physically should be discussed with a Referee, as there are frequently additional rules relating to them, as well as a requirement to Phys Rep the Flaw.

All Flaws have a point cost, some Flaws have either a variable cost, indicated by a hyphenated cost e.g. 1-3, this indicates the severity of the Flaw. Other Flaws have an either/or cost, indicated by a slash e.g. 3/6, this shows the cost for lower and higher levels of the Flaw e.g. Partially Sighted or Completely Blind.

Flaw	Description	Points
Addict	Addicted to a substance, such as alcohol. The higher the level of the Flaw, the worse the reaction will be if they are unable to get the substance, and the less time they can go without it.	1-3
Ambitious	Driving need to progress, to achieve some specified goal. The higher the level of the Flaw, the more they will follow this goal to the exclusion of all else.	2-6
Avaricious	Always wants more wealth, never satisfied. No amount of money is enough.	2
Bad Habit	Irritating quirk, such as cracking knuckles, this can cause annoyance in those around the character.	1-3
Blackmailed	Subjected to a campaign of blackmail over an unpleasant secret which would cause extreme problems if released.	3
Blind	Unable to see - either partially sighted or completely blind.	3/6
Clumsy	Tends to break, drop or damage things unintentionally.	2
Cowardly	Tends to avoid conflict, or dangerous situation, may abandon allies in times of danger.	3
Crippled	Character is unable to use a limb effectively - arm or leg.	3/6
Curious	Driving need to investigate beyond the boundaries of 'safe'.	3
Dangerous Knowledge	Character has a piece of information, whether they know it or not, which may put them or others in danger.	3
Deaf	Unable to hear - either partially deaf or completely deaf.	3/6
Death Wish	Character ultimately wants to die, but is not suicidal.	6
Deranged	Character displays traits of madness and insanity. This can also take the form of a phobia or irrational fear.	2-6
Enemy	Character has an enemy, whether they know it or not, which may put them or others in danger.	2-6
Envious	Subject to a desire for someone else's possessions, status or lifestyle.	2
Fragile	Easily hurt, slow to recover.	3
Gluttonous	Always hungry, never satisfied.	2
Heroic	When there is Right to be done, the character will always do the Right Thing.	6
Hidden Master	Character has a controller, whether they know it or not, which directs their activities, for good or ill.	6
Hunted	Character is being actively sought by someone... or something.	2-6
Illiterate	Character is unable to read or write.	3
Indebted	Character owes someone a great deal of money, or a very big favour.	3
Innumerate	Character is unable to count to more than a hands worth, or do sums.	3
Intolerant	Character has an active dislike of someone, something or a group.	1-3
Loose Lipped	Finds keeping secrets difficult, tends to gossip, very unreliable.	3

Loyal	Shows unshakeable loyalty to a person, organisation or ideal.	3
Lustful	Behaves in a lusty manner towards other people.	2
Malady : Minor	Character has a minor illness, which does not always affect them, but gets inconvenient every so often.	2
Malady : Major	Character has a major illness, which frequently affects them, and inconveniences them every so often.	4
Malady: Terminal	Character has an illness, either manifesting as minor or major, which will progress and ultimately prove fatal.	6
Mean Spirited	Uncaring, selfish, heartless, mealy mouthed, unpleasant inconsiderate son of a ...	3
Oath-sworn	Sworn to an unbreakable vow to hold up a model of behaviour or to restrain from acting under certain circumstances.	2-6
Obligated	Subjected to a long term agreement of some form, for a fixed length of time, or until the terms of the agreement are met.	2-6
Old	Subjected to the ravages of time, becoming elderly and infirm.	6
Over Cautious	Rarely willing to stick their neck out, unless all possibilities are investigated, or until it is 'safe'.	3
Over Confident	Believes in themselves and their abilities utterly and is always willing to give things a go.	3
Pacifistic	Unwilling to hurt or injure someone or something, or unwilling to allow others to get into conflict.	4/6
Prideful	Demonstrates a great degree of arrogance about themselves and their abilities.	2
Sceptical	Unwilling or unable to believe in something that many others take for granted, such as the existence of Magic.	3
Self Righteous	Believes utterly that they are in the right, and all their opinions and ideas are correct. This is considerably worse when they are!	3
Slothful	Lazy and difficult to get motivated, or even moving!	2
Stubborn	Intractable and awkward, have difficulty changing their mind.	2
Squeamish	Finds blood and gore distressing.	2
Superstitious	Tends to irrational beliefs and behaviour to ward off evil and bring luck.	1-3
Ugly	Deformed, scarred, misshapen, just downright ugly.	3
Unable to Lie	Always tells the truth, no matter what the circumstances, whether because of a moral compulsion, or just being unimaginative.	3
Unforgiving	Bears grudges, rarely forgets or forgives a slight or wrong committed against them.	2
Unlucky	Things never quite go in the character's favour.	4
Vengeful	Will find and enact revenge against those who have committed wrongs against them or others close to them.	3
Wrathful	Short tempered, angry, irritable.	2-4