Character Traits

**Chase's Take:**

These are kind of “duh”, but you would only choose a few and be assumed to be average at the rest. The idea here being that these are simpler methods of dealing with large lists of modifiers, etc, attempting to unify some rolling system. Much like in 3.5, you would instead have a list of skills/traits that you would just fill in a box of what you were trained in. A character sheet could literally be just a list of what your character can do (plus equipment, if that’s incorporated). All of these to be expanded.

Some initial limit on number (and type of each) with more earned later as simplified character progression.

(Choose 2 on creation)

Strong

Tough

Fast

Smart

Wise

Charismatic

More descriptive - Equipment based

(Choose 1 on creation, these are more “class” based)

Magically Inclined - Can use magic

Soldiering - Can use all types of armor and weapons

Archery - Can use ranged weapons

Priestly Training - Can use divine powers

Saddled - Proficient in riding

Saddleborn - Very proficient in riding, poor combat on ships

Thief - Can pick locks effectively

Skill based - Could be as simple as a unified +x modifier to any skill with a checkmark.

Acrobatic - Can attempt/has a bonus to acrobatics rolls/checks

Reactive - Promotes battle order

Persuasive - Can bluff effectively

Medic - Can heal effectively in battle

Golden Tongue - Can persuade effectively

blah blah blah...

**Ramsi's Take:**

Trait+Skill paradigm:

Rolls will be trait+skill+roll or trait+roll.

Trait List:

* Body
* Mind
* Social

Skill List:

* Combat
  + Attack
  + Defense
  + Movement
* Knowledge
  + Facts
  + Profession