

<p>You attend the first school dance</p> <p>You...</p> <p>Stand in the corner by yourself Gain Bravery</p> <p>Convince your crush to dance <i>Needs: Bravery Strength</i> Gain Rhetoric</p> <p>Fall in love <i>Needs: Rhetoric Rhetoric</i> Gain Virtue: Love</p>	<p>You find a stray cat on campus</p> <p>You...</p> <p>Observe it hunting Gain Wit</p> <p>Stalk it around campus <i>Needs: Strength Wit</i> Gain Stealth</p> <p>Adopt it <i>Needs: Stealth Stealth</i> Gain Virtue: Cat</p>	<p>You take a tough magical test</p> <p>You...</p> <p>Flunk it and learn to study harder Gain Wit</p> <p>Pass it <i>Needs: Wit Wit</i> Gain Magic</p> <p>Ace it, and start taking wizard lessons <i>Needs: Magic Magic</i> Gain Virtue: Mage</p>
<p>You receive a letter from an admiring peer</p> <p>You...</p> <p>Keep it folded in your pocket Gain Bravery</p> <p>Deduce who wrote it <i>Needs: Wit Bravery</i> Gain Stealth</p> <p>Quietly spread news of your popularity <i>Needs: Rhetoric Stealth</i> Gain 3 VP</p>	<p>You attend a potion-making class</p> <p>You...</p> <p>Taste a bubbly concoction Gain Bravery</p> <p>Ace the class with a magic brew <i>Needs: Wit Bravery</i> Gain Magic</p> <p>Craft an armor-tempering agent <i>Needs: Warfare Magic</i> Gain Loot: Armor</p>	<p>You learn a warding spell</p> <p>You...</p> <p>Try to memorize the incantation Gain Wit</p> <p>Perform the spell well <i>Needs: Strength Wit</i> Gain Magic</p> <p>Phase it into a rune <i>Needs: Magic Warfare</i> Gain Loot: Rune</p>
<p>You attend a crazy party</p> <p>You...</p> <p>Skulk in the corner Gain Bravery</p> <p>Introduce yourself and make new friends <i>Needs: Bravery Bravery</i> Gain Rhetoric</p> <p>Make some jock pals <i>Needs: Warfare Rhetoric</i> Gain Tourney</p>	<p>You hear some crazy gossip about a student</p> <p>You...</p> <p>Be thankful it's not you Gain Bravery</p> <p>Tell people to stop spreading gossip <i>Needs: Bravery Bravery</i> Gain Rhetoric</p> <p>Get a thanks present for defending him <i>Needs: Stealth Warfare</i> Gain Loot: Rune</p>	<p>You meet a goblin on campus selling clothes</p> <p>You...</p> <p>Buy a dumbbell Gain Strength</p> <p>Buy some tourney equipment <i>Needs: Strength Strength</i> Gain Tourney</p> <p>Buy some armor <i>Needs: Warfare Stealth</i> Gain Loot: Armor</p>

<p>You see signs for the school play</p> <p>You...</p> <p>Attend the play Gain Wit</p> <p>Join the cast as the star <i>Needs: Bravery Wit</i> Gain Rhetoric</p> <p>Steal the prop weapons <i>Needs: Stealth Stealth</i> Gain Loot: Weapon</p>	<p>You develop a crush on another student</p> <p>You...</p> <p>Write their name in your journal Gain Bravery</p> <p>Ask them out on a date <i>Needs: Bravery Wit</i> Gain Rhetoric</p> <p>Win their love with a valorous feat <i>Needs: Warfare Stealth</i> Gain Tourney</p>	<p>You have a long essay due</p> <p>You...</p> <p>Procrastinate to the last minute Gain Wit</p> <p>Compose a piece on military history <i>Needs: Strength Wit</i> Gain Warfare</p> <p>Get a perfect score and a "bravo" <i>Needs: Magic Rhetoric</i> Gain 5 VP</p>
<p>You learn about an afterschool jousting club</p> <p>You...</p> <p>Get a few bruises Gain Strength</p> <p>Win some bouts, lose some <i>Needs: Strength Strength</i> Gain Warfare</p> <p>Prepare for the tourney <i>Needs: Warfare Warfare</i> Gain Tourney</p>	<p>You have strange nightmares</p> <p>You...</p> <p>Wake up with shivers Gain Strength</p> <p>Transmute the nightmare to magic <i>Needs: Wit Wit</i> Gain Magic</p> <p>Get a rune for psychic protection <i>Needs: Magic Stealth</i> Gain Loot: Rune</p>	<p>You attend a concert</p> <p>You...</p> <p>Dance around Gain Strength</p> <p>Sneak backstage and meet the stars <i>Needs: Bravery Wit</i> Gain Stealth</p> <p>Have so much fun; life is good <i>Needs: Warfare Magic</i> Gain 4 VP</p>
<p>You visit a nearby town on a day trip</p> <p>You...</p> <p>Take a long walk through the streets Gain Strength</p> <p>Swipe some snacks from the store <i>Needs: Strength Bravery</i> Gain Stealth</p> <p>Buy a weapon <i>Needs: Rhetoric Warfare</i> Gain Loot: Weapon</p>	<p>You meet a band of gypsies traveling through</p> <p>You...</p> <p>Introduce yourself Gain Bravery</p> <p>Bargain to learn a new spell <i>Needs: Bravery Wit</i> Gain Magic</p> <p>Bargain to gain an exotic rune <i>Needs: Rhetoric Rhetoric</i> Gain Loot: Rune</p>	<p>You argue with a teacher about a lesson</p> <p>You...</p> <p>Miss a crucial detail Gain Wit</p> <p>Convince her you're right <i>Needs: Bravery Wit</i> Gain Rhetoric</p> <p>Get kicked out of the class; train instead <i>Needs: Warfare Stealth</i> Gain Tourney</p>

<p>You publish a newsletter</p> <p>You...</p> <p>Write an advice column Gain Wit</p> <p>Write an article about strategy <i>Needs: Strength Wit</i> Gain Warfare</p> <p>Win rave reviews of your prose <i>Needs: Rhetoric Rhetoric</i> Gain Virtue: Great Writer</p>	<p>You join the school drama team</p> <p>You...</p> <p>Work on tech staff Gain Strength</p> <p>Get a supporting role <i>Needs: Strength Bravery</i> Gain Rhetoric</p> <p>Win the star role <i>Needs: Rhetoric Magic</i> Gain 3 VP</p>	<p>You duel with another student</p> <p>You...</p> <p>Get dominated Gain Strength</p> <p>Bring him to a draw <i>Needs: Strength Wit</i> Gain Warfare</p> <p>Beat him and win his duelling sword <i>Needs: Warfare Magic</i> Gain Loot: Weapon</p>
<p>You drink some boozy potions</p> <p>You...</p> <p>Feel a funny buzz Gain Bravery</p> <p>Start breathing fire <i>Needs: Strength Bravery</i> Gain Magic</p> <p>Find yourself in the armory the next morning <i>Needs: Magic Stealth</i> Gain Loot: Armor</p>	<p>You get sick to your stomach</p> <p>You...</p> <p>Stay in bed reading Gain Wit</p> <p>Tough it out like a warrior would <i>Needs: Strength Strength</i> Gain Warfare</p> <p>Buy a healing rune <i>Needs: Magic Rhetoric</i> Gain Loot: Rune</p>	<p>You peruse a catalog for fancy weapons</p> <p>You...</p> <p>Dream of fancy loot Gain Strength</p> <p>Order a pamphlet on strategy <i>Needs: Bravery Strength</i> Gain Warfare</p> <p>Order their best lance <i>Needs: Warfare Rhetoric</i> Gain Loot: Weapon</p>
<p>You flunk an alchemy exam</p> <p>You...</p> <p>Vow to study harder Gain Wit</p> <p>Talk the teacher into passing you <i>Needs: Wit Strength</i> Gain Rhetoric</p> <p>Don't care; you're a jock, not a nerd <i>Needs: Warfare Warfare</i> Gain Tourney</p>	<p>You learn a spell to make you dance better</p> <p>You...</p> <p>Overdo it and embarrass yourself Gain Bravery</p> <p>Charm everyone at the party <i>Needs: Bravery Wit</i> Gain Rhetoric</p> <p>Use your new grace to help in training <i>Needs: Magic Stealth</i> Gain Tourney</p>	<p>You break out with acne</p> <p>You...</p> <p>Feel embarrassed in public Gain Bravery</p> <p>Hide in the shadows for a few days <i>Needs: Wit Strength</i> Gain Stealth</p> <p>Buy a helm to cover it <i>Needs: Stealth Warfare</i> Gain Loot: Armor</p>

<p>You smoke a funky alchemical leaf</p> <p>You...</p> <p>See strange visions Gain Strength</p> <p>Start fathoming the universe <i>Needs: Bravery Bravery</i> Gain Magic</p> <p>Unravel the fabric of reality <i>Needs: Magic Rhetoric</i> Gain 3 VP</p>	<p>You eat an alchemical mushroom</p> <p>You...</p> <p>Get a tingly feeling Gain Strength</p> <p>Get visions of ancient battles <i>Needs: Strength Bravery</i> Gain Warfare</p> <p>Trade the other shroom for a weapon <i>Needs: Stealth Warfare</i> Gain Loot: Weapon</p>	<p>You find a buried prophecy</p> <p>You...</p> <p>Turn it in to the principal Gain Bravery</p> <p>Try to deduce what it means in private <i>Needs: Wit Wit</i> Gain Stealth</p> <p>Fulfill the prophecy <i>Needs: Magic Rhetoric</i> Gain Virtue: Chosen One</p>
<p>You read a forbidden textbook</p> <p>You...</p> <p>Try to make sense of it Gain Wit</p> <p>Learn some controversial battle strategies <i>Needs: Strength Wit</i> Gain Warfare</p> <p>Trade the contraband for a rune <i>Needs: Stealth Rhetoric</i> Gain Loot: Rune</p>	<p>You study hard for an exam</p> <p>You...</p> <p>Cram last minute and flunk Gain Wit</p> <p>Ace the test <i>Needs: Wit Wit</i> Gain Magic</p> <p>Get top marks <i>Needs: Magic Rhetoric</i> Gain 4 VP</p>	<p>You have a crush on a professor</p> <p>You...</p> <p>Blush when they call on you Gain Bravery</p> <p>Hover around them obsessively <i>Needs: Bravery Strength</i> Gain Stealth</p> <p>Start an illicit affair <i>Needs: Stealth Rhetoric</i> Gain 3 VP</p>
<p>You make an inappropriate joke in front of friends</p> <p>You...</p> <p>Incite eye rolls Gain Bravery</p> <p>Make a few people laugh <i>Needs: Bravery Wit</i> Gain Rhetoric</p> <p>Get the whole room laughing <i>Needs: Rhetoric Magic</i> Gain 3 VP</p>	<p>You defend a struggling student</p> <p>You...</p> <p>Get picked on by the bullies too Gain Strength</p> <p>Avoid the bullies afterwards <i>Needs: Strength Wit</i> Gain Stealth</p> <p>Use the strength in your training <i>Needs: Warfare Stealth</i> Gain Tourney</p>	<p>You find kids teasing some goblins</p> <p>You...</p> <p>Watch from afar Gain Bravery</p> <p>Tell the teasers off <i>Needs: Strength Bravery</i> Gain Rhetoric</p> <p>Challenge the bullies with your training <i>Needs: Rhetoric Warfare</i> Gain Tourney</p>

<p>You read the school newspaper</p> <p>You...</p> <p>Read the front page Gain Wit</p> <p>Read the magical advice column <i>Needs: Wit Bravery</i> Gain Magic</p> <p>Buy some armor from the classifieds <i>Needs: Rhetoric Magic</i> Gain Loot: Armor</p>	<p>You meet a creepy older student</p> <p>You...</p> <p>Try to avoid him Gain Strength</p> <p>Hide when he's nearby <i>Needs: Strength Wit</i> Gain Stealth</p> <p>Befriend him. He's not that bad. <i>Needs: Rhetoric Magic</i> Gain 3 VP</p>	<p>You go into a stressed out rage</p> <p>You...</p> <p>Pick fights with other kids Gain Strength</p> <p>Accidentally set off a zap spell <i>Needs: Strength Bravery</i> Gain Magic</p> <p>Find the strength of a barbarian <i>Needs: Warfare Warfare</i> Gain Virtue: Barbarian</p>
<p>You sleep in and miss class</p> <p>You...</p> <p>Ask a friend for notes Gain Wit</p> <p>Sneak into class late <i>Needs: Strength Wit</i> Gain Stealth</p> <p>Ace the next test anyways <i>Needs: Magic Stealth</i> Gain 4 VP</p>	<p>You join a historical trivia contest</p> <p>You...</p> <p>Forget all your facts Gain Wit</p> <p>Know every bit of war trivia <i>Needs: Wit Bravery</i> Gain Warfare</p> <p>Figure out every single answer <i>Needs: Stealth Magic</i> Gain Virtue: Clever</p>	<p>You play truth or dare</p> <p>You...</p> <p>Get challenged to go first Gain Strength</p> <p>Share your most embarrassing secret <i>Needs: Bravery Bravery</i> Gain Rhetoric</p> <p>Swipe something from the armory <i>Needs: Stealth Stealth</i> Gain Loot: Armor</p>
<p>You join the talent show</p> <p>You...</p> <p>Get booed off stage Gain Bravery</p> <p>Do a wild magic trick <i>Needs: Bravery Wit</i> Gain Magic</p> <p>Win the talent show <i>Needs: Rhetoric Magic</i> Gain 5 VP</p>	<p>You ponder what it means to be a hero</p> <p>You...</p> <p>Decide it means strength Gain Strength</p> <p>Decide it means being a leader <i>Needs: Bravery Strength</i> Gain Rhetoric</p> <p>Decide it means humility <i>Needs: Rhetoric Rhetoric</i> Gain Virtue: Humble</p>	<p>You write a particularly compelling essay</p> <p>You...</p> <p>Get high marks Gain Wit</p> <p>Narrate it to your friends <i>Needs: Wit Bravery</i> Gain Rhetoric</p> <p>You win a commission <i>Needs: Magic Stealth</i> Gain 4 VP</p>

<p>You take a nap</p> <p>You...</p> <p>Feel energized Gain Strength</p> <p>Sleep undetected in the shade <i>Needs: Strength Bravery</i> Gain Stealth</p> <p>Wake up and decide to train <i>Needs: Stealth Warfare</i> Gain Tourney</p>	<p>You take an broomstick for a joy ride</p> <p>You...</p> <p>Struggle to maintain balance Gain Strength</p> <p>Dart around at an incredible pace <i>Needs: Strength Wit</i> Gain Stealth</p> <p>Fly to the local weapon store <i>Needs: Stealth Magic</i> Gain Loot: Weapon</p>	<p>You join the jousting team</p> <p>You...</p> <p>Get cut in tryouts Gain Strength</p> <p>Become a strong jousting <i>Needs: Strength Strength</i> Gain Warfare</p> <p>Use your training for the tourney <i>Needs: Warfare Stealth</i> Gain Tourney</p>
<p>You are bullied by an older student</p> <p>You...</p> <p>Get picked on daily Gain Strength</p> <p>Fight back <i>Needs: Strength Bravery</i> Gain Warfare</p> <p>Outmuscle him <i>Needs: Warfare Warfare</i> Gain Tourney</p>	<p>You obsess over classical art</p> <p>You...</p> <p>Admire a few pieces Gain Wit</p> <p>Memorize and narrate a great poem <i>Needs: Wit Bravery</i> Gain Rhetoric</p> <p>Buy a sword just like the hero has <i>Needs: Magic Warfare</i> Gain Loot: Weapon</p>	<p>You challenge a friend to a race</p> <p>You...</p> <p>Get sore legs Gain Strength</p> <p>Outrun him and win the race <i>Needs: Strength Bravery</i> Gain Warfare</p> <p>Use speed from tourney training <i>Needs: Stealth Warfare</i> Gain Tourney</p>
<p>You share a secret with a friend</p> <p>You...</p> <p>Feel betrayed when it's shared Gain Bravery</p> <p>Hide when it's shared <i>Needs: Strength Wit</i> Gain Stealth</p> <p>Thank the friend for their confidence <i>Needs: Rhetoric Rhetoric</i> Gain 3 VP</p>	<p>You overhear a secret about your friend</p> <p>You...</p> <p>Accidentally let it slip Gain Wit</p> <p>Share it but blame someone else <i>Needs: Wit Wit</i> Gain Stealth</p> <p>Keep it to yourself <i>Needs: Magic Rhetoric</i> Gain 3 VP</p>	<p>You meet a centaur in the woods</p> <p>You...</p> <p>Run away scared Gain Bravery</p> <p>Challenge him to a boxing match <i>Needs: Strength Bravery</i> Gain Warfare</p> <p>Ask him to borrow his rune necklace <i>Needs: Magic Rhetoric</i> Gain Loot: Rune</p>

<p>You make a remark to a passing goblin</p> <p>You...</p> <p>Get in a fight with the goblin Gain Strength</p> <p>Hide before he figures out who said it <i>Needs: Wit Strength</i> Gain Stealth</p> <p>Apologize and befriend the goblin <i>Needs: Rhetoric Stealth</i> Gain 3 VP</p>	<p>You join a worship group</p> <p>You...</p> <p>Learn all the prayers Gain Wit</p> <p>Gain healing powers <i>Needs: Bravery Wit</i> Gain Magic</p> <p>Become a paragon of holiness <i>Needs: Magic Magic</i> Gain Virtue: Holy</p>	<p>You sneak some drinks onto campus</p> <p>You...</p> <p>Get caught by a professor Gain Bravery</p> <p>Successfully bring them on campus <i>Needs: Wit Bravery</i> Gain Stealth</p> <p>Become a master smuggler <i>Needs: Stealth Stealth</i> Gain Virtue: Shadows</p>
<p>You join the varsity fighting team</p> <p>You...</p> <p>Get demoted to junior varsity Gain Strength</p> <p>Win most of your duels <i>Needs: Strength Bravery</i> Gain Warfare</p> <p>Become champion of the region <i>Needs: Warfare Magic</i> Gain 4 VP</p>	<p>You try a new food</p> <p>You...</p> <p>Get a stomach ache Gain Strength</p> <p>Gain lightning magic for a few hours <i>Needs: Strength Bravery</i> Gain Magic</p> <p>Find a new favorite delicacy <i>Needs: Magic Magic</i> Gain 3 VP</p>	<p>You learn to take care of horses</p> <p>You...</p> <p>Learn their behaviors Gain Wit</p> <p>Train them for the tournament <i>Needs: Strength Wit</i> Gain Tourney</p> <p>Become a great friend to all animals <i>Needs: Rhetoric Magic</i> Gain 4 VP</p>
<p>You stay up late practicing for the tourney</p> <p>You...</p> <p>Sleep through your event Gain Wit</p> <p>Win the bout <i>Needs: Strength Bravery</i> Gain Tourney</p> <p>Win EVERY bout <i>Needs: Warfare Warfare</i> Gain 2 Tourney</p>	<p>You embarrass yourself in front of a crowd</p> <p>You...</p> <p>Feel ashamed for days Gain Bravery</p> <p>Redeem yourself in the tournament <i>Needs: Strength Bravery</i> Gain Tourney</p> <p>Get over it. Everyone does it! <i>Needs: Stealth Rhetoric</i> Gain 3 VP</p>	<p>You sign up for an open mic</p> <p>You...</p> <p>Have stage fright Gain Bravery</p> <p>Make a persuasive narration <i>Needs: Wit Bravery</i> Gain Rhetoric</p> <p>Decide to become a wizard poet <i>Needs: Rhetoric Magic</i> Gain 3 VP</p>

<p>You question your decision to attend this school</p> <p>You...</p> <p>Struggle with homesickness Gain Bravery</p> <p>Sneak off for a few days <i>Needs: Wit Strength</i> Gain Stealth</p> <p>Decide to embrace the new experience <i>Needs: Rhetoric Magic</i> Gain 3 VP</p>	<p>You feel homesick</p> <p>You...</p> <p>Weep in misery Gain Bravery</p> <p>Learn a mood-boosting spell <i>Needs: Wit Strength</i> Gain Magic</p> <p>Wear your old favorite armor to feel better <i>Needs: Stealth Warfare</i> Gain Loot: Armor</p>	<p>You tell a dirty joke</p> <p>You...</p> <p>Think of a better punchline later Gain Wit</p> <p>Incite riotous guffaws <i>Needs: Bravery Wit</i> Gain Rhetoric</p> <p>Write the joke on the latrine wall <i>Needs: Rhetoric Stealth</i> Gain 3 VP</p>
<p>You start working out every day</p> <p>You...</p> <p>Get major soreness aches Gain Strength</p> <p>Gain lots of muscle <i>Needs: Strength Strength</i> Gain Warfare</p> <p>Become the strongest warrior on campus <i>Needs: Warfare Warfare</i> Gain Virtue: Great Warrior</p>	<p>You read a long book series</p> <p>You...</p> <p>Forget to do your homework Gain Wit</p> <p>Learn about its magic lore <i>Needs: Bravery Wit</i> Gain Magic</p> <p>Read the whole series three times <i>Needs: Stealth Magic</i> Gain 3 VP</p>	<p>You form a magical band</p> <p>You...</p> <p>Forget your music Gain Wit</p> <p>Sneak off stage to avoid groupies <i>Needs: Strength Wit</i> Gain Stealth</p> <p>Become a superstar <i>Needs: Rhetoric Magic</i> Gain 4 VP</p>
<p>You learn about the local history</p> <p>You...</p> <p>Try local cuisine Gain Bravery</p> <p>Learn about the land's ancient magic <i>Needs: Bravery Wit</i> Gain Magic</p> <p>Vow to become the next folk legend <i>Needs: Warfare Magic</i> Gain Virtue: Folk Legend</p>	<p>You get chased around campus by a goat</p> <p>You...</p> <p>Get a bite on the rear Gain Strength</p> <p>Butt it in the head and scare it off <i>Needs: Strength Bravery</i> Gain Warfare</p> <p>Tame and befriend the goat <i>Needs: Stealth Warfare</i> Gain 3 VP</p>	<p>You feel like you have no friends</p> <p>You...</p> <p>Wallow in your dorm Gain Bravery</p> <p>Train for the tourney to impress people <i>Needs: Strength Bravery</i> Gain Tourney</p> <p>Start talking to your sword <i>Needs: Warfare Magic</i> Gain Loot: Weapon</p>

<p>You join the hog-wrestling team</p> <p>You...</p> <p>Fall in the pig's dung pile Gain Bravery</p> <p>Wrassle the biggest piggie <i>Needs: Strength Bravery</i> Gain Warfare</p> <p>Cook some bacon for dinner <i>Needs: Warfare Stealth</i> Gain 3 VP</p>	<p>You notice hair growing in new places</p> <p>You...</p> <p>Try to cover it in shame Gain Bravery</p> <p>Use a spell to make it go away <i>Needs: Wit Bravery</i> Gain Magic</p> <p>Get some armor to hide it <i>Needs: Stealth Warfare</i> Gain Loot: Armor</p>	<p>You clip your toenails</p> <p>You...</p> <p>Cut your foot Gain Strength</p> <p>Turn the clippers into a shiv <i>Needs: Strength Wit</i> Gain Loot: Weapon</p> <p>Admire your personal hygiene <i>Needs: Rhetoric Stealth</i> Gain 3 VP</p>
<p>You go swimming in the lake</p> <p>You...</p> <p>Struggle for air Gain Wit</p> <p>Get into tournament shape <i>Needs: Strength Wit</i> Gain Tourney</p> <p>Discover a glowing stone <i>Needs: Magic Stealth</i> Gain Loot: Rune</p>	<p>You go boating in the lake</p> <p>You...</p> <p>Get stranded Gain Wit</p> <p>Ram your friend's boat <i>Needs: Bravery Strength</i> Gain Warfare</p> <p>Become a master sailer <i>Needs: Warfare Stealth</i> Gain 4 VP</p>	<p>You go fishing in the lake</p> <p>You...</p> <p>Catch nothing Gain Wit</p> <p>Find a mysterious stone <i>Needs: Wit Bravery</i> Gain Loot: Rune</p> <p>Catch a huge trout <i>Needs: Stealth Warfare</i> Gain 3 VP</p>
<p>You join the debate team</p> <p>You...</p> <p>Get outwitted Gain Wit</p> <p>Make a resounding speech <i>Needs: Strength Wit</i> Gain Rhetoric</p> <p>Win the whole debate <i>Needs: Rhetoric Rhetoric</i> Gain 4 VP</p>	<p>You hear voices in your head</p> <p>You...</p> <p>Smack yourself until they disappear Gain Strength</p> <p>Repeat their words, causing a spell <i>Needs: Wit Bravery</i> Gain Magic</p> <p>Go insane <i>Needs: Magic Magic</i> Gain Virtue: Insanity</p>	<p>You start hanging out with a bad boy bard</p> <p>You...</p> <p>Steal something to impress him Gain Bravery</p> <p>Help him swipe some armor <i>Needs: Strength Bravery</i> Gain Loot: Armor</p> <p>Convince him of a life of virtue <i>Needs: Rhetoric Rhetoric</i> Gain 3 VP</p>

