Loyal	Brave	Greedy	Impulsive
Loyal to ??	Nothing Scares you.	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.	You react quickly, not smartly. You may Coerce GM with 1 dice to go first.
Trait (5)	Trait (5)	Trait (5)	Trait (5)
Measured	Sensitive	Secretive	Honest
You react slowly and deliberately. You may Coerce GM with 1 dice to go last.	Aware of everything going on around you, easily affected by it.	Just because it might be useful to someone to know something doesn't mean they should know it.	You have no problem telling people anything, as long as it's true. Some people don't like you for it.
Trait (5)	Trait (5)	Trait (5)	Trait (5)
Violent	Patient	Smelly	Talkative
Violent  If people are in the way, then fight them. if people won't help you, they are the enemy.	Patient  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 recieve a dice.	People don't stay talking to you for long, though noone says why.	Talkative
If people are in the way, then fight them. if people won't help you, they are the	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	People don't stay talking to you for long, though noone says	Talkative  Trait  5
If people are in the way, then fight them. if people won't help you, they are the enemy.	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 recieve a dice.  Trait  Trait	People don't stay talking to you for long, though noone says why.	