

SUMMARY OF GIFTS AND FLAWS

<i>Gift</i>	<i>Type</i>	<i>Cost</i>	<i>Page</i>
Ambidexterity	Personal	2	79
Antlers	Racial	1	82
Apprentice Guild Member	Social	1	89
Armor: d4	Racial	3	83
Armor: d6	Racial	7	83
Atavist	Esoteric	3	90
Barbed Spines	Racial	2	83
Baron (Nobility)	Social	3	90
Belongings	Social	1 to 4	88
Claws	Racial	1	83
Echolocation	Racial	3	83
Equipment, Expensive (Belongings)	Social	1 to 4	88
Expensive Equipment (Belongings)	Social	1 to 4	88
Extra Hit Points	Personal	4 or 8	79
Extra Move	Personal	1 to 8	79
Extra Trait: d4	Personal	3	79
Extra Trait: d6	Personal	7	79
Flight	Racial	1 per stone of Size	84
Good Reputation	Social	Varies	88
Guild Membership: Apprentice	Social	1	89
Guild Membership: Journeyman	Social	2	89
Guild Membership: Master	Social	3	89
Hit Points, Extra	Personal	4 or 8	79
Horns	Racial	1	85
Hospitality	Esoteric	2	91
Howl	Racial	1	85
Increased Trait: d12 to d12 & d4	Personal	6	80
Increased Trait: to d6, d8, d10, or d12	Personal	4	80
Incredibly Robust (+3)	Personal	7	82
Incredibly Strong (+3)	Personal	7	82
Investiture, Local	Esoteric	1	91
Journeyman Guild Member	Social	2	89

<i>Gift</i>	<i>Type</i>	<i>Cost</i>	<i>Page</i>
Keen Ears	Personal	1	80
Keen Eyes	Personal	1	80
Keen Nose	Personal	1	80
Knighthood (Nobility)	Social	2	90
Local Investiture	Esoteric	1	91
Luck	Personal	3	80
Master Guild Member	Social	3	89
Move, Extra	Personal	1 to 8	79
Multidexterity	Personal	3	81
Night Vision	Racial	1	85
Nobility	Social	1, 2, or 3	90
Noble Blood (Nobility)	Social	1	90
Poison	Racial	1	85
Prehensile Feet	Racial	1	85
Prehensile Tail	Racial	2	85
Prodigy	Personal	6, 7, 8, 9, or 10	81
Reputation, Good	Social	varies	88
Robust (+1)	Personal	2	82
Robust, Incredibly (+3)	Personal	7	82
Robust, Very (+2)	Personal	5	82
Sonar (Echolocation)	Racial	3	83
Spines, Barbed	Racial	2	83
Spray	Racial	3	86
Strong (+1)	Personal	2	82
Strong, Incredibly (+3)	Personal	7	82
Strong, Very (+2)	Personal	5	82
Sure-Footed	Personal	1	82
Teeth	Racial	1	87
Trait, Extra d4	Personal	3	79
Trait, Extra d6	Personal	7	79
Trait: Increase d12 to d12 & d4	Personal	6	80
Trait: Increase to d6, d8, d10, or d12	Personal	4	80
Very Robust (+2)	Personal	5	82
Very Strong (+2)	Personal	5	82
Wealth	Social	5	90

Flaw	Frequency	Severity	Perspective	Value	Page
Alcoholic (Drunkard)	Uncommon	Strong	Internal	-3	99
Bad Reputation	varies	varies	External	-1 to -5	92
Bad-Tempered (Wrathful)	Uncommon	Strong	Internal	-3	104
Blind	Common	Extreme	External	-5	94
Busy Hands	Uncommon	Extreme	Internal	-4	97
Cannot take a life (Pacifist)	Rare	Moderate	Internal	-1	101
Capricious	Common	Moderate	Internal	-3	98
Coarse	Uncommon	Moderate	Internal	-2	98
Code Against Killing (Pacifist)	Rare	Moderate	Internal	-1	101
Code of Honor (Honorable)	Uncommon	Extreme	Internal	-4	100
Corpulent	varies	varies	External	-1 to -5	94
Creepy (Eerie)	Uncommon	Moderate	External	-2	94
Curious	Common	Moderate	Internal	-3	98
De-clawed	Rare	Moderate	External	-1	94
Dread	varies	varies	Internal	-2 to -4	98
Drunkard	Uncommon	Strong	Internal	-3	99
Duty	Uncommon	Strong	Internal	-3	99
Eerie	Uncommon	Moderate	External	-2	94
Enemy (Foe)	varies	varies	External	varies; -1 to -5	95
Envious	Uncommon	Strong	Internal	-3	99
Failing Health	Uncommon	Extreme	External	-4	94
Faltering	Rare	Moderate	Internal	-1	99
Fat (Corpulent)	varies	varies	External	-1 to -5	94
Foe	varies	varies	External	varies; -1 to -5	95
Foul-Tempered (Wrathful)	Uncommon	Strong	Internal	-3	104
Frail	Uncommon	Moderate	External	-2	96
Garrulous	Rare	Moderate	Internal	-1	100
Gluttonous	Rare	Moderate	Internal	-1	100
Greedy	Uncommon	Strong	Internal	-3	100
Gregarious	Rare	Moderate	Internal	-1	100
Heroic	Uncommon	Strong	Internal	-3	100
Honorable	Uncommon	Extreme	Internal	-4	100
Hunted (Foe)	varies	varies	External	varies; -1 to -5	95
Ill-Favored	Uncommon	Moderate	External	-2	96
Impulsive (Capricious)	Common	Moderate	Internal	-3	98

Flaw	Frequency	Severity	Perspective	Value	Page
Jealous (Envious)	Uncommon	Strong	Internal	-3	99
Kleptomaniac (Busy Hands)	Uncommon	Extreme	Internal	-4	97
Lame	Uncommon	Strong	External	-3	96
Lustful	Uncommon	Strong	Internal	-3	100
Morose	Rare	Moderate	Internal	-1	101
Naïve	Rare	Moderate	Internal	-1	101
One Arm	Uncommon	Strong	External	-3	96
Overconfident	Uncommon	Strong	Internal	-3	101
Pacifist	varies	varies	Internal	-1, -3, or -5	101
Phobia (Dread)	varies	varies	Internal	-2 to -4	98
Poor Hearing	Uncommon	Moderate	External	-2	96
Poor Vision	Uncommon	Strong	External	-3	96
Poverty	Common	Strong	External	-4	97
Proud	Uncommon	Strong	Internal	-3	102
Reputation, Bad	varies	varies	External	-1 to -5	92
Rivalry	varies	varies	Internal	varies	102
Romance	varies	varies	Internal	varies	102
Scofflaw	Uncommon	Strong	External	-3	97
Self-Defense Only (Pacifist)	Uncommon	Strong	Internal	-3	101
Showoff	Uncommon	Moderate	Internal	-2	103
Single-Minded	Uncommon	Moderate	Internal	-2	103
Skittish	Common	Moderate	Internal	-3	103
Slothful	Uncommon	Strong	Internal	-3	103
Soft-Hearted	Uncommon	Strong	Internal	-3	103
Stubborn	Rare	Moderate	Internal	-1	104
Superstitious	Rare	Moderate	Internal	-1	104
Taciturn	Rare	Moderate	Internal	-1	104
Talkative (Garrulous)	Rare	Moderate	Internal	-1	100
Total Non-violence (Pacifist)	Common	Extreme	Internal	-5	101
Ugly (Ill-Favored)	Uncommon	Moderate	External	-2	96
Weak	Uncommon	Moderate	External	-2	97
Wrathful	Uncommon	Strong	Internal	-3	104