COMBAT

Cover	Half cover grants +2 AC and +2 bonus on *Luck* (Dex) saves. Three Quarters cover grants +4. Cannot be directly attacked if in full cover.
Critical	Max die plus half level damage (round up).
Flanking	+1 attack roll if flanking target.
Fumble	Target gets free melee attack. If ranged attack with ally in melee, reroll attack against ally.
KO	-2 penalty to hit, if reduce target to zero hp, unconscious for 1d6 x 10 min.
Misc Factors	Generally +1 or -1 modifier (GM's call).
Mounted	May make attack part way through move, and gains Rogue *Skirmish* ability.
Prone	Prone target suffers -2 penalty on their attack rolls, and foes gain +2 bonus on their attacks.
Shooting into an Ally's Melee	Target generally gains +2 AC due to half cover. If miss, 33% chance reroll ranged attack against ally in same melee.
Shooting whilst in Melee	Disad on ranged attack roll.
Surprise	Bonus round, plus adv on first attack, or foe suffers disad on *Luck* save vs physical spell.
Visibility	Very hard to see (heavy fog, near darkness) imposes 33% miss chance. Full darkness or invisible imposes 66% miss chance or auto miss, depending on all the circumstances (GM's call).

IMPROV MONSTERS

HD	AC	Luck	Dmg
1	11	4	1d6
4	13	7	2d6
8	14	9	2d10
12	15	12	3d8
15	17	15	3d10
18+	20	16	3d12

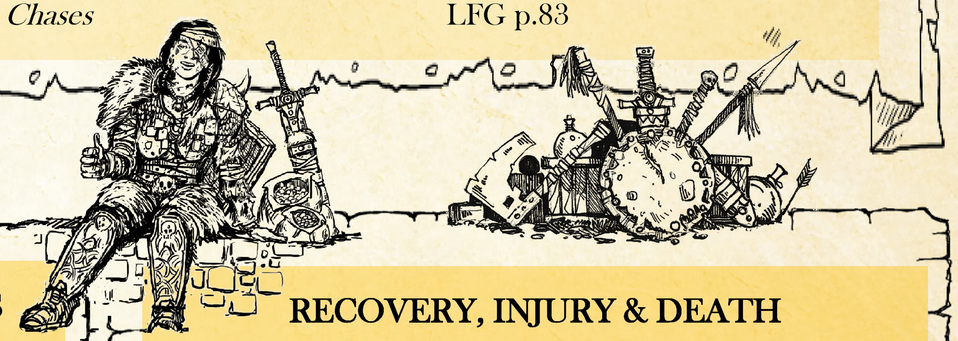
Boss Monsters LFG p.95

IMPROV TRAPS & HAZARDS

Severity	Trap	Hazard
Minor	Crossbow Trap: +4 to hit, 2d4	Falling Branch: Dex check or 1d6 damage.
Moderate	Poison Lock: *Luck* (Con) save or 2d6 + paralysis one hand 2d6 days.	Swim Across River: Str (Athletics) check or lose 1 Con.
Major	Crushing Boulder: *Luck* (Dex) save or zero hp.	Free Climb Cliff: Multiple Str (Athletics) checks or fall + injury roll.

MOVEMENT

Move	Typically 30 ft, cannot be broken up with an action. May spend action to move twice.
Intercept	Not surprised, not in melee, within 30 ft. Dex check required (at disad if before first turn in a new combat).
Charge	Move at least 10 ft, up to double normal move, attack with +2 bonus. Uses action & move. Until next action, enemies gain adv on attacks against charger.
Party Retreat	At start of round, players explain how escape might be possible; attribute checks may be required. Group *Luck* save to escape.
Withdraw	Foe gains a free attack if a character attempts to move out of foe's melee reach (or > 5 ft from foe with 10 ft+ reach).
Chases	LFG p.83



RECOVERY, INJURY & DEATH

All Dead	PC is reduced to zero hp, and (i) the body cannot be recovered, or (ii) the body is recovered but PC fails a Con check (*Reroll Pool* available).
Mostly Dead	If reduced to zero hp, and the PC lives, roll on the *Injuries & Setbacks* table; LFG p.54.
Long Rest	Requires 1d6 days rest (1d4 in a safe environment such as an inn). Restores all class ability uses, *Reroll Pool* dice, Attribute loss, 1 point of *Luck*, and half hp damage + 1d4 + Con bonus.
Short Rest	Requires a few minutes after a meaningful combat (GM's call). Each successful Will check allows the PC to restore (i) half hp damage + Con bonus (once per short rest), or (ii) one use of a class ability, or (iii) one *Reroll Pool* die. Maximum 3 Short Rests per 24 hours. Further details LFG p.56.

COMBAT

Cover	Half cover grants +2 AC and +2 bonus on *Luck* (Dex) saves. Three Quarters cover grants +4. Cannot be directly attacked if in full cover.
Critical	Max die plus half level damage (round up).
Flanking	+1 attack roll if flanking target.
Fumble	Target gets free melee attack. If ranged attack with ally in melee, reroll attack against ally.
KO	-2 penalty to hit, if reduce target to zero hp, unconscious for 1d6 x 10 min.
Misc Factors	Generally +1 or -1 modifier (GM's call).
Mounted	May make attack part way through move, and gains Rogue *Skirmish* ability.
Prone	Prone target suffers -2 penalty on their attack rolls, and foes gain +2 bonus on their attacks.
Shooting into an Ally's Melee	Target generally gains +2 AC due to half cover. If miss, 33% chance reroll ranged attack against ally in same melee.
Shooting whilst in Melee	Disad on ranged attack roll.
Surprise	Bonus round, plus adv on first attack, or foe suffers disad on *Luck* save vs physical spell.
Visibility	Very hard to see (heavy fog, near darkness) imposes 33% miss chance. Full darkness or invisible imposes 66% miss chance or auto miss, depending on all the circumstances (GM's call).

IMPROV MONSTERS

HD	AC	Luck	Dmg
1	11	4	1d6
4	13	7	2d6
8	14	9	2d10
12	15	12	3d8
15	17	15	3d10
18+	20	16	3d12

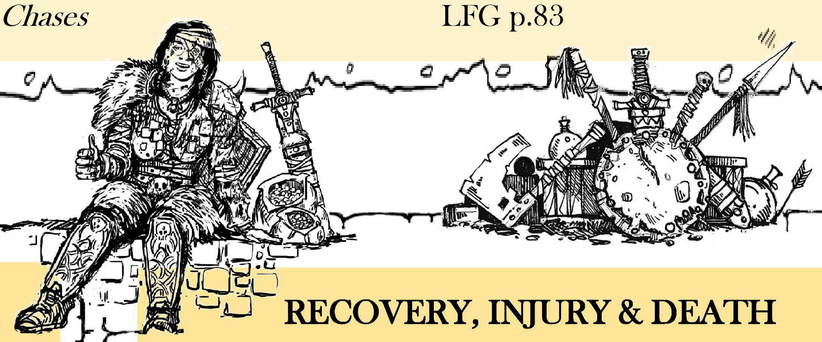
Boss Monsters LFG p.95

IMPROV TRAPS & HAZARDS

Severity	Trap	Hazard
Minor	Crossbow Trap: +4 to hit, 2d4	Falling Branch: Dex check or 1d6 damage.
Moderate	Poison Lock: *Luck* (Con) save or 2d6 + paralysis one hand 2d6 days.	Swim Across River: Str (Athletics) check or lose 1 Con.
Major	Crushing Boulder: *Luck* (Dex) save or zero hp.	Free Climb Cliff: Multiple Str (Athletics) checks or fall + injury roll.

MOVEMENT

Move	Typically 30 ft, cannot be broken up with an action. May spend action to move twice.
Intercept	Not surprised, not in melee, within 30 ft. Dex check required (at disad if before first turn in a new combat).
Charge	Move at least 10 ft, up to double normal move, attack with +2 bonus. Uses action & move. Until next action, enemies gain adv on attacks against charger.
Party Retreat	At start of round, players explain how escape might be possible; attribute checks may be required. Group *Luck* save to escape.
Withdraw	Foe gains a free attack if a character attempts to move out of foe's melee reach (or > 5 ft from foe with 10 ft+ reach).
Chases	LFG p.83



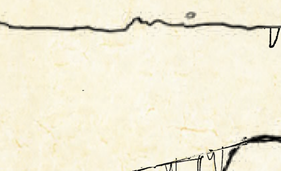
RECOVERY, INJURY & DEATH

All Dead	PC is reduced to zero hp, and (i) the body cannot be recovered, or (ii) the body is recovered but PC fails a Con check (*Reroll Pool* available).
Mostly Dead	If reduced to zero hp, and the PC lives, roll on the *Injuries & Setbacks* table; LFG p.54.
Long Rest	Requires 1d6 days rest (1d4 in a safe environment such as an inn). Restores all class ability uses, *Reroll Pool* dice, Attribute loss, 1 point of *Luck*, and half hp damage + 1d4 + Con bonus.
Short Rest	Requires a few minutes after a meaningful combat (GM's call). Each successful Will check allows the PC to restore (i) half hp damage + Con bonus (once per short rest), or (ii) one use of a class ability, or (iii) one *Reroll Pool* die. Maximum 3 Short Rests per 24 hours. Further details LFG p.56.

TERRAIN	8 HOURS TRAVEL	TERRAIN	8 HOURS TRAVEL
Roads & Trails	10 miles	Mountains, Jungles, Swamps, Deserts & Artic Ranges	5 miles
Plains & Light Woods	8 miles	Ocean (large sea vessel at about 5 knots)	40 miles
Forests, Hills, Subterranean	7 miles	River or Lake (rowboat, canoe, barge, small sailing vessel at about 3 knots)	24 miles

ENCOUNTER DISTANCE	
Settlements, Ruins	2d6 x 10 ft (20 - 120 ft)
Forests, Jungles, Swamps, Subterranean	2d6 x 10 yards (20 - 120 yards)
Hills, Mountains	4d6 x 10 yards (40 - 240 yards)
Deserts, Plains, Artic ranges, Lakes, Rivers	8d6 x 10 yards (80 – 480 yards)
Ocean	2d6 x 10 yards for a shark fin or similar, or 2d4 miles for a ship

1d12	SHIFTING WEATHER
1	Much Hotter
2	Warmer
3	Similar but Drier
4	Similar but More Humid
5	Similar but Less Windy
6	Similar
7	Similar or reroll on Starting Weather Table (50%)
8	Similar but Windier
9	Similar but Less Humid
10	Similar but Wetter
11	Cooler
12	Much Colder



1d8	STARTING WEATHER
1-2 pt mod for climate & season	
-1	Extreme Heat/Wildfire
0	Severe Heat/Humid
1	Hot and Sunny
2	Clear and Sunny
3	Warm, partly cloudy
4	Warm and Cloudy
5	Cool and Cloudy
6	Cold, Cloudy and Windy
7	Rain (and/or Fog 50%)
8	Thunderstorm
9	Snow
10	Heavy Snow/Blizzard

1d12	WHILE YOU WERE LOST	1d12	WHILE YOU WERE LOST
1	Roll for Shifting Weather.	7	One PC loses/uses up a random mundane item or bundle of items (climbing gear, rope, torches, etc).
2	The party loses another day whilst lost. Roll again.	8	One PC suffers exhaustion, losing 1 point of Str, Dex or Con (equal chance).
3	A random encounter occurs.	9	A random encounter occurs.
4	1d4 horses or other animals are lost, injured or fall ill (equal chance, not including ranger pets).	10	1d4 PCs' rations/water supplies are lost or used up (parasites, etc).
5	1d2 hirelings or NPCs are lost, injured or fall ill (equal chance, not including important NPCs).	11	One player regales the group with a travel montage, a tale about their background, or other worldbuilding.
6	A random encounter occurs.	12	A random encounter occurs, then roll again.

TERRAIN	8 HOURS TRAVEL	TERRAIN	8 HOURS TRAVEL
Roads & Trails	10 miles	Mountains, Jungles, Swamps, Deserts & Artic Ranges	5 miles
Plains & Light Woods	8 miles	Ocean (large sea vessel at about 5 knots)	40 miles
Forests, Hills, Subterranean	7 miles	River or Lake (rowboat, canoe, barge, small sailing vessel at about 3 knots)	24 miles

ENCOUNTER DISTANCE	
Settlements, Ruins	2d6 x 10 ft (20 - 120 ft)
Forests, Jungles, Swamps, Subterranean	2d6 x 10 yards (20 - 120 yards)
Hills, Mountains	4d6 x 10 yards (40 - 240 yards)
Deserts, Plains, Artic ranges, Lakes, Rivers	8d6 x 10 yards (80 – 480 yards)
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	1-2 pt mod for climate & season
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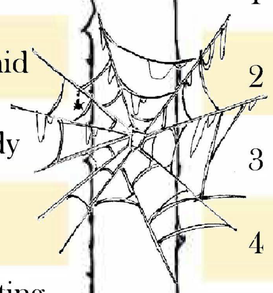

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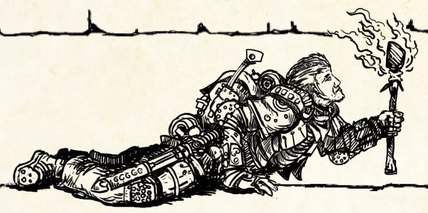
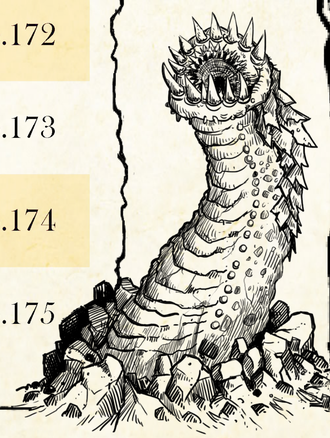
MIDLANDS ENCOUNTERS

Argos Plateau	Mid p.115	*Northgate*	Mid p.62
Crow's Keep	Mid p.47	*Port Brax*	Mid p.68
Dol-Karok	Mid p.52	*Spine of Ulgoth*	Mid p.122
Drelnor Forest, Wistwood	Mid p.117	*Subterranean*	Mid p.123
Great Plains	Mid p.118	*Suurat Jungle*	Mid p.124
Ironhull Mtns, Sunstone Rngs	Mid p.119	*Trackless Moors*	Mid p.125
Lake Argos, Siltwater	Mid p.120	*Vorngard*	Mid p.73
Melek	Mid p.57	*White Drifts*	Mid p.126



GENERIC ENCOUNTERS

Cities, Towns, Villages	LFG p.161	*Plains*	LFG p.171
Deserts	LFG p.165	*Roads & Trails*	LFG p.172
Forests	LFG p.167	*Snow, Ice*	LFG p.173
Mountains	LFG p.168	*Subterranean*	LFG p.174
Oceans, Lakes, Rivers	LFG p.169	*Swamps*	LFG p.175



MONSTER INDEX

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Banshee, Basilisk, Bats, Beastmen, Beetle (Fire), Black Pudding, Boar, Bulette	LFG p.99-101	*Purple Worm, Panther (Western)*	LFG p.120 Mid p.101
Centaur, Centipede (Giant), Chull, Cockatrice, Crocodile (Giant), Cyclops,	LFG p.102-103	*Rats, Roc, Rock Grinder*	LFG p.121 Mid p.101
Demons (Balor, Hellhound, Imp, Lemure), Doppelganger, Dragon, Dwarf, Demons (Manipede, Spine)	LFG p.104-106 Mid p.96-97	*Scorpion, Serpent, Serpentmen, Shade, Shark, Skeletons, Spectre, Spiders, Sprite, Stirge, Snake (Winged), Slimes, Slop Gorger, Skorn*	LFG p.121-126 Mid p.102-104
Eagle, Elemental, Elf, Ettin, Eel, Giant	LFG p.106-108 Mid p.97	*T-Rex, Tentacle Spawn, Tigers, Treant, Troll, Toad (Claw), Toadmen*	LFG p.126-127 Mid p.104-105
Feathered Maw, Fey Creeper, Flesh Eating Vine, Fungoid	Mid p.97-98	*Urgot*	LFG p.128
Gargoyle, Gelatinous Cube, Genie, Ghost, Ghoul, Giants, Goblin, Golems, Green Slime, Grey Ooze, Griffin, Golem (Bronze)	LFG p.108-113 Mid p.99	*Vampire*	LFG p.128
Hag, Harpy, Horse, Humans, Hydra, Invisible Stalker, Hammer Snail, Jarl's Bane	LFG p.113-115 Mid p.99-100	*Wight, Will o' Wisp, Wolves, Wraith, Wyvern, Wasp (Gaint), Worms*	LFG p.129-130 Mid p.105-106
Kobold Leech (Projectile), Lich, Lycanthropes	LFG p.115-117	*Xornling, Yellow Mould*	LFG p.130-131
Mammoth, Man Eating Monkey, Manticore, Medusa, Merrow, Minotaur, Mummy	LFG p.117-119	*Zombie*	LFG p.131

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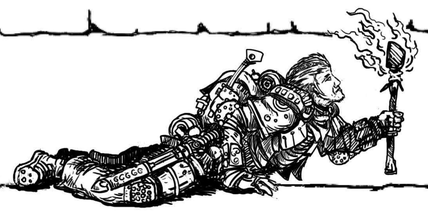

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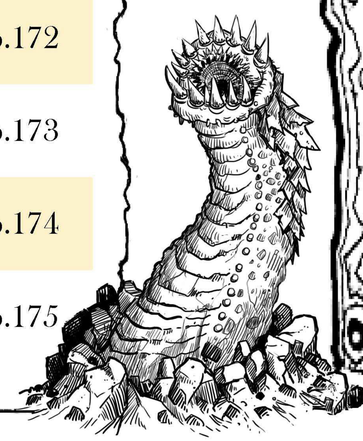
Deserts	LFG p.165	*Roads & Trails*	LFG p.172
Forests	LFG p.167	*Snow, Ice*	LFG p.173
Mountains	LFG p.168	*Subterranean*	LFG p.174
Oceans, Lakes, Rivers	LFG p.169	*Swamps*	LFG p.175



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Mammoth, Man Eating Monkey, Manticore, Medusa, Merrow, Minotaur, Mummy	LFG p.117-119	*Zombie*	LFG p.131

MELEE WEAPONS

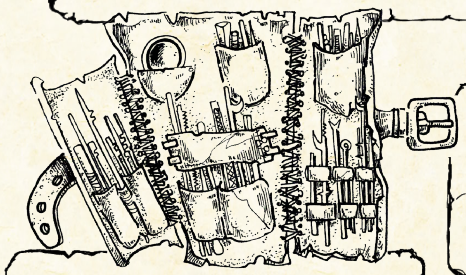
Battle Axe	1d8	+1 dmg 2h. 19: roll *Injuries & Setbacks* table (PC *Luck* save).
Club	1d6	Masquerades as a tree branch, fire log or table leg.
Dagger or Knife	1d4	Throw 40 ft. Concealable. +2 Init
Great Sword, Axe, Hammer	1d12	2h. Disad in cramped quarters. 19: daze, rattle or unbalance foe (disad on initiative check).
Light Hammer or Mace	1d6	Throw 25 ft. 19: prone or backwards up to 10 ft.
Light Axe	1d6	Throw 25 ft. 19: roll *Injuries & Setbacks* table (PC *Luck* save).
Flail	1d6+1	19: trip or disarm.
Heavy Mace or Hammer	1d8	+1 dmg 2h. 19: prone or backwards up to 10 ft.
Lance	2d4+1	Double damage mounted charge.
Longsword, etc	1d8	+1 dmg 2h (exc rapier). 19: disarm. Rapier +2 Intercepts.
Polearm	1d10	2h. Disad in cramped quarters. 10 ft Reach.
Shortsword	1d6	19: disarm. +2 Initiative.
Spear	1d6+1	+1 dmg 2h. Throw 50 ft. 10 ft Reach.
Staff	1d6	+1 dmg 2h. Reach 10 ft.
Whip	1d4	19: trip or disarm. Reach 10 ft.

GEAR AVAILABILITY

Common	Available	Available
Uncommon	2d4	1d6 days
Rare	1d3	1d6 weeks
Very Rare	1	1d6 months

RANGED WEAPONS

H. Crossbow	2d8	200 ft	2h. 19: prone. Action to reload, but if suffer dmg, action lost.
Javelin	1d6	70 ft	May be used in melee without disad.
Lt. Crossbow	2d4+1	150 ft	1h fire. Action to reload, but if suffer dmg, action is lost. 2h to reload.
Long Bow	1d8	250 ft	Two handed.
Short Bow	1d6	150 ft	2h. More concealable, less bulky than Long Bow. May use mounted.
Sling	1d4	100	2h. Stones are free.



EQUIPMENT

Common items	1d6 gp
Uncommon items	2d10+10 gp
Rare items	5d10+50 gp or more
Animals	LFG p.35
Gear Packs	Mid p.80
Services & Hirelings	LFG p.35
Ships & Vehicles	LFG p.35

OUTPOST SERVICES

1	Furrier	11	Inn
2	Potter	12	Brewer, Tavern
3	Weapon smith	13	Brothel
4	Leather worker	14	Guide, Porters
5	Armourer	15	Mercenaries
6	Weaver, Textiles	16	Herbalist
7	Alchemist	17	Shrine
8	Falconer	18	Cartographer
9	Carpenter, Woodcarver	19	Apothecary, Herbalist
10	Stables	20	Other (bard, slaver, etc)

SKILLS

LFG p.27

Acrobatics (Dex)
Animal Lore (Int)

Apothecary Int)
Arcane Lore (Int)

Athletics (Str, Con)
Deception (Cha)

Detection (Perc)
Gather Info (Int, Cha)

General Lore (Int)
Insight (Int, Perc)

Leadership (Cha)
Persuasion (Cha)

Sleight of Hand (Dex)
Stealth (Dex)

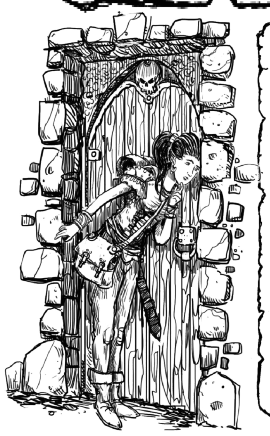
Traps & Locks (Dex)
Wilderness Lore (Int)

TREASURE

Carry Loot	LFG p.136
Trinkets & Curios	LFG p.141
Valuables	LFG p.147
Lair Treasure	LFG p.140
Potions	LFG p.150
Scrolls	LFG p.152
Permanent Magic Item	LFG p.152

MELEE WEAPONS

Battle Axe	1d8	+1 dmg 2h. 19: roll *Injuries & Setbacks* table (PC *Luck* save).
Club	1d6	Masquerades as a tree branch, fire log or table leg.
Dagger or Knife	1d4	Throw 40 ft. Concealable. +2 Init
Great Sword, Axe, Hammer	1d12	2h. Disad in cramped quarters. 19: daze, rattle or unbalance foe (disad on initiative check).
Light Hammer or Mace	1d6	Throw 25 ft. 19: prone or backwards up to 10 ft.
Light Axe	1d6	Throw 25 ft. 19: roll *Injuries & Setbacks* table (PC *Luck* save).
Flail	1d6+1	19: trip or disarm.
Heavy Mace or Hammer	1d8	+1 dmg 2h. 19: prone or backwards up to 10 ft.
Lance	2d4+1	Double damage mounted charge.
Longsword, etc	1d8	+1 dmg 2h (exc rapier). 19: disarm. Rapier +2 Intercepts.
Polearm	1d10	2h. Disad in cramped quarters. 10 ft Reach.
Shortsword	1d6	19: disarm. +2 Initiative.
Spear	1d6+1	+1 dmg 2h. Throw 50 ft. 10 ft Reach.
Staff	1d6	+1 dmg 2h. Reach 10 ft.
Whip	1d4	19: trip or disarm. Reach 10 ft.

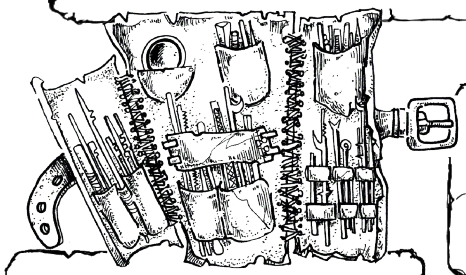


GEAR AVAILABILITY

Common	Available	Available
Uncommon	2d4	1d6 days
Rare	1d3	1d6 weeks
Very Rare	1	1d6 months

RANGED WEAPONS

H. Crossbow	2d8	200 ft	2h. 19: prone. Action to reload, but if suffer dmg, action lost.
Javelin	1d6	70 ft	May be used in melee without disad.
Lt. Crossbow	2d4+1	150 ft	1h fire. Action to reload, but if suffer dmg, action is lost. 2h to reload.
Long Bow	1d8	250 ft	Two handed.
Short Bow	1d6	150 ft	2h. More concealable, less bulky than Long Bow. May use mounted.
Sling	1d4	100	2h. Stones are free.



EQUIPMENT

Common items	1d6 gp
Uncommon items	2d10+10 gp
Rare items	5d10+50 gp or more
Animals	LFG p.35
Gear Packs	Mid p.80
Services & Hirelings	LFG p.35
Ships & Vehicles	LFG p.35

OUTPOST SERVICES

1	Furrier	11	Inn
2	Potter	12	Brewer, Tavern
3	Weapon smith	13	Brothel
4	Leather worker	14	Guide, Porters
5	Armourer	15	Mercenaries
6	Weaver, Textiles	16	Herbalist
7	Alchemist	17	Shrine
8	Falconer	18	Cartographer
9	Carpenter, Woodcarver	19	Apothecary, Herbalist
10	Stables	20	Other (bard, slaver, etc)

SKILLS

LFG p.27

Acrobatics (Dex)
Animal Lore (Int)

Apothecary Int)
Arcane Lore (Int)

Athletics (Str, Con)
Deception (Cha)

Detection (Perc)
Gather Info (Int, Cha)

General Lore (Int)
Insight (Int, Perc)

Leadership (Cha)
Persuasion (Cha)

Sleight of Hand (Dex)
Stealth (Dex)

Traps & Locks (Dex)
Wilderness Lore (Int)

TREASURE

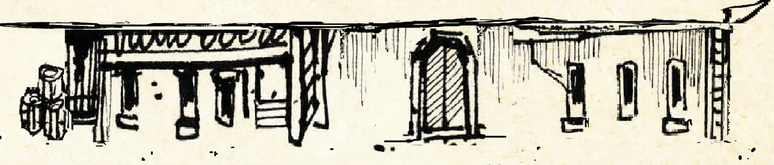
Carry Loot	LFG p.136
Trinkets & Curios	LFG p.141
Valuables	LFG p.147
Lair Treasure	LFG p.140
Potions	LFG p.150
Scrolls	LFG p.152
Permanent Magic Item	LFG p.152

NAMES

Midlander	*Aldred, Hammond, Gregor, Willem, Harding, Emory, Shand, Bennett, Warner, Fenton, Morris, Lothar, Dirk, Justen, Ogden, Yorric, Ethan, Horett, Grindle, Theobald, Odessa, Cassey, Isolde, Lucia, Marcella, Kendra, Felicia, Edith, Annorah, Janess, Talia, Celene, Sara, Maegen, Dawn, Estelle, Nyssa, Magda, Isabelle, Lorna.*
Karok	*Mateo, Baltasar, Lucon, Escobar, Cristoval, Gavriel, Pascal, Ramiro, Monferriz, Inigo, Tomon, Salazar, Gascon, Vasquez, Avaro, Vincente, Anselmo, Eltor, Rachiro, Gomez, Cataline, Mari, Oalla, Juana, Crusina, Francia, Teresa, Serena, Elvira, Aldona, Innes, Ysabel, Felipa, Blanca, Antonia, Mercia, Madele, Elena, Marcietta, Luzia.*
Nydissian	*Decimus, Mithrides, Trovex, Norcil, Lucius, Sercanis, Ortuvo, Titus, Prytanis, Gaius, Varro, Serjax, Nicandes, Mallius, Barbulo, Crassus, Kapula, Terro, Carnifex, Anticus, Lucidia, Soosi, Septana, Tibori, Rox, Galera, Antine, Sevira, Cerix, Theodora, Quinte, Marcella, Avius, Maesaris, Kali, Octavia, Dorni, Vexonae, Balba, Drusia.*
Varnori	*Gunther, Arnjin, Njord, Holgrim, Eldrik, Seigmar, Brunjur, Ulfric, Vorn, Svannor, Finnvar, Borgov, Karlviir, Steiner, Vignaal, Ragnar, Noordac, Magnus, Eldavaar, Farviir, Freya, Salieff, Ulfina, Ingie, Dyra, Halasti, Sighilda, Gutha, Kelbi, Firthora, Kolli, Farrjor, Holatha, Yiris, Ogarra, Dyrri, Bayora, Vissu, Gulthena, Arna.*
Thuel	*Ulnuk, Shaggog, Grinback, Torg, Dragur, Cromot, Dolgor, Ogrot, Maddrok, Vornog, Ruttog, Ushug, Shabboc, Thragur, Hothruk, Rorhug, Malgur, Drazzok, Wemmog, Torhoc, Silni, Gotha, Impi, Pashma, Findi, Osha, Annash, Shel, Burzu, Susha, Rarza, Kalini, Losra, Mori, Gulfi, Zul, Sharnesh, Ulfimi, Glasha, Surri*

SPEECH QUIRKS

1	Wheezes, coughs, sniffs	6	Scratches	11	Chewing, spits	16	Slow/Fast talker
2	Uses hands	7	Mumbling	12	Low/High tone	17	Flips hair
3	Repeats words	8	Quiet/Loud	13	Talks to self	18	Long winded
4	Rambling	9	Puffs on pipe	14	Ums & ahs	19	Squinty
5	Pulls at ear	10	Touchy	15	Curt, direct	20	Close talker



NPCs & LOCATIONS

NPCs	Mid p.108
Rival Adventurers	Mid p.131
Taverns	Mid p.137
Outposts	Mid p.112
Street Names	Mid p.134

PERSONALITY QUIRKS

1	Ridiculously greedy	Down in the dumps	Easy going and carefree	Utterly ruthless
2	Shrewd and calculating	Likes to joke and laugh	Sexist or Homophobic	Irrepressible optimist
3	Highly curious and inquisitive	Honest and decent	Grumpy and rude	Highly enthusiastic and excitable
4	Kind and compassionate	Vengeful and holds grudges	Practical and no nonsense	Helpful and well mannered
5	Easily offended	Calm and self assured	Overly Pessimistic	Brave and outspoken
6	Incorrigible flirt	Open hearted and joyful	Devoutly religious	Charitable or self effacing
7	Arrogant and bullying	Meek or indecisive	Reckless but means well	Indifferent or apathetic
8	Determined with eyes on the prize	Cheeky and impulsive	Honourable and protective	Simple and a little slow
9	Racist or quick to generalise	Standoffish or withdrawn	Awkward or bumbling	Genteel or chivalrous
10	Uncompromising or judgmental	Quiet or secretive	Forgetful or easily distracted	Naïve or trusting

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