# Temperamental Experience

Each advance is associated with a temperament (see below). Characters with advances spread evenly across the four temperaments have balanced humors. Characters with advances concentrated on one temperament possess an imbalance of humors.

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| **Temperament** | **Choleric** | **Melancholic** | **Phlegmatic** | **Sanguine** | **Humor** | **Disposition** | **Element** | **Organ** | **Season** |
| Choleric | Same | Similar | Opposite | Similar | Yellow Bile | Hot, Dry | Fire | Liver | Fire |
| Melancholic | Similar | Same | Similar | Opposite | Black Bile | Cold, Dry | Earth | Spleen | Autumn |
| Phlegmatic | Opposite | Similar | Same | Similar | Phlegm | Cold, Wet | Water | Brain | Winter |
| Sanguine | Similar | Opposite | Similar | Same | Blood | Hot, Wet | Air | Heart | Spring |

Total up the temperament of each of your character’s advances. (The free Common Knowledge and Speak Language do not count.)

If a character has 5 more advances of one temperament than any other temperament, his humors are out of balance and he is subject to that temperament until either A) additional advances are purchased that reduce the gap to less than 5 or B) the number of advances of a different temperament exceeds any other temperament by 5 or more *and* exceeds the number of advances of the previous temperament.

For example: Aladár Árpád has 7 Choleric advances, 7 Melancholic Advances, 4 Phlegmatic advances, and 3 Sanguine advances.

* Aladár buys a WS (Choleric) advance. He now has 8 Choleric advances, which is 5 more than he has Sanguine advances. He is now Choleric.
* Aladár buys an Int (Melancholic) advance. He now has 8 Melancholic advances, which is 5 more than he has Sanguine advances… but he’s already Choleric, and his Melancholic advances do not outnumber his Choleric advances.
* Aladár buys another Int (Melancholic) advance. He now has 9 Melancholic advances, which is both 5 more than he has Sanguine advances and more than he has Choleric advances. He is now Melancholic.
* Aladár buys two Ag (Sanguine) advances. He now has 9 Melancholic advances and 5 Sanguine advances; the difference is no longer 5 or more, so he is no longer Melancholic (or Choleric) and has balanced humors.

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|   | **Advance** | **Temperament** |
| **Balanced** | **Same** | **Similar** | **Opposite** |
| CHARACTERISTICS | Simple (+5%) | 150  | 100  | 250  | 500  |
| Intermediate (+10%) | 300  | 200  | 500  | 750  |
| Trained (+15%) | 550  | 350  | 750  | 1,000  |
| Proficient (+20%) | 800  | 600  | 1,000  | 1,500  |
| Expert (+25%) | 1,050  | 850  | 1,500  | 2,500  |
| SKILLS | Known (+0%) | 150  | 100  | 200  | 250  |
| Trained (+10%) | 300  | 200  | 400  | 500  |
| Experienced (+20%) | 450  | 300  | 600  | 750  |
| Veteran (+30%) | 600  | 400  | 800  | 1,000  |
| TALENTS | Tier 1 | 300  | 200  | 400  | 600  |
| Tier 2 | 450  | 300  | 600  | 900  |
| Tier 3 | 600  | 400  | 900  | 1,200  |

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Balanced humors mean that all advances cost the same amount of XP. Imbalanced humors make the advances associated with a characters temperament significantly cheaper, but advances associated with other temperaments are more expensive. Advances listed as ‘None’ (and there are a few) always cost the Balanced amount.

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| **Characteristic** | **Temperament** |
| WS | Choleric |
| BS | Phlegmatic |
| S | Choleric |
| T | Phlegmatic |
| Ag | Sanguine |
| Int | Melancholic |
| WP | Melancholic |
| Fel | Sanguine |

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| **Skill** | **Temperament** | **Skill** | **Temperament** | **Skill** | **Temperament** |
| Animal Care | Melancholic | Row | Choleric | Magical Sense | Melancholic |
| Charm | Sanguine | Scale Sheer Surface | Choleric | Navigation | Phlegmatic |
| Command | Choleric | Search | Melancholic | Performer (\*) | Sanguine |
| Concealment | Phlegmatic | Silent Move | Sanguine | Pick Lock | Melancholic |
| Consume Alcohol | Phlegmatic | Swim | Choleric | Prepare Poison | Melancholic |
| Disguise | Sanguine | Animal Training | Sanguine | Read/Write | Melancholic |
| Drive | Choleric | Blather | Sanguine | Sail | Phlegmatic |
| Evaluate | Melancholic | Chanelling | Melancholic | Set Trap | Melancholic |
| Gamble | Melancholic | Charm Animal | Sanguine | Secret Signs (\*) | Melancholic |
| Gossip | Sanguine | Dodge Blow | Phlegmatic | Shadowing | Sanguine |
| Haggle | Sanguine | Follow Trail | Melancholic | Sleight of Hand | Sanguine |
| Intimidate | Choleric | Heal | Melancholic | Speak Language (\*) | Melancholic |
| Outdoor Survival | Phlegmatic | Hypnotism | Melancholic | Trade (\*) | None |
| Perception | Melancholic | Knowledge (\*) | Melancholic | Torture | Choleric |
| Ride | Sanguine | Lip Reading | Melancholic | Ventriloquism | Sanguine |

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| **Talent** | **Temperament** | **Tier** | **Talent** | **Temperament** | **Tier** |
| Acute Hearing | Melancholic | 1 | Fearless | Phlegmatic | 1 |
| Aethyric Attunement | Melancholic | 1 | Flee! | Phlegmatic | 1 |
| Alley Cat | Sanguine | 1 | Fleet Footed | Sanguine | 1 |
| Ambidextrous | Choleric | 1 | Frenzy | Choleric | 1 |
| Armoured Casting | Phlegmatic | 1 | Hardy | Phlegmatic | 1 |
| Artistic | Sanguine | 1 | Keen Senses | Melancholic | 1 |
| Belligerent | Choleric | 2 | Lightning Parry | Choleric | 1 |
| Contortionist | Sanguine | 1 | Lightning Reflexes | Sanguine | 1 |
| Coolheaded | Melancholic | 1 | Linguistics | Melancholic | 1 |
| Dealmaker | Choleric | 1 | Lore (\*) | Melancholic | 1 |
| Disarm | Choleric | 1 | Luck | None | 3 |
| Etiquette | Sanguine | 1 | Magic | Melancholic | 1 |
| Excellent Vision | Melancholic | 1 | Marksman | Phlegmatic | 1 |
| Fast Hands | Choleric | 1 | Master Gunner | Phlegmatic | 1 |

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| **Talent** | **Temperament** | **Tier** | **Talent** | **Temperament** | **Tier** |
| Master Orator | Choleric | 1 | Stout-Hearted | Phlegmatic | 1 |
| Meditation | Phlegmatic | 1 | Street Fighting | Choleric | 1 |
| Menacing | Choleric | 1 | Streetwise | Sanguine | 1 |
| Mighty Shot | Phlegmatic | 1 | Strike Mighty Blow | Choleric | 1 |
| Mimic | Sanguine | 1 | Strike to Injure | Choleric | 1 |
| Orientation | Phlegmatic | 1 | Strike to Stun | Choleric | 1 |
| Public Speaking | Choleric | 1 | Strong-Minded | Melancholic | 1 |
| Quick Draw | Sanguine | 1 | Sturdy | Phlegmatic | 1 |
| Rapid Reload | Sanguine | 1 | Suave | Sanguine | 1 |
| Resist Chaos | Phlegmatic | 1 | Sure Shot | Phlegmatic | 1 |
| Resist Disease | Phlegmatic | 1 | Surgery | Phlegmatic | 1 |
| Resist Magic | Phlegmatic | 1 | Super Numerate | Melancholic | 1 |
| Resist Poison | Phlegmatic | 1 | Swashbuckler | Sanguine | 1 |
| Rover | Phlegmatic | 1 | Trapfinder | Sanguine | 1 |
| Savvy | Melancholic | 1 | Trick Riding | Sanguine | 1 |
| Schemer | Sanguine | 1 | Tunnel Rat | Sanguine | 1 |
| Seasoned Traveller | Melancholic | 1 | Very Resilient | Phlegmatic | 1 |
| Sharpshooter | Phlegmatic | 1 | Very Strong | Choleric | 1 |
| Sixth Sense | Melancholic | 1 | Warrior-Born | Choleric | 1 |
| Specialist Weapon Group | Choleric | 1 | Wrestling | Choleric | 1 |

## Talent Changes

* **Belligerent** is a new Talent that confers +1 Attack. It may be taken more than once: up to a number of times equal to half the character’s WS bonus (rounded down).
* **Fleet Footed** may be taken more than once: up to a number of times equal to half the character’s Ag bonus (rounded down).
* **Hardy** may be taken more than once: up to a number of times equal to the character’s Toughness bonus.

