

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.

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.

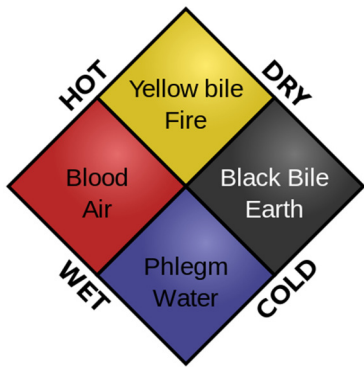
For example: Aladár Árpád has 7 Choleric advances, 7 Melancholic Advances, 4 Phlegmatic advances, and 3 Sanguine advances.

- 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.

		Temperament			
Advance		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



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.



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

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

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

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.



Cholericus
 Unser complexion ist gar von feuer
 Schlahē vñ hægen ist vnser abentwær



Melencolicus
 Unser complexion ist von erden wüch
 Darüb sep wir schwærmüügkept gluch



Phlegmaticus
 Unser complex ist mit wasser met getan
 Daruñ wir sabalheit mit mügen lan



Sanguineus
 Unser complexion sind von lustes vil
 Darumb sep wir hochmüüg one 3pl