

# List of Vices & Virtues

## 1 Preliminary Notes

1.1 This list is a modified version of the one made available by DRONE at [http://forums.totalwar.org/wiki/index.php/MTW\\_Vices\\_and\\_Virtues](http://forums.totalwar.org/wiki/index.php/MTW_Vices_and_Virtues).

1.2 This list applies only to MTW/VI 2.01 – some V&V that do not appear on a random basis in that version did appear out of the blue in previous ones (you could get a prince which was already a good runner before he had even set a foot on the battlefield ...).

1.3 When an V&V is identified as an "improvement" of another, it does not imply that the former would be more beneficial than the latter. A bad V&V that improves becomes even worse for its "beneficiary" ....

1.4 Only historical characters<sup>1</sup> available in the Medieval Campaign and affected with V&V are included in the list.

1.5 All historical heroes with V&V's have been included but some faction leaders available at the beginning of a campaign, some of which also have V&V's that cannot be acquired on a random basis, are still to be added. All faction leaders available at the beginning of the Early period have been taken into account but not all those of the High and Late periods.

### 1.6 Faction Leaders

As from the turn during which they become faction leaders, Faction leader s only see their V&V modified as a result of their actions. This means that (i) they will not acquire new V&V on a random basis and (ii) that the V&V that they already have and get improved with the mere passing of time will no longer evolve. For instance, if your ruler is has the "Chinless Wonder" V&V, he will never get "Odd Number of Toes". The only small "exception" to this is that if your eldest prince is has the "Chinless Wonder" V&V and becomes faction leader the next year, his V&V might have been improved a last time immediately after you had pushed the "End Turn" button. Likewise he may have acquired new random V&V in that last window of opportunity. The reason for this is in all likelihood that the allocation of new V&V (and improvement of old ones) takes place before the game checks if the faction leader survives. Thus when the allocation of new V&V was made your prince had not yet become the new ruler and could be affected by new random V&V

### 1.7 Princes

1.7.1 Princes are immune to some very bad V&V once they have matured. They can get such V&V when they appear (and then those V&V will evolve with the passing of

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<sup>1</sup> Historical characters are both historical generals (including rebels) and the factions leaders present at the beginning of a campaign.

time) but if they had not those, they will never get it if even when they have ceased to be princes or even royal general. Those V&V are:

- Pride/Secret Pride;
- Chinless Wonder;
- Strange; and,
- Drinker

Thus using princes as your main general is a safer investment than using historical heroes who can always become less effective or totally useless as a result of such bad random V&V.

- 1.7.2 Upon maturing, Princes can get some V&V's that other general could not get in the course of the campaign (unless they are historical heroes to which such V&V's are allocated). If they do not have them, they will never acquire those. Those V&V are:

- Great Warrior; and,
- Natural Leader.

Those two V&V cannot be improved subsequently.

- 1.7.3 Upon maturing, Princes get the Killer Instinct V&V that other general cannot get on a random basis. It is suspected that Killer Instinct may be acquired as a result of action on the battlefield but this has not been demonstrated yet.

## 1.8 Stacks

Note that if one of you do not want a general to pick bad V&V or if you want his V&V's not to improve, an easy solution is to leave his unit out of any stack. If the general's unit is on its own the chances that he will get a new random V&V or that its existing V&V's will improve as a result of the mere passing of time are drastically reduced and your general will only pick V&V's caused by his actions (builder, scant mercy, good runner, not so bold, etc.). The leader of an unit standing alone can get a new random V&V but that is a rare occurrence (I would say it happens once every 50 turns). If there is a stack of units in the same province the chances that he will get a random V&V are almost equal to 0. So if your best general is turning into a strange hedonist chinless wonder, you now what to do. Same thing if you are happy with the V&V that a general has acquired and do not want to try your luck any further ....

## 1.9 Legal

If you use this list and make a buck in the process, you are supposed to give one third to Drone and one third to me. We do not want hear you whining about your level or expenses and the number of people with whom you have to share your remaining third. This is your problem, deal with it.

Apart from that, feel free to use it as you please ....

## 2 The List

Line	Vice/Virtue	Description	Effect	Cause
<b>Mighty Warrior</b>	Great Warrior	He has a natural talent for personal combat, making him less likely to die in battle.	+5 Health	<p>Appears for (i) princes maturing (ii) historical character. Does not appear on a random basis afterwards. Not possible to acquire or improve through action. Historical character(s) affected:</p> <ul style="list-style-type: none"> <li>• Hugh de Payns French 1095<sup>2</sup> 3/4/5/4<sup>3</sup></li> <li>• Charles d'Albret French 1370 2/2/3/3</li> <li>• Jean de Vergy Burgundian 1380 4/4/3/3</li> <li>• William Tell Swiss 1380 1/1/4/1</li> <li>• Sancho I Aragon 1087 Initial Aragonese faction leader - Early</li> </ul>

<sup>2</sup> Date of birth and not date of appearance.

<sup>3</sup> Command/Dread/Piety/Acumen.

Line	Vice/Virtue	Description	Effect	Cause
	Mighty Warrior	His reputation for skill at arms is spreading as his fighting skills improve.	+10 Health +2 Valour	<p>Does not appear on a random basis<sup>4</sup>. Not possible to acquire or improve through action. Historical character(s) affected:</p> <ul style="list-style-type: none"> <li>William Marshall English 1147 5/3/3/5</li> <li>Henry Percy English 1364 3/4/3/3</li> <li>Wladyslaw I Poland 1087 Initial Polish faction leader - Early</li> </ul>
	Famous Warrior	He is famous for his skill on the battlefield and few can hope to match him in single combat.	+20 Health +3 Valour	<p>Does not appear on a random basis afterwards. Not possible to acquire or improve through action. Historical character(s) affected:</p> <ul style="list-style-type: none"> <li>Geoffrey de Charny French 1305 2/2/3/2</li> </ul>

<sup>4</sup> When this table refers to a V&V not appearing on a random basis it implies that only historical character can have it when they appear.

Line	Vice/Virtue	Description	Effect	Cause
<b>Fearsome</b>	Natural Leader	He leads his men from the front, gaining much respect and inspiring his men to greater efforts.	+2 Morale +1 Loyalty	<p>Does not appear on a random basis except princes who can get it when appearing but not afterwards. Not possible to acquire or improve through action.</p> <p>Historical character(s) affected:</p> <ul style="list-style-type: none"> <li>Richard Neville English 1418 3/4/3/6</li> <li>Godfrey of Bouillon French 1060 5/5/6/4</li> <li>Bertrand de la Salle French 1350 4/5/3/5</li> <li>Henry the Lion German 1129 3/4/3/4</li> <li>Lodrisio Visconti Italian 1280 3/5/2/2</li> <li>Jacopo dal Verme Italian 1350 4/4/3/4</li> <li>Olaf I Danes 1087 Initial Danish faction leader - Early</li> </ul>

Line	Vice/Virtue	Description	Effect	Cause
	Fine Leader	He leads from the front, taking risks but gaining much respect and inspiring his men by example.	+4 Morale +2 Loyalty	Does not appear on a random basis. Not possible to acquire or improve through action. Historical character(s) affected: <ul style="list-style-type: none"> <li>Al-Afdal Shahinshah Egyptians 1055 5/5/4/3</li> <li>Najamuddin Ilghazi of Aleppo Egyptians 1055 3/5/4/4</li> </ul>
	Great Leader	He leads from the front with great courage, and all who follow him love him for it and are inspired to great deeds.	+6 Morale +3 Loyalty	Does not appear on a random basis. Not possible to acquire or improve through action. Historical character(s) affected: <ul style="list-style-type: none"> <li>William Walays Rebel (Scotland) 1272 5/4/3/2</li> </ul>
	Legendary Leader	He leads from the front magnificently, inspiring awe in his troops and pride in his people.	+6 Morale +3 Loyalty +10 Happiness	Does not appear on a random basis. Not possible to acquire or improve through action.

Line	Vice/Virtue	Description	Effect	Cause
<b>Killer</b>	Killer Instinct	He has a talent for killing, making him quite effective on the battlefield, and discomfiting those who stand against him.	+2 Valour +1 Dread	Appear for (i) princes maturing (ii) historical character. Does not appear on a random basis afterwards. Possible to acquire or improve through action but exact trigger event unknown (killing enemy general while charging ?). Historical character(s) affected: <ul style="list-style-type: none"> <li>Ezzelino da Romano Italian 1194 4/5/2/3</li> </ul>
	Natural Born Killer	He is so adept at killing in hand to hand combat that few can match him, and those that are wise fear him	+3 Valour +2 Dread	Improvement of Killer instinct. Improvement does not take place as a result of the mere passing of time. Possible to acquire or improve through action but exact trigger event unknown (killing enemy general while charging ?).

Line	Vice/Virtue	Description	Effect	Cause
	Secret Killer	He enjoys killing too much. He deliberately kills in practice tourneys, and tortures and kills any who offend him. So far he has managed to keep this vice secret.	+4 Valour +3 Dread	Improvement of Natural Born Killer. Improvement does not take place as a result of the mere passing of time. Possible to acquire or improve through action but exact trigger event unknown (killing enemy general while charging ?). Historical character(s) affected: <ul style="list-style-type: none"> <li>Werner von Urslingen Italian 1330 3/7/0/1</li> </ul>
	Murderer	His habit of torturing and killing has become public knowledge. He is feared and hated because of it.	+5 Valour +4 Dread -5 Piety	Improvement of Secret Killer. Improvement does not take place as a result of the mere passing of time. Possible to acquire or improve through action but exact trigger event unknown (killing enemy general while charging ?).



Line	Vice/Virtue	Description	Effect	Cause
Scarred	Scarred	He has been in the thick of things in battle and has some ugly scars as result, making him look quite intimidating.	+1 Dread	Does not appear on a random basis. General almost dying in battle might get it but exact threshold is unknown. Historical character(s) affected: <ul style="list-style-type: none"> <li>Iskander Bey Rebel (Croatia) 1405 4/4/2/4</li> </ul>
	Impressive Scars	His habit of putting himself in harm's way has given him some gruesome scars, and one or two war wounds that trouble him from time to time.	-5 Health +2 Dread	Improvement of Scarred. Improvement does take place as a result of the mere passing of time. Getting a second beating might also cause it. Historical character(s) affected: <ul style="list-style-type: none"> <li>Jean Zizka German 1360 4/3/5/2</li> </ul>
	Hideous Scars	His hideous scars make him terrible to behold, and have given him a matching temperament. He also is almost crippled by several old wounds, making combat difficult.	-5 Health +3 Dread -3 Valour	Improvement of Impressive Scars. Improvement does take place as a result of the mere passing of time. Getting a third beating might also cause it. Historical character(s) affected: <ul style="list-style-type: none"> <li>John of Bohemia German 1310 2/2/3/1</li> </ul>

Line	Vice/Virtue	Description	Effect	Cause
Reluctant	Not So Bold	His reluctance to get directly involved in hand to hand combat has not gone unnoticed, and undermines the morale of his men. This reputation, however undeserved, is difficult to shake.	-2 Morale	Does not appear on a random basis. General's unit does not kill, capture anyone and does not suffer any casualty during three battles in a row.
	Timorous	He has fought many battles but seldom gets into combat himself. His men joke about this, but it also lurks in their minds as they are placed in harm's way.	-4 Morale -1 Valour	Improvement of Not So Bold. Improvement does take place as a result of the mere passing of time. General's unit does not kill, capture anyone and does not suffer any casualty during four battles in a row.

Line	Vice/Virtue	Description	Effect	Cause
	Cowardly	His deliberate avoidance of combat in the past has become a source of ridicule. No efforts on his part are likely to change this now. His men are reluctant to risk their lives when he will not.	-6 Morale -2 Valour	Improvement of Timorous. Improvement does take place as a result of the mere passing of time. General's unit does not kill, capture anyone and does not suffer any casualty during five battles in a row.
Ran Away	Good Runner	He is remembered for the way he ran from the battlefield on more than one occasion. Perhaps he had no choice, but whispers among his men say otherwise.	-3 Morale	Does not appear on a random basis (except in version 1.0 where newly born princes could get it). General's unit runs away in a battle.

Line	Vice/Virtue	Description	Effect	Cause
	Doubtful Courage	There are serious doubts about his courage in the face of the enemy. Reports of him screaming like a girl as he departed the field are not too exaggerated. His men are not inspired.	-6 Morale	Improvement of Good Runner. Improvement does take place as a result of the mere passing of time. General's unit runs away in a second battle (no need for those two battle to be consecutive ones).
	Coward	He is considered by all to be a coward in battle, and men who serve him on the battlefield are just waiting for him to turn and run. It makes it hard for him to keep his army on the field.	-9 Morale	Improvement Doubtful Courage. Improvement does take place as a result of the mere passing of time. General's unit runs away in a third battle (no need for those two battle to be consecutive ones).

Line	Vice/Virtue	Description	Effect	Cause
Captured	Captured	He did not enjoy the process of being captured and ransomed, and instils a fear of being captured in all his men. This makes them less likely to rout, but makes them harder to command.	+3 Morale -1 Command	Does not appear on a random basis. Unit leader is ransomed back. Historical character(s) affected: <ul style="list-style-type: none"> <li>Odon Borleng English 1080 3/4/3/2</li> <li>Bertrand du Guesclin French 1320 3/3/3/3</li> </ul>
	Tortured	Having been captured and tortured, he is obsessed with avoiding capture. This makes his army harder to break, but seriously affects his judgement on the battlefield.	+6 Morale -2 Command	Improvement of Captured. Improvement does take place as a result of the mere passing of time. Unit leader is ransomed a second time.

Line	Vice/Virtue	Description	Effect	Cause
	Traumatised	His experiences as a prisoner have left this man traumatised. He will kill anyone who even considers surrender, and he avoids danger in battle. Paradoxically this makes his capture more likely.	+9 Morale -3 Command	Improvement of Tortured. Improvement does take place as a result of the mere passing of time. Unit leader is ransomed a third time.
<b>Paranoid A<sup>5</sup></b>	Nervous	He is constantly worried about being assassinated, causing sleepless nights and troubled days. It is not good for his health.	-5 Health	Does not appear on a random basis. Unit leader is the target of an unsuccessful assassination attempt.

<sup>5</sup> Failed assassination attempts can trigger the appearance of either Nervous, Survivor or Suspicious. Subsequent attempts will maximise the trait initially obtained and will then trigger the appearance of one of the two remaining possible V&V.

Line	Vice/Virtue	Description	Effect	Cause
	Very Nervous	His fear of assassins is so great he does not eat well, sleeps little, and rarely goes out in public. This does give him plenty of time for administrative duties.	-5 Health +1 Acumen	Improvement of Nervous. Improvement does take place as a result of the mere passing of time. Unit leader is the target of a second unsuccessful assassination attempt.
	Recluse	His deep and constant fear of assassins has made him a recluse. He eats and sleeps little, and is rarely seen in public. The lack of exercise is affecting his combat ability.	-5 Health +2 Acumen -1 Valour	Improvement of Very Nervous. Improvement does take place as a result of the mere passing of time. Unit leader is the target of a third unsuccessful assassination attempt.
	Secret Paranoia	His efforts to test his own defences against potential assassins have caused the deaths of several food tasters and one or two guests. Fortunately he has managed to keep this quiet so far.	-5 Health +2 Acumen -1 Valour	Improvement of Recluse. Improvement does take place as a result of the mere passing of time. Unit leader is the target of a fourth unsuccessful assassination attempt. Historical character(s) affected: <ul style="list-style-type: none"> <li>Fra Dolcino Rebel (Serbia) 1300 4/6/3/4</li> </ul>

Line	Vice/Virtue	Description	Effect	Cause
	Paranoid	After poisoning several guests including a holy man, he is now infamous as a scheming poisoner with little faith. In fact he is just paranoid about being poisoned himself.	-5 Health -4 Piety +2 Dread	Improvement of Secret Paranoia. Improvement does take place as a result of the mere passing of time. Unit leader is the target of a fifth unsuccessful assassination attempt or the V&V is discovered by enemy spy.
<b>Paranoid B<sup>6</sup></b>	Survivor	Having survived an assassination attempt by killing the assassin with a cooking spit, he is very keen to practice combat with a wide variety of weapons and kitchen implements, to the detriment of his other duties.	+1 Valour -1 Acumen	Does not appear on a random basis. Unit leader is the target of an unsuccessful assassination attempt.

<sup>6</sup> Failed assassination attempts can trigger the appearance of either Nervous, Survivor or Suspicious. Subsequent attempts will maximise the trait initially obtained and will then trigger the appearance of one of the two remaining possible V&V.



Line	Vice/Virtue	Description	Effect	Cause
	Strong Security	He spends much of his time devising ingenious new security measures to defend against assassins. He has made himself a master of self defence.	+3 Valour -3 Acumen	Improvement of Survivor. Improvement does take place as a result of the mere passing of time. Unit leader is the target of a second unsuccessful assassination attempt.
	High Security	He spends much of his time devising ingenious new security measures to defend against assassins. He has made himself a master of self defence.	+3 Valour -3 Acumen	Improvement of Strong Security. Improvement does take place as a result of the mere passing of time. Unit leader is the target of a third unsuccessful assassination attempt.
	Secretly Paranoid and Security Conscious	His efforts to defend against potential assassins go to insane lengths - an important guest was killed by a pit trap while looking for the privy (he has not yet been missed).	+3 Valour -3 Acumen	Improvement of High Security. Improvement does take place as a result of the mere passing of time. Unit leader is the target of a fourth unsuccessful assassination attempt.

Line	Vice/Virtue	Description	Effect	Cause
	Secretly Paranoid	The accidental death of a famous entertainer who was his guest has caused a public outcry. Claims that he fell down a spiked pit are not widely believed.	+3 Valour -20 Happiness -3 Acumen	Improvement of Secretly Paranoid and Security Conscious. Improvement does take place as a result of the mere passing of time. Unit leader is the target of a fifth unsuccessful assassination attempt or the V&V is discovered by enemy spy.
Paranoid C <sup>7</sup>	Suspicious	After surviving an assassination attempt he is suspicious of all around him, and his justice is swifter and harsher than most.	+1 Dread	Does not appear on a random basis. Unit leader is the target of an unsuccessful assassination attempt.
	Rough Justice	After surviving more than one assassination attempt his deeply suspicious nature often manifests as harsh and summary justice.	+2 Dread	Improvement of Suspicious. Improvement does take place as a result of the mere passing of time. Unit leader is the target of a second unsuccessful assassination attempt.

<sup>7</sup> Failed assassination attempts can trigger the appearance of either Nervous, Survivor or Suspicious. Subsequent attempts will maximise the trait initially obtained and will then trigger the appearance of one of the two remaining possible V&V.

Line	Vice/Virtue	Description	Effect	Cause
	Secret Murderer	His irrational fear of assassins has lead him to torture and execute a completely innocent visiting nobleman. Fortunately he has a signed confession of the man's misdeeds.	+2 Dread	Improvement of Rough Justice. Improvement does take place as a result of the mere passing of time. Unit leader is the target of a third unsuccessful assassination attempt or if V&V discovered by enemy spy.
	Murderer	The confession of a visiting nobleman recently tortured and killed has been proved to be false, after the man's son successfully underwent a gruelling ordeal.	+3 Dread -3 Piety	Improvement of Secret Murderer. Improvement does take place as a result of the mere passing of time. Unit leader is the target of a fourth unsuccessful assassination attempt.

Line	Vice/Virtue	Description	Effect	Cause
	Secret Murderer	His paranoid fantasies about lurking assassins have caused him to torture and execute many men, including one nobleman, for little or no discernable cause.	+3 Dread -3 Piety	Improvement of Murderer. Improvement does take place as a result of the mere passing of time. Unit leader is the target of a fifth unsuccessful assassination attempt.
	Mass Murderer	It has become widely known that he believes all men with bald heads and brown beards to be assassins, and has tortured and executed many men of that appearance, possibly unjustly.	+4 Dread -5 Piety	Improvement of Secret Murderer. Improvement does take place as a result of the mere passing of time. Unit leader is the target of a sixth unsuccessful assassination attempt or if V&V discovered by enemy spy.
<b>Paranoid D<sup>8</sup></b>	Devout	After a recent interview with the Inquisition he has taken to spending long hours in prayer, and is vociferous in his support for the Church.	-2 Dread +2 Piety	Does not appear on a random basis. Unit leader is the target of an unsuccessful inquisition attempt.

<sup>8</sup> Failed inquisition attempts can lead the general to get the Devout V&V, the Heretic V&V or the Atheist VV. Once a general has reached « Born Again », the next attempt will trigger the appearance of Secret Heretic or Secret Atheist.

Line	Vice/Virtue	Description	Effect	Cause
	God Fearing	He has attracted much interest from the Inquisition, despite spending most of his time praying and much of the rest engaged in good works.	-4 Dread +4 Piety	Improvement of Devout. Improvement does take place as a result of the mere passing of time. Unit leader is the target of a second unsuccessful inquisition attempt.
	Born Again	He has repented his sins and claims to be washed in the blood of the Lamb of God. He has taken a vow of personal poverty and donated his wealth to the Church. The Inquisition will find him hard to fault now.	-6 Dread +6 Piety	Improvement of God Fearing. Improvement does take place as a result of the mere passing of time. Unit leader is the target of a third inquisition attempt.
<b>Hard To Kill</b>	Resilient	His constitution is robust and his vigilance constant making him a difficult man to assassinate.	+2 Valour vs. assassins	Does not appear on a random basis. Unit leader is the target of an unsuccessful assassination attempt.

Line	Vice/Virtue	Description	Effect	Cause
	Hard To Kill	His constitution is strong and his vigilance relentless, making him a very difficult man to assassinate.	+4 Valour vs. assassins	Improvement of Survivor. Improvement does take place as a result of the mere passing of time. Unit leader is the target of a second unsuccessful assassination attempt.
	Invulnerable	He regularly takes small doses of poison, building up considerable resistance, and his security measures are second to none. This makes him almost impossible to assassinate.	+6 Valour vs. assassins	Improvement of Hard To Kill. Improvement does take place as a result of the mere passing of time. Unit leader is the target of a third unsuccessful assassination attempt.
Counterspy	Informants	He has built up a local group of informants giving him some warning of plots against him.	+2 Valour vs spies	Does not appear on a random basis. Unit leader is the target of an unsuccessful spying attempt.
	Informant Network	His network of informants stretches far and wide, often giving advanced warning of plots against him.	+4 Valour vs. spies -1 Loyalty	Improvement of Informants. Improvement does take place as a result of the mere passing of time. Unit leader is the target of a second unsuccessful spying attempt.

Line	Vice/Virtue	Description	Effect	Cause
	Spy Network	He has placed his agents in positions of power, giving him advanced warning of plots against him, even if they are sponsored by the state.	+4 Valour vs. spies -2 Loyalty	Improvement of Informant Network. Improvement does take place as a result of the mere passing of time. Unit leader is the target of a third unsuccessful spying attempt.
	Spy Network	Despite the obvious disapproval this causes, he still maintains a comprehensive spy network which occasionally gets out of hand.	+4 Valour vs. spies -3 Loyalty	Improvement of Informant Network. Improvement does take place as a result of the mere passing of time. Unit leader is the target of a fourth unsuccessful spying attempt.
	Secret Assassinator	His spy network includes assassins ready and able to pre-empt any plots against him. He has quietly removed a number of officials and local worthies.	+6 Valour vs. spies -4 Loyalty -20 Happiness	Improvement of Survivor. Improvement does take place as a result of the mere passing of time. Unit leader is the target of a fifth unsuccessful spying attempt.

Line	Vice/Virtue	Description	Effect	Cause
	Assassinator	His network of assassins has been penetrated and exposed. The families of his victims clamour for vengeance. He is not a popular man.	+2 Valour vs. spies -5 Loyalty -40 Happiness	Improvement of Secret Assassinator. Improvement does take place as a result of the mere passing of time. Unit leader is the target of a fifth unsuccessful or successful spying attempt.



Line	Vice/Virtue	Description	Effect	Cause
Attacker	Skilled Attacker	He is particularly skilled in directing attacks in the field.	+1 Command when attacking	<p>Does not appear on a random basis. General defeats superior forces while attacking.</p> <p>Historical character(s) affected:</p> <ul style="list-style-type: none"> <li>Ausias March Aragonese 1397 3/2/2/2</li> <li>Alexius Branas Byzantine 1150 4/3/3/3</li> <li>Fakhr ad-Din Egyptian 1219 4/3/4/2</li> <li>Jean de Grailly English 1330 4/3/3/2</li> <li>Robert Knollys English 1331 3/5/3/4</li> <li>Thomas Camoys English 1360 3/3/4/3</li> <li>Janos Hunyadi Hungarian 1387 4/4/4/3</li> <li>Ramon de Bonifaz Spanish 1196 2/6/3/5</li> <li>Jorge Manrique Spanish 1440 3/3/4/4</li> <li>Hasan-e Sabbah Turkish 1060</li> </ul>

Line	Vice/Virtue	Description	Effect	Cause
	Expert Attacker	He is an expert in the art of attacking defensive positions.	+2 Command when attacking	<p>Improvement of Skilled Attacker. Improvement does take place as a result of the mere passing of time. General defeats superior forces while attacking for the second time.</p> <p>Historical character(s) affected:</p> <ul style="list-style-type: none"> <li>• Nur al-Din Egyptian 1119 5/5/4/4</li> <li>• Alberigo da Barbiano Italian 1340 4/4/3/4</li> <li>• Roger de Hauteville Sicilian 1040 4/5/3/4<sup>9</sup></li> <li>• El Cid Rebel (Valencia) 1054 4/5/4/3</li> </ul>
	Specialist Attacker	He specialises in conducting attacks against defensive positions.	+3 Command when attacking	<p>Improvement of Expert Attacker. Improvement does take place as a result of the mere passing of time. General defeats superior forces while attacking for the third time.</p>

<sup>9</sup> Character who has never appeared in any Siciian campaign AFAIK

Line	Vice/Virtue	Description	Effect	Cause
Defender	Skilled Defender	He has a talent for selecting strong defensive positions and exploiting them well.	+1 Command when defending	<p>Does not appear on a random basis. General defeats superior forces while defending.</p> <p>Historical character(s) affected:</p> <ul style="list-style-type: none"> <li>• Francesco da Carmagnola Italian 1380 4/3/2/1</li> </ul>
	Expert Defender	He is an expert in defence, well known for his ability to exploit terrain, lay ambushes, and force attackers in to unwise decisions.	+2 Command when defending	<p>Improvement of Skilled Defender. Improvement does take place as a result of the mere passing of time. General defeats superior forces while defending for the second time.</p> <p>Historical character(s) affected:</p> <ul style="list-style-type: none"> <li>• Alfonso de Guzman Spanish 1260 1/2/4/5</li> <li>• Owain Glyndwr Rebel (Wales) 1354 3/3/3/2</li> </ul>

Line	Vice/Virtue	Description	Effect	Cause
	Field Defence Specialist	He specialises in defending in the field.	+3 Command when defending	<p>Improvement of Expert Defender. Improvement does take place as a result of the mere passing of time. General defeats superior forces while defending for the third time.</p> <p>Historical character(s) affected:</p> <ul style="list-style-type: none"> <li>Alfonso VI Spanish 1087 Initial Spanish faction leader – Early</li> <li>Yussuf I Almohad 1087 Initial Almohad faction leader – Early</li> <li>Alexius I Byzantine 1087 Initial Byzantine faction leader – Early</li> </ul>
<b>Sieger</b>	Skilled Sieger	He is skilled in the art of taking castles by siege without resorting to an assault.	-1 year to siege duration	Does not appear on a random basis. Not possible to acquire or improve through action.

Line	Vice/Virtue	Description	Effect	Cause
	Expert Sieger	He is an expert in the art of sieging castles into submission without resorting to battle.	-2 years to siege duration	Does not appear on a random basis. Not possible to acquire or improve through action.
	Specialist Sieger	His reputation for relentlessly reducing castles by siege is so great than many castles bow to the inevitable and surrender after token resistance.	-3 years to siege duration	Does not appear on a random basis. Not possible to acquire or improve through action. Historical character(s) affected: <ul style="list-style-type: none"> <li>Jean Bureau French 1400 1/0/3/0</li> </ul>
Siege Defender	Skilled Siege Defender	He is skilled in siege defence, organising supplies, maintaining morale, and harrying the enemy.	+2 years to siege duration	Does not appear on a random basis. Not possible to acquire or improve through action.
	Expert Siege Defender	He is an expert at organising men and supplies, penetrating enemy lines and maintaining a disciplined garrison.	+3 years to siege duration	Does not appear on a random basis. Not possible to acquire or improve through action. Historical character(s) affected: <ul style="list-style-type: none"> <li>Hugh Calveley English 1322 1/2/3/2</li> </ul>

Line	Vice/Virtue	Description	Effect	Cause
	Specialist Siege Defender	He is a specialist in defending against a prolonged siege, bribing, deceiving and outsmarting his enemy to get supplies in.	+4 years to siege duration	Does not appear on a random basis. Not possible to acquire or improve through action. Historical character(s) affected: <ul style="list-style-type: none"> <li>Black Agnes Dunbar Rebel (Scotland) 1310 1/3/0/0</li> </ul>
Against Odds Attacker	Skilled Risky Attacks	He is skilled at attacking when outnumbered.	+1 to Command in this situation	Does not appear on a random basis. General defeats superior forces while attacking. Proportion unknown (1 to 2 ?) Historical character(s) affected: <ul style="list-style-type: none"> <li>John Talbot English 1387 3/5/3/6</li> </ul>
	Expert Risky Attacks	He is expert at attacking when outnumbered.	+2 to Command in this situation	Improvement of Skilled Risky Attacks. Improvement does take place as a result of the mere passing of time. General defeats superior forces while attacking. Proportion unknown (1 to 2 ?).

Line	Vice/Virtue	Description	Effect	Cause
	Superb Risky Attacks	He is a specialist in attacking when outnumbered.	+3 to Command in this situation	Improvement of Expert Risky Attacks. Improvement does take place as a result of the mere passing of time. General defeats superior forces while attacking for the second time. Proportion unknown (1 to 2 ?).
<b>Against Odds Defender</b>	Skilled Last Stand	He is a specialist in defending when outnumbered more than 2 to 1.	+1 to Command in this situation	Does not appear on a random basis. General defeats superior forces while defending. Proportion unknown (1 to 2 ?).
	Expert Last Stand	He is a specialist in defending when outnumbered more than 2 to 1.	+2 to Command in this situation	Improvement of Skilled Last Stand. Improvement does take place as a result of the mere passing of time. General defeats superior forces while defending. Proportion unknown (1 to 2 ?).
	Superb Last Stand	He is a specialist in defending when outnumbered more than 2 to 1.	+3 to Command in this situation	Improvement of Expert Last Stand. Improvement does take place as a result of the mere passing of time. General defeats superior forces while defending. Proportion unknown (1 to 2 ?).

Line	Vice/Virtue	Description	Effect	Cause
Bad Attacker	Weak Attacker	He does not like taking risks, which make his attacks predictable.	-1 Command when attacking	<p>Does not appear on a random basis. General is defeated despite superior forces while attacking.</p> <p>Historical character(s) affected:</p> <ul style="list-style-type: none"> <li>Jean le Maingre Boucicault French 1345 3/4/3/3</li> </ul>
	Poor Attacker	He hates taking risks, and is right to do so as when he does it does not often go well.	-2 Command when attacking	<p>Improvement of Weak Attacker. Improvement does take place as a result of the mere passing of time. General is defeated for the second time while attacking with superior forces.</p> <p>Historical character(s) affected:</p> <ul style="list-style-type: none"> <li>Muhammad ibn Yacub Almohad 1179 4/3/5/4</li> <li>Gerard de Ridefort French 1145 3/4/4/4</li> </ul>



Line	Vice/Virtue	Description	Effect	Cause
	Bad Attacker	When attacking, all reason seems to escape him. His enemies are often confused by his tactics, regularly talking of them during their victory celebrations.	-3 to Command when attacking	Improvement of Poor Attacker. Improvement does take place as a result of the mere passing of time. General is defeated for the third time while attacking with superior forces. Historical character(s) affected: <ul style="list-style-type: none"> <li>Wat Tyler Rebel (Wessex) 1351 1/2/4/1</li> </ul>
Bad Defender	Weak Defender	The rigid discipline and attention to detail required to effectively defend on the battlefield are not his strong points.	-1 Command when defending	Does not appear on a random basis. General is defeated despite superior forces while defending. Historical character(s) affected: <ul style="list-style-type: none"> <li>Arthur de Richemont French 1375 3/3/3/3</li> </ul>
	Poor Defender	He is impetuous and impatient, often throwing away the advantage and taking the battle to the enemy.	-2 Command when defending	Improvement of Weak Defender. Improvement does take place as a result of the mere passing of time. General is defeated for the second time while defending with superior forces.

Line	Vice/Virtue	Description	Effect	Cause
	Bad Defender	He is incapable of sitting and waiting for the enemy to come to him. Attack is not always the best form of defence.	-3 Command when defending	Improvement of Poor Defender. Improvement does take place as a result of the mere passing of time. General is defeated for the third time while defending with superior forces.
<b>Bad Sieger</b>	Weak Sieger	He lacks the discipline required to conduct a siege well.	+1 year to siege length	Does not appear on a random basis. Not possible to acquire or improve through action.
	Poor Sieger	He lacks the skills and discipline required to make sieges come to a swift conclusion.	+2 years to siege length	Does not appear on a random basis. Not possible to acquire or improve through action. Historical character(s) affected: <ul style="list-style-type: none"> <li>Mathilda de Boulogne Rebel (Anjou) 1102 2/3/4/4</li> </ul>
	Bad Sieger	He is not cut out for sitting around sieging castles.	+3 years to siege length	Does not appear on a random basis. Not possible to acquire or improve through action.
<b>Bad Siege Defender</b>	Weak Siege Defender	He is not good at organising effective resistance to sieges.	-1 year to siege duration	Does not appear on a random basis. Not possible to acquire or improve through action.

Line	Vice/Virtue	Description	Effect	Cause
	Poor Siege Defender	He is poor at organising effective resistance to sieges.	-2 years to siege duration	Does not appear on a random basis. Not possible to acquire or improve through action.
	Bad Siege Defender	He is very bad at organising effective resistance to sieges.	-3 years to siege duration	Does not appear on a random basis. Not possible to acquire or improve through action.
<b>Bad Against Odds Attacker</b>	Poor Risky Attacks	He is not at his best when attacking numerically superior foes.	-1 Command in this situation	Does not appear on a random basis. General is defeated while attacking against the odds. Proportion unknown (1 to 2 ?).
	Bad Risky Attacks	He is particularly bad at attacking stronger foes.	-2 Command in this situation	Improvement of Poor Risky Attacks. Improvement does take place as a result of the mere passing of time. General is defeated for the second time while attacking against the odds. Proportion unknown (1 to 2 ?).
	Awful Risky Attacks	Attacking against the odds is always difficult, but he manages to make it a disaster almost every time.	-3 Command in this situation	Improvement of Bad Risky Attacks. Improvement does take place as a result of the mere passing of time. General is defeated for the third time while attacking against the odds. Proportion unknown (1 to 2 ?).

Line	Vice/Virtue	Description	Effect	Cause
<b>Bad Against Odds Defender</b>	Weak Last Stand	He does not perform well when defending against a superior force.	-1 Command in this situation	Does not appear on a random basis. General is defeated while defending against the odds. Proportion unknown (1 to 2 ?).
	Poor Last Stand	He seems to always make mistakes when defending against a superior force.	-2 Command in this situation	Improvement of Weak Last Stand. Improvement does take place as a result of the mere passing of time. General is defeated for the second time while attacking against the odds. Proportion unknown (1 to 2 ?).
	Bad Last Stand	He makes hideous errors when defending against a superior force.	-3 Command in this situation	Improvement of Poor Last Stand. Improvement does take place as a result of the mere passing of time. General is defeated for the third time while attacking against the odds. Proportion unknown (1 to 2 ?).

Line	Vice/Virtue	Description	Effect	Cause
<b>Assaulter</b>	Skilled Assaulter	He has a talent for assaulting castles.	+1 Command when assaulting castles	<p>Does not appear on a random basis. General defeats superior forces while assaulting.</p> <p>Historical character(s) affected:</p> <ul style="list-style-type: none"> <li>• Roger de Lauria Aragonese 1250 3/4/4/4</li> <li>• Jean de Bueil French 1410 3/4/3/3</li> <li>• Boniface of Montferrat Italian 1160 3/4/2/4</li> <li>• Muzio Attendolo Italian 1369 4/5/2/4</li> </ul>
	Expert Assaulter	He is an expert in assaulting castles.	+2 Command when assaulting castles	Improvement of Skilled Assaulter. Improvement does take place as a result of the mere passing of time. General defeats a superior force while assaulting for the second time.
	Assault Specialist	He is a specialist in organising and leading castle assaults.	+3 Command when assaulting castles	Improvement of Expert Assaulter. Improvement does take place as a result of the mere passing of time. General defeats a superior force while assaulting for the third time.

Line	Vice/Virtue	Description	Effect	Cause
<b>Assault Defender</b>	Good Assault Defender	He has a talent for defending castles against assaults.	+1 Command when in this situation	Does not appear on a random basis. General defeats superior forces while defending against an assault.
	Expert Assault Defender	He is an expert at defending castles against assaults.	+2 Command when in this situation	Improvement of Good Assault Defender. Improvement does take place as a result of the mere passing of time. General defeats a superior force while defending against an assault for the second time.
	Superb Assault Defender	He superb at defending castles against assaults.	+3 Command when in this situation	Improvement of Expert Assault Defender. Improvement does take place as a result of the mere passing of time. General defeats a superior force while defending against an assault for the third time.
<b>Bad Assaulter</b>	Weak Assaulter	He lacks the discipline required to conduct castle assaults.	-1 Command when assaulting castles	Does not appear on a random basis. General is defeated despite superior forces while assaulting.

Line	Vice/Virtue	Description	Effect	Cause
	Poor Assaulter	He lacks the skills and discipline required to conduct castle assaults.	-2 Command when assaulting castles	Improvement of Weak Assaulter. Improvement does take place as a result of the mere passing of time. General is defeated while assaulting with superior forces for the second time.
	Bad Assaulter	He really isn't cut out to lead castle assaults. He should let someone else do it.	-3 Command when assaulting castles	Improvement of Poor Assaulter. Improvement does take place as a result of the mere passing of time. General is defeated while assaulting with superior forces for the third time.
<b>Bad Assault Defender</b> <sup>10</sup>	Weak Assault Defender	He lacks the patience required to defend against castle assaults.	-1 Command when defending castles	Does not appear on a random basis. General is defeated despite superior forces while defending against an assault.
	Poor Assault Defender	He lacks the skills and patience required to defend against castle assaults.	-2 Command when defending castles	Improvement of Weak Assault Defender. Improvement does take place as a result of the mere passing of time. General is defeated while defending against an assault with superior forces for the second time.

<sup>10</sup> How a general can lose a battle when defending against an assault and survive takes will not happen often. It would require that at some point the general comes out of the keep and gets routed. If he stays in the keep and losses that implies that he got killed.

Line	Vice/Virtue	Description	Effect	Cause
	Bad Assault Defender	He really isn't cut out to defend castles. He should let someone else do it.	-3 Command when defending castles	Improvement of Poor Assault Defender. Improvement does take place as a result of the mere passing of time. General is defeated while defending against an assault with superior forces for the third time.
Retreater	Eager to Retreat	He has a reputation for being very quick to decide retreat is the best strategy, perhaps because he is always put in difficult positions.	-1 Loyalty -2 Morale	Does not appear on a random basis. General's army retreats twice while attacked. No need for retreats to be consecutive.
	Retreats Often	He seems to always be retreating, perhaps because he's always given impossible positions to defend.	-1 Loyalty -4 Morale	Improvement of Eager to Retreat. Improvement does take place as a result of the mere passing of time. General's army retreats three times while attacked. No need for retreats to be consecutive.



Line	Vice/Virtue	Description	Effect	Cause
	Retreats Very Often	He retreats very regularly, perhaps because it's the only thing to do, but his men don't think so.	-3 Loyalty -6 Morale	Improvement of Retreats Often. Improvement does take place as a result of the mere passing of time. General's army retreats four times while attacked. No need for retreats to be consecutive.
<b>Vacillator</b>	Hesitant	He has been known to call off attacks at the last minute, perhaps because ordered to. His men do not like this habit.	-1 Loyalty -2 Morale	Does not appear on a random basis. General cancels a second attack. No need for cancellations to be consecutive. Historical character(s) affected: <ul style="list-style-type: none"> <li>Alvaro de Luna Spanish 1400 1/0/4/6</li> </ul>
	Indecisive	He often calls off attacks at the last minute, perhaps because of orders. His men hate this tendency.	-2 Loyalty -4 Morale	Improvement of Hesitant. Improvement does take place as a result of the mere passing of time. General cancels a third attacks. No need for cancellations to be consecutive.

Line	Vice/Virtue	Description	Effect	Cause
	Vacillator	He often finds himself ordered to abort attacks at the last minute. He hates this, but his men hate it more.	-3 Loyalty -6 Morale	Improvement of Indecisive. Improvement does take place as a result of the mere passing of time. General cancels a fourth attacks. No need for cancellations to be consecutive.
Prisoner Killer	Scant Mercy	He has killed prisoners without hesitation when it looked like the battle might go against him.	+1 Dread	Does not appear on a random basis. First time the general kills one or several prisoners in a battle.
	No Mercy	He shows no mercy and has killed many prisoners, but is possibly too eager to do so, which deprives his men of their share of the ransom.	+2 Dread -1 Morale	Improvement of Scant Mercy. Improvement does take place as a result of the mere passing of time. The general kills one or several prisoners in a second battle. No need for battle during which prisoners are killed to be consecutive.

Line	Vice/Virtue	Description	Effect	Cause
	Merciless	He has a reputation for killing prisoners even when there is no danger of losing the battle. His men hate this as a great deal of ransom money has been lost.	+2 Dread -2 Morale	Improvement of No Mercy. Improvement does take place as a result of the mere passing of time. The general kills one or several prisoners in a third battle. No need for battle during which prisoners are killed to be consecutive.  Historical character(s) affected: <ul style="list-style-type: none"><li>John Mercadier English 1145 3/7/3/4</li></ul>
	Secret Blood Lover	He kills prisoners even when it is not necessary, which causes discontent amongst his men. He indulges his secret passion for blood, personally executing many captives.	+3 Dread	Improvement of Merciless. Improvement does take place as a result of the mere passing of time. Improvement of Scant Mercy. Improvement does take place as a result of the mere passing of time. The general kills one or several prisoners in a fourth battle. No need for battle during which prisoners are killed to be consecutive.  Historical character(s) affected: <ul style="list-style-type: none"><li>Roger Mortimer English 1287 3/6/2/4</li></ul>

Line	Vice/Virtue	Description	Effect	Cause
	Blood Lover	It has become known that he kills prisoners for his own pleasure, denying his men their share of any ransom money.	+3 Dread -3 Morale -2 Piety	Improvement of Secret Blood Lover. Improvement does take place as a result of the mere passing of time. The general kills one or several prisoners in a fifth battle or the V&V is discovered by an enemy spy. No need for battle during which prisoners are killed to be consecutive.
<b>Butcher</b>	Butcher	He is famous for the massacre of thousands of prisoners in a single battle. Few can match the horror of this deed.	+2 Dread	Does not appear on a random basis. Killing 1000+ prisoners in one single battle. Historical character(s) affected: <ul style="list-style-type: none"> <li>Werner von Urslingen German 1331 3/6/0/1</li> <li>Vlade Tepes Hungarian 1430 3/7/2/4</li> </ul>

Line	Vice/Virtue	Description	Effect	Cause
<b>Merciful (Kings only except historical characters)</b>	Occasional Mercy	He has shown mercy to captured rebels which has made him popular.	+10 Happiness	Does not appear on a random basis. Ruler decides to let all rebel go free for the second time. Historical character(s) affected: <ul style="list-style-type: none"> <li>Robin of Locksley Rebel (Mercia) 1191 3/1/3/2</li> </ul>
	Frequent Mercy	He is known for showing mercy to captured rebels.	+20 Happiness -1 Dread	Improvement of Occasional Mercy. Improvement does take place as a result of the mere passing of time. Ruler decides to let all rebel go free for the third time.
	Merciful	He is indeed merciful when dealing with captured rebels.	+20 Happiness -2 Dread	Improvement of Frequent Mercy. Improvement does take place as a result of the mere passing of time. Ruler decides to let all rebel go free for the fourth time.
	Most Merciful	He is famous for showing mercy to captured rebels.	+20 Happiness -3 Dread	Improvement of Merciful. Improvement does take place as a result of the mere passing of time. Ruler decides to let all rebel go free for the fifth time.

Line	Vice/Virtue	Description	Effect	Cause
<b>Rebel Killer (Kings only except historical characters)</b>	Swift Justice	He has been known to execute every last rebel captured as an example to others.	+1 Dread	Does not appear on a random basis. Ruler decides, after the battle, to kill all captured rebels for the second time.
	Secret Rough Justice	When suppressing rebellions, he secretly includes otherwise innocent petty enemies in the list of those to be arrested and executed.	+1 Dread	Improvement of Swift Justice. Improvement does take place as a result of the mere passing of time. Ruler decides, after the battle, to kill all captured rebels for the third time.
	Rough Justice	When suppressing rebellions, he includes otherwise innocent victims of his own petty vendettas in the list of those to be executed. No one dares speak out against this practice.	+2 Dread -10 Happiness	Improvement of Secret Rough Justice. Improvement does take place as a result of the mere passing of time. Ruler decides, after the battle, to kill all captured rebels for the fourth time or V&V discovered by enemy spy.

Line	Vice/Virtue	Description	Effect	Cause
	Tough Justice	He is draconian in his measures when suppressing rebellions, executing everyone involved and many innocents around him. No one is safe.	+3 Dread -10 Happiness	Improvement of Rough Justice. Improvement does take place as a result of the mere passing of time. Ruler decides, after the battle, to kill all captured rebels for the fifth time. Historical character(s) affected: <ul style="list-style-type: none"> <li>Simon de Montfort the Elder English 1160 4/5/2/4</li> </ul>
	Secret Random Justice	He has given up any pretence of justice when dealing with rebels, executing all those captured and randomly selecting other victims by rolling dice. So far no-one has noticed.	+3 Dread -20 Happiness	Improvement of Tough Justice. Improvement does take place as a result of the mere passing of time. Ruler decides, after the battle, to kill all captured rebels for the sixth time.

Line	Vice/Virtue	Description	Effect	Cause
	Random Justice	Everyone now knows there is no justice in his rule. His methods for selecting who is accused of treason and executed seem entirely random. The people hate him.	+3 Dread -50 Happiness	Improvement of Secret Random Justice. Improvement does take place as a result of the mere passing of time. Ruler decides, after the battle, to kill all captured rebels for the seventh time or V&V discovered by enemy spy.
Tyrant	Authoritarian	He is quick to use his power to enforce his commands, and brooks no disobedience.	+1 Dread	Does not appear on a random basis. Not possible to acquire or improve through action. Historical character(s) affected: <ul style="list-style-type: none"> <li>Leon Sgouros Rebel (Serbia) 1180 3/5/3/5</li> </ul>
	Autocrat	He is firmly in control, and takes measures to ensure his commands are obeyed without question or dissent.	+2 Dread	Does not appear on a random basis. Not possible to acquire or improve through action. Historical character(s) affected: <ul style="list-style-type: none"> <li>William II England 1087 Initial English faction leader - Early</li> </ul>



Line	Vice/Virtue	Description	Effect	Cause
	Secret Tyrant	He values obedience and his own opinions above all else, and will not tolerate any dissenters, sometimes resorting to assassination to remove them.	+2 Dread	<p>Does not appear on a random basis. Not possible to acquire or improve through action. Historical character(s) affected:</p> <ul style="list-style-type: none"> <li>• Catruccio Castracane Italian 1282 3/3/3/4</li> <li>• John I England 1205 Initial English faction leader - High</li> </ul>
	Tyrant	He insists on complete obedience and has been known to have people who oppose him killed. Not a man to be argued with.	+3 Dread -20 Happiness	<p>Does not appear on a random basis. Not possible to acquire or improve through action except perhaps if the V&amp;V secret Tyrant is discovered by an enemy spy.</p>

Line	Vice/Virtue	Description	Effect	Cause
	Despot	He treats his advisors and opponents alike with brutal force. All who oppose him and many who he just doesn't like are arrested, imprisoned or assassinated. He is not popular.	+4 Dread -40 Happiness	Does not appear on a random basis. Not possible to acquire or improve through action.
Lawman	Lawman	He has shown himself to be adept at dealing with bandits and other lawbreakers.	+1 Dread	Does not appear on a random basis. Not possible to acquire or improve through action. Historical character(s) affected: <ul style="list-style-type: none"> <li>Bo Jonsson Grip Danes 1315 1/2/4/7</li> </ul>
	Law Maker	He has a talent for making and enforcing laws, making his territory an unsafe place for bandits or thieves to operate.	+2 Dread	Does not appear on a random basis. Not possible to acquire or improve through action.

Line	Vice/Virtue	Description	Effect	Cause
	Man Of The Law	He follows the law to the letter, meeting out just but harsh punishment to any lawbreakers. He is especially adept at dealing with banditry.	+3 Dread	Does not appear on a random basis. Not possible to acquire or improve through action.
Unbriable	Man of Principle	He is not easily tempted to betray his principles for money. But everyone has their price.	+50% to cost of bribe	Appear on a random basis or if the general is the object of an unsuccessful bribe attempt. Historical character(s) affected: <ul style="list-style-type: none"> <li>Imad al-Din Zengi Turkish 1100 2/3/4/5</li> </ul>
	Man Of Honour	He believes in loyalty and honour, and is very unlikely to accept any but the most outrageous of bribes.	+100% to cost of bribe	Improvement of Man of Principle. Improvement takes place as a result of the mere passing of time or if the general is the object of an unsuccessful bribe attempt.

Line	Vice/Virtue	Description	Effect	Cause
	Unbribable	He is that rarest of things, an honest man. He cannot be bribed for less than a king's ransom.	+200% to cost of bribe	Improvement of Man Of Honour. Improvement takes place as a result of the mere passing of time or if the general is the object of an unsuccessful bribe attempt.

Line	Vice/Virtue	Description	Effect	Cause
<b>Money Grabber</b>	Weak Principles	He is not a man of strong principles and is easy to tempt.	-20% to Bribery cost	<p>Appear on a random basis or if the general is the object of a successful bribe attempt.</p> <p>Historical character(s) affected:</p> <ul style="list-style-type: none"> <li>• Tancred de Normandie English 1078 4/3/3/3</li> <li>• Jean Cadoc French 1175 3/5/2/3</li> <li>• Albert Sterz German 1320 2/3/2/2</li> <li>• Hannekin Bongarten German 1330 2/3/2/2</li> <li>• Bohemond de Tankerville Italian 1050 4/4/2/1</li> <li>• Hannekin Bongarten Italian 1330 2/3/2/2</li> <li>• Ambrogio Visconti Italian 1334 3/4/2/4</li> <li>• Simon de Montfort the Younger Rebel (Mercia) 1208 2/4/2/2</li> </ul>

Line	Vice/Virtue	Description	Effect	Cause
	Moral Flexibility	He believes loyalty is a relative concept. Relative to the amount of money being offered.	-30% to Bribery cost	<p>Improvement of Man of Principle. Improvement takes place as a result of the mere passing of time or if the general is the object of a successful bribe attempt.</p> <p>Historical character(s) affected:</p> <ul style="list-style-type: none"> <li>Strongbow Fitzgilbert English 1115 5/6/4/5</li> <li>Roger de Flor Sicilian 1208 4/7/1/4</li> <li>Etienne Marcel Rebel (Ile de France) 1316 1/4/3/5</li> </ul>
	No Principles	He is entirely motivated by money, as his Grandmother's new owner will attest!	-50% to Bribery cost	<p>Improvement of Moral Flexibility.</p> <p>Improvement takes place as a result of the mere passing of time or if the general is the object of a successful bribe attempt.</p>
<b>Builder (King)</b>	Builder	His extensive program of building has brought prosperity to the people.	+10 Happiness in all provinces	Does not appear on a random basis. Building any kind of building cause this V&V to appear. Exact number unknown.

Line	Vice/Virtue	Description	Effect	Cause
	Great Builder	His extensive program of building has brought prosperity to the people, and to the nobility.	+10 Happiness in all provinces. +1 Loyalty to all generals	Improvement of Builder. Improvement does take place as a result of the mere passing of time. Building any kind of building cause this V&V to appear. Exact number unknown.
	Magnificent Builder	His long and extensive program of building has caused a huge advance in the quality of life of the people and the prosperity of the nobility.	+10 Happiness in all provinces +2 Loyalty to all generals	Improvement of Great Builder. Improvement does take place as a result of the mere passing of time. Building any kind of building cause this V&V to appear. Exact number unknown.
<b>Builder<sup>11</sup></b>	Builder	His extensive program of building has brought prosperity to the people in his province.	+10 Happiness	Does not appear on a random basis. Building any kind of building cause this V&V to appear. Exact number unknown.

<sup>11</sup> This V&V normally affects the governor of a province. Nevertheless, if the governor is in a stack lead by another general or prince, the latter will get the initial V&V or see his own builder V&V improved. This is the reason why from time to time you will see a king ascend to the throne and already being a "Builder" or "Steward". It is not known if this governor V&V still has an effect since the rule can then get the same V&V available for rulers only afterwards, thus becoming twice a builder or steward.

Line	Vice/Virtue	Description	Effect	Cause
	Great Builder	His extensive program of building has brought prosperity to the people, and also to himself.	+10 Happiness +1 Loyalty	Improvement of Builder. Improvement does take place as a result of the mere passing of time. Building any kind of building cause this V&V to appear. Exact number unknown.
	Magnificent Builder	His long and extensive program of building has caused a huge advance in the quality of life of the people and to his own prosperity.	+10 Happiness +2 Loyalty	Improvement of Great Builder. Improvement does take place as a result of the mere passing of time. Building any kind of building cause this V&V to appear. Exact number unknown.
Farmer (King)	Steward	His extensive program of developing farmlands and his regular attention to farming matters has increased agricultural output across the realm.	+10 Happiness in all provinces +10% to all agricultural output	Does not appear on a random basis. Building agricultural improvements cause this V&V to appear. Exact number unknown.



Line	Vice/Virtue	Description	Effect	Cause
	Great Steward	His extensive program of developing farmlands and his constant attention to farming matters has greatly increased agricultural output across the realm.	+10 Happiness in all provinces +20% to all agricultural output	Improvement of Steward. Improvement does take place as a result of the mere passing of time. Building agricultural improvements cause this V&V to appear. Exact number unknown.
	Magnificent Steward	His extraordinary program of developing farmlands and his farming policies have vastly increased agricultural output across the realm.	+10 Happiness in all provinces +30% to all agricultural output	Improvement of Great Steward. Improvement does take place as a result of the mere passing of time. Building agricultural improvements cause this V&V to appear. Exact number unknown.
Farmer <sup>12</sup>	Steward	His program of developing local farmlands and his regular attention to farming matters has increased local agricultural output.	+10 Happiness +10% to agricultural output	Does not appear on a random basis. Building agricultural improvements cause this V&V to appear. An increase by two levels (from 0 to 40% or from 20% to 60%, etc.) triggers this V&V.

<sup>12</sup> This V&V normally affects the governor of a province. Nevertheless, if the governor is in a stack lead by another general or prince, the latter will get the initial V&V or see his own builder V&V improved. This is the reason why from time to time you will see a king ascend to the throne and already being a "Builder" or "Steward". It is not known if this governor V&V still has an effect since the rule can then get the same V&V available for rulers only afterwards, thus becoming twice a builder or steward.

Line	Vice/Virtue	Description	Effect	Cause
	Great Steward	His extensive program of developing local farmlands and his constant attention to farming matters has greatly increased local agricultural output.	+10 Happiness +20% to agricultural output	Improvement of Steward. Improvement does take place as a result of the mere passing of time. Building agricultural improvements cause this V&V to appear. Exact number unknown.
	Magnificent Steward	His extraordinary program of developing local farmlands and his agricultural policies have vastly increased local agricultural output.	+10 Happiness +30% to agricultural output	Improvement of Great Steward. Improvement does take place as a result of the mere passing of time. Building agricultural improvements cause this V&V to appear. Exact number unknown.
<b>Bad Farmer</b>	Poor Steward	He finds agricultural and estate management matters dull and pays them little attention. It is causing poverty in his estates.	-10 Happiness -10% to agricultural output	Appears on a random basis once the size of the kingdom exceeds one third of the map.

Line	Vice/Virtue	Description	Effect	Cause
	Bad Steward	He neglects his duty to manage his estates well, causing poverty and discontent.	-10 Happiness -10% to agricultural output	Improvement of Poor Steward. Improvement does take place as a result of the mere passing of time.
	Absentee Landlord	He pays no attention whatsoever to his estates, leaving corrupt and incompetent lackeys to do his duty. It is causing widespread hunger and much discontent.	-20 Happiness -30% to agricultural output	Improvement of Bad Steward. Improvement does take place as a result of the mere passing of time.
Trader (King)	Trader	His policies have encouraged trade, bringing prosperity to the townsfolk and increasing trade income across the realm.	+10 Happiness in all provinces +10% to all trade income	Does not appear on a random basis. Building mines cause this V&V to appear. Exact number unknown. Historical character(s) affected: <ul style="list-style-type: none"> <li>Vitale II Italian 1087 Initial Italian faction leader - Early</li> </ul>

Line	Vice/Virtue	Description	Effect	Cause
	Great Trader	His policies have greatly encouraged trade in all provinces, bringing prosperity to the townsfolk and increasing trade income across the realm.	+10 Happiness in all provinces +20% to all trade income	Improvement of Trader. Improvement does take place as a result of the mere passing of time. Building mines cause this V&V to appear. Exact number unknown.
	Magnificent Trader	His policies have created a trading boom, bringing wealth to many towns and greatly increasing trade income across the realm.	+10 Happiness in all provinces +30% to all trade income	Improvement of Great Trader. Improvement does take place as a result of the mere passing of time. Building mines cause this V&V to appear. Exact number unknown.
Trader	Trader	His policies have encouraged local trade, bringing prosperity to the townsfolk and increasing trade income.	+10 Happiness +10% to trade income	Does not appear on a random basis. Building mines cause this V&V to appear. Exact number unknown.

Line	Vice/Virtue	Description	Effect	Cause
	Great Trader	His policies have greatly encouraged local trade in the province, bringing prosperity to the townsfolk and increasing trade income.	+10 Happiness +20% to trade income	Improvement of Trader. Improvement does take place as a result of the mere passing of time. Building mines cause this V&V to appear. Exact number unknown.
	Magnificent Trader	His policies have created a local trading boom, bringing wealth to the towns and greatly increasing trade income.	+10 Happiness +30% to trade income	Improvement of Great Trader. Improvement does take place as a result of the mere passing of time. Building mines cause this V&V to appear. Exact number unknown.
<b>Embezzler</b>	Secret Dubious Accounting	He secretly misappropriates a small portion of local taxes for his own use.	-10% to agricultural output -10% to trade income	Appears on a random basis once the size of the kingdom exceeds one third of the map.
	Dubious Accounting	It is widely known that he misappropriates a small portion of local taxes for his own use.	-10% to agricultural output -10% to trade income -10 Happiness	Improvement of Secret Dubious Accounting. Improvement does take place as a result of the mere passing of time.

Line	Vice/Virtue	Description	Effect	Cause
	Secret Embezzler	Given the opportunity he embezzles a significant portion of local taxes. The full extent of his activities is not widely known.	-20% to agricultural output -20% to trade income -10 Happiness	Improvement of Dubious Accounting. Improvement does take place as a result of the mere passing of time.
	Embezzler	It is widely known that when governing he misappropriates a large portion of the funds under his control, to the detriment of the local economy.	-20% to agricultural output -20% to trade income -20 Happiness	Improvement of Secret Embezzler. Improvement does take place as a result of the mere passing of time.
	Secret Kleptocracy	When governing his whole administration is geared towards misappropriating as much cash as possible. Everyone is aware of this, but no-one realises its full extent.	-30% to agricultural output -30% to trade income -20 Happiness	Improvement of Embezzler. Improvement does take place as a result of the mere passing of time.

Line	Vice/Virtue	Description	Effect	Cause
	Kleptocracy	When governing his whole administration is geared towards misappropriating as much cash as possible. It ruins the local economy. Everyone is aware of this.	-30% to agricultural output -30% to trade income -30 Happiness	Improvement of Secret Kleptocracy. Improvement does take place as a result of the mere passing of time.
Brigand	Outlaw	He abuses his position to rob and cheat honest traders and merchants, taking goods and money with menaces. He has so far managed to hide his involvement in this thievery.	-10% to agricultural output -10% to trade income	Appears on a random basis once the size of the kingdom exceeds one third of the map. Historical character(s) affected: <ul style="list-style-type: none"> <li>Klaus Stortebeker Rebel (Saxony) 1375 3/4/2/4</li> </ul>
	Brigand and Thief	His position is a hollow sham to protect the widespread thievery he controls and encourages. Little is safe from his thievery, and his subjects know it.	-10%to agricultural output -10% to trade income -20 Happiness	Improvement of Outlaw. Improvement does take place as a result of the mere passing of time.

Line	Vice/Virtue	Description	Effect	Cause
Smuggler	Informal Merchant	He sees nothing wrong with indulging in trade that does not pay the necessary duties and taxes, always assuming that he is enriched in the process!	-10% to agricultural output -20% to trade income	Appears on a random basis once the size of the kingdom exceeds one third of the map.
	Smuggler	He has little regard for the need to formally control trade, preferring instead to fill his own purse with the taxes that would be paid by more honest merchants.	-10% to agricultural output -20% to trade income	Improvement of Informal Merchant. Improvement does take place as a result of the mere passing of time.
Sybarite	Connoisseur	He enjoys life's little luxuries, and if these cost money, that's just too bad - regardless of whose money is actually being spent!	-10% to agricultural output -10% to trade income	Appears on a random basis once the size of the kingdom exceeds one third of the map.



Line	Vice/Virtue	Description	Effect	Cause
	Pleasure Seeker	Life's more expensive luxuries - the best of everything - are important to him, and if these are expensive, that's hardly his problem!	-15% to agricultural output -15% to trade income	Improvement of Connoisseur. Improvement does take place as a result of the mere passing of time.
	Voluptuary	His existence is largely given over to the pursuit of his personal pleasures. There are few limits on the amount of money he will spend in this pursuit.	-20% to agricultural output -20% to trade income	Improvement of Pleasure Seeker. Improvement does take place as a result of the mere passing of time.
	Utter Sybarite	His quest for luxury, pleasure and sensual gratification drives his entire being. Only the very best, at whatever price, will do for his refined - or jaded - tastes.	-25% to agricultural output -25% to trade income	Improvement of Voluptuary. Improvement does take place as a result of the mere passing of time.

Line	Vice/Virtue	Description	Effect	Cause
Nepotist	Family Favorites	While pretending that he chooses servants and aides by merit, he favours relatives on every possible occasion. Their poor abilities are less important to him than kinship.	-20% to agricultural output -10% to trade income	Appears on a random basis once the size of the kingdom exceeds one third of the map.
	Family Above All	He shows loyalty to his family at all times. He gives them employment even when it is obvious that they are without talent and actually harmful.	-20% to agricultural output -10% to trade income	Improvement of Family Favorites. Improvement does take place as a result of the mere passing of time.
Art Lover	Artistic Leanings	While he recognizes that art is worthwhile, his tastes are not yet fully defined. He is confident when commissioning new works for his enjoyment.	-5% to agricultural output -5% to trade income	Appears on a random basis once the size of the kingdom exceeds one third of the map.

Line	Vice/Virtue	Description	Effect	Cause
	Art Lover	He believes that Great Art is worthy of support and encouragement wherever it is found. He has the confidence to spend money well, on the work of the very best artists.	-10% to agricultural output -10% to trade income	Improvement of Artistic Leanings. Improvement does take place as a result of the mere passing of time.
	Artistic Temperament	While he would never publicly admit to it, his tastes in art are refined and precise. This interest is an expensive obsession.	-20% to agricultural output -20% to trade income	Improvement of Art Lover. Improvement does take place as a result of the mere passing of time.
	Connoisseur of Art	He has a finely developed taste in artwork, sculpture and architecture, and this helps encourage artists and artisans achieve truly great works.	-20% to agricultural output -20% to trade income	Improvement of Artistic Temperament. Improvement does take place as a result of the mere passing of time.

Line	Vice/Virtue	Description	Effect	Cause
<b>Church Lover</b>	Religious Leanings	He has deep religious feelings that inform his every decision, regardless of whether or not the matter in hand is one of faith.	-10% to agricultural output -10% to trade income	Appears on a random basis once the size of the kingdom exceeds one third of the map.
	Man of Heartfelt Faith	His religion is important to him, perhaps more important than any secular duty, and properly takes precedence over other matters.	-10% to agricultural output -10% to trade income	Improvement of Religious Leanings. Improvement does take place as a result of the mere passing of time.
	Deep Religious Urges	His religious leanings are central to his character, and his faith leads him to support (financially and practically) religious authorities at all times.	-15% to agricultural output -15% to trade income	Improvement of Man of Heartfelt Faith. Improvement does take place as a result of the mere passing of time.

Line	Vice/Virtue	Description	Effect	Cause
	Man of Abiding Belief	Faith in God is a central feature of his life, and this informs his every choice. All other matters are secondary to his proper desire to help and support religious authorities.	-15% to agricultural output -15% to trade income	Improvement of Deep Religious Urges. Improvement does take place as a result of the mere passing of time.
	Religious Compulsions	His Faith is the overwhelming centre of his life. He has a driven need to support his beliefs in financial and practical ways, no matter what the cost.	-20% to agricultural output -20% to trade income	Improvement of Man of Abiding Belief. Improvement does take place as a result of the mere passing of time.
	Man of Deep Devotion	His deep faith in the rightness of religious authority has no boundaries. Quite rightly, it guides and moulds his every action, making him regard secular matters with proper disdain.	-20% to agricultural output -20% to trade income	Improvement of Religious Compulsions. Improvement does take place as a result of the mere passing of time.

Line	Vice/Virtue	Description	Effect	Cause
<b>Philanthropist</b>	Publicly Generous	He has the occasional desire to help his fellow man, always providing that his fellow man is worthy of the help!	-5% to agricultural output -5% to trade income +10 Happiness	Appears on a random basis once the size of the kingdom exceeds one third of the map.
	Compulsively Charitable	He has a deep need to do good works. Often this need overrides financial reality, and causes problems.	-10% to agricultural output -10% to trade income +10 Happiness	Improvement of Publicly Generous. Improvement does take place as a result of the mere passing of time.
	Generous To A Fault	His generosity towards his fellow human beings has few bounds, and his natural nobility of spirit further encourages his charity.	-10% to agricultural output -10% to trade income +20 Happiness	Improvement of Compulsively Charitable. Improvement does take place as a result of the mere passing of time.
	Stupidly Charitable	His need to do good works is a compulsion, and one that allows scant attention to fiscal reality!	-20% to agricultural output -20% to trade income +20 Happiness	Improvement of Generous To A Fault. Improvement does take place as a result of the mere passing of time.

Line	Vice/Virtue	Description	Effect	Cause
	Remarkably Generous	His good works are legendary and his charitable nature makes him carry all such projects to a conclusion, regardless of petty matters like cost!	-20% to agricultural output -20% to trade income +30 Happiness	Improvement of Stupidly Charitable. Improvement does take place as a result of the mere passing of time.
Philosopher	Philosophically Inclined	He has an interest in matters of philosophy, and a desire to apply classical, rational ideas to all things.	-5% to agricultural output -5% to trade income	Appears on a random basis once the size of the kingdom exceeds one third of the map.
	Philosophical Bent	His interests in philosophy go beyond the merely casual. He has studied, and now applies the fruits of his abstract thinking to his practical duties.	-10% to agricultural output -10% to trade income	Improvement of Philosophically Inclined. Improvement does take place as a result of the mere passing of time.

Line	Vice/Virtue	Description	Effect	Cause
	Deep Thinker	His is a more than passing acquaintance with the works of classical scholars, making him a properly educated, if sometimes impractical man.	-10% to agricultural output -10% to trade income	Improvement of Philosophically Bent. Improvement does take place as a result of the mere passing of time.
	Head In The Clouds	His abiding and excessive interest in classical scholarship leads him to neglect his day-to-day duties.	-20% to agricultural output -20% to trade income	Improvement of Deep Thinker. Improvement does take place as a result of the mere passing of time.
	Natural Philosopher	His understanding of classical scholarship and current philosophical discussions is superb. His learning is exceptional, if sometimes impractical to his less erudite contemporaries !	-20% to agricultural output -20% to trade income	Improvement of Head In The Clouds. Improvement does take place as a result of the mere passing of time.



Line	Vice/Virtue	Description	Effect	Cause
<b>Monopolist</b>	Exclusive Trader	He has a desire to be the best, if not only with mercantile power where he holds authority. Others wishing to trade are discouraged by whatever means necessary.	-20% to trade income	Appears on a random basis once the size of the kingdom exceeds one third of the map.
	Dominant Trader	He has a desire to be the sole trading power in his domain. No competitors can be allowed to flourish.	-30% to trade income	Improvement of Exclusive Trader. Improvement does take place as a result of the mere passing of time.
	Monopoly Trader	His need to completely dominate and control all trade is absolute. As far as he is concerned, no one else can be allowed to succeed in a trading enterprise.	-40% to trade income	Improvement of Dominant Trader. Improvement does take place as a result of the mere passing of time.

Line	Vice/Virtue	Description	Effect	Cause
<b>Gambler</b>	Gambler	He enjoys gambling, and will wager on the outcome of almost any chance event. For him, the money at stake is less important than the thrill.	-10% to agricultural output -10% to trade income	Appears on a random basis once the size of the kingdom exceeds one third of the map.
	Secret Gambler	His gambling is getting out of hand, although so far he has managed to hide this from others. Few wagers are too trivial or stakes too large for him to resist.	-15% to agricultural output -15% to trade income	Improvement of Gambler. Improvement does take place as a result of the mere passing of time.
	Heavy Gambler	Gambling is an obsession for this man. He enjoys staking large sums of money - from whatever source - in games of chance. Winning is an occasional pleasure for him.	-15% to agricultural output -15% to trade income	Improvement of Secret Gambler. Improvement does take place as a result of the mere passing of time.

Line	Vice/Virtue	Description	Effect	Cause
	Compulsive Gambler	Although he manages to keep it quiet, his gambling is completely out of hand. Any money to which he has access will be rashly gambled away.	-20% to agricultural output -20% to trade income	Improvement of Heavy Gambler. Improvement does take place as a result of the mere passing of time.
	Degenerate Gambler	He will wager on anything. Winning is secondary to the thrill of betting, although there is always the chance that this time he will win.	-20% to agricultural output -20% to trade income	Improvement of Compulsive Gambler. Improvement does take place as a result of the mere passing of time.
<b>Corruption</b>	Administratively Greedy	When he is involved in any activity, money usually changes hands and often ends up in his purse.	-10% to agricultural output -10% to trade income	Appears on a random basis once the size of the kingdom exceeds one third of the map.
	Corrupt	He has a certain flexibility, and often accepts small bribes to speed up the carrying out of his duties.	-10% to agricultural output -10% to trade income	Improvement of Administratively Greedy. Improvement does take place as a result of the mere passing of time.

Line	Vice/Virtue	Description	Effect	Cause
	Properly Greased Palms	His attitude to his duties is simple: little will happen without the proper payments to grease the wheels of administration.	-15% to agricultural output -15% to trade income	Improvement of Corrupt. Improvement does take place as a result of the mere passing of time.
	Foully Corrupt	He sees corruption as a necessary evil, and forces himself to accept bribes when carrying out duties he should be doing anyway. He does little without an extra payment from somebody.	-15% to agricultural output -15% to trade income	Improvement of Properly Greased Palms. Improvement does take place as a result of the mere passing of time.
	Venal	He sees money, especially other people's money, as the essential lubricant in getting things done. Wealth rightly flows into his purse merely for carrying out his duties.	-20% to agricultural output -20% to trade income	Improvement of Foully Corrupt. Improvement does take place as a result of the mere passing of time.

Line	Vice/Virtue	Description	Effect	Cause
	Utterly Corrupt	He sees extra payments for doing his duties as his proper right and due for the responsibility he carries. He will do nothing without money going into his purse.	-20% to agricultural output, -20% to trade income	Improvement of Venal. Improvement does take place as a result of the mere passing of time.
Zealot	Fervent	He applies religious doctrine to the way he lives his life and the way he governs.	+1 Piety +10% to Zeal when governing	Appears on a random basis.
	Zealot	He follows religious doctrine to the letter, and encourages those under his control to do likewise.	+20% to Zeal when governing	Improvement of Fervent. Improvement does take place as a result of the mere passing of time.
	True Zealot	He follows religious doctrine to the letter, and uses his position to force others to do likewise.	+30% to Zeal when governing	Improvement of Zealot. Improvement does take place as a result of the mere passing of time.

Line	Vice/Virtue	Description	Effect	Cause
	Secret Fanatic	He follows religious doctrine to the letter, and when governing secretly misuses his position to eliminate heretics.	+30% to Zeal when governing	Improvement of True Zealot. Improvement does take place as a result of the mere passing of time.
	Fanatic	He follows religious doctrine to the letter, arresting and executing any he judges to be heretics.	+40% to Zeal when governing +1 Dread	Improvement of Secret Fanatic. Improvement does take place as a result of the mere passing of time. Historical character(s) affected: <ul style="list-style-type: none"> <li>Fra Dolcino Rebel (Milan) 1200 2/5/6/2</li> </ul>
Pious	Believer	He is a true believer.	+1 Piety	Appears on a random basis. Historical character(s) affected: <ul style="list-style-type: none"> <li>Yusuf-ben Yacub Almohad 1150 3/3/5/4</li> <li>Gil Alvarez Carillo Papist 1310 4/3/4/3</li> </ul>

Line	Vice/Virtue	Description	Effect	Cause
	Devout	He is a devout believer, and acts in accordance with his beliefs.	+2 Piety	Improvement of Believer. Improvement does take place as a result of the mere passing of time. Historical character(s) affected: <ul style="list-style-type: none"> <li>Qutb al-Din Aibak Turkish 1150 3/3/6/5</li> </ul>
	Pious	He applies his strong religious principles to everything he does.	+3 Piety	Improvement of Devout. Improvement does take place as a result of the mere passing of time.
	Truly Pious	He applies his strong religious principles to everything he does, and surrounds himself with like-minded people.	+4 Piety	Improvement of Pious. Improvement does take place as a result of the mere passing of time. Historical character(s) affected: <ul style="list-style-type: none"> <li>Joan of Arc French 1416 6/0/7/0</li> </ul> Lazlo I Hungary 1087 Initial Hungarian faction leader - Early

Line	Vice/Virtue	Description	Effect	Cause
Smart Talker	Eloquent	He has a gift for being able to talk himself out of any difficulty, making it hard to fault his religious views, and making him a persuasive administrator.	+1 Piety +1 Acumen	Appears on a random basis.
	Most Eloquent	He has a gift for being able to talk himself out of any difficulty, making it almost impossible to fault his religious views, and making him a most persuasive administrator.	+2 Piety +2 Acumen	Improvement of Eloquent. Improvement does take place as a result of the mere passing of time.
Blackmailer	Secret Blackmailer	He has a habit of using blackmail against his political enemies. Only the victims are aware of this, and they're not talking.	None	Appears on a random basis.



Line	Vice/Virtue	Description	Effect	Cause
	Blackmailer	He has been caught blackmailing a senior official, and fined a large sum. He is most unhappy about this and seeks revenge.	-3 Loyalty	Improvement of Secret Blackmailer. Improvement does take place as a result of the mere passing of time.
<b>Heretic<sup>13</sup></b>	Secret Heretic	He is a committed heretic, but has managed to conceal this so far.	None	Does not appear on a random basis. Unit leader is the target of an unsuccessful inquisition attempt. Historical character(s) affected: <ul style="list-style-type: none"> <li>Jacques de Molay French 1244 2/3/3/5</li> </ul>
	Heretic	It has become widely known that he is a heretic.	-5 Piety	Improvement of Secret Heretic. Unit leader is the target of a second unsuccessful inquisition attempt or the V&V Secret Heretic is discovered by an enemy spy.

<sup>13</sup> Failed inquisition attempts can lead the general to get the Devout V&V, the Heretic V&V or the Atheist VV. Once a general has reached « Born Again », the next attempt will trigger the appearance of Secret Heretic or Secret Atheist.

Line	Vice/Virtue	Description	Effect	Cause
<b>Atheist<sup>14</sup></b>	Secret Atheist	He just does not believe. He has succeeded in hiding it so far, but his passion for rational debate puts him in danger.	None	Does not appear on a random basis. Unit leader is the target of an unsuccessful inquisition attempt.
	Atheist	He has been exposed as a non-believer in a world ruled by the devout and faithful. It will be hard for him to survive.	-8 Piety	Improvement of Secret Atheist. Unit leader is the target of a second unsuccessful inquisition attempt or the V&V Secret Atheist is discovered by an enemy spy.
<b>Honest</b>	Honest	He is basically an honest man.	+1 Loyalty	Appears on a random basis.
	Very Honest	He is an honest man, and this makes him a popular leader.	+1 Loyalty +1 Morale	Improvement of Honest. Improvement does take place as a result of the mere passing of time.
	Most Honest	He values honesty above all else, making him a popular leader, but he has scruples when it comes to business matters.	+2 Loyalty +1 Morale -1 Acumen	Improvement of Very Honest. Improvement does take place as a result of the mere passing of time.

<sup>14</sup> Failed inquisition attempts can lead the general to get the Devout V&V, the Heretic V&V or the Atheist VV. Once a general has reached « Born Again », the next attempt will trigger the appearance of Secret Heretic or Secret Atheist.

Line	Vice/Virtue	Description	Effect	Cause
<b>Loyal</b>	Loyal	His natural instinct is to be loyal.	+1 Loyalty	Appears on a random basis.
	Very Loyal	He is very loyal, putting duty before personal gain.	+2 Loyalty	Improvement of Loyal. Improvement does take place as a result of the mere passing of time.
	Most Loyal	He values loyalty above all else, but can be violently intolerant of lack of loyalty in others.	+3 Loyalty +1 Dread	Improvement of Very Loyal. Improvement does take place as a result of the mere passing of time.
<b>Educated</b>	Educated	He has a good education, having a basic understanding of philosophy, theology, and the classics.	+1 Acumen	Appears on a random basis. Historical character(s) affected: <ul style="list-style-type: none"> <li>Snorri Sturluson Danish 1178 3/1/3/3</li> </ul>

Line	Vice/Virtue	Description	Effect	Cause
	Well Educated	His good education makes him open-minded and adaptable.	+1 Acumen +1 Command	Improvement of Educated. Improvement does take place as a result of the mere passing of time. Historical character(s) affected: <ul style="list-style-type: none"> <li>Walther von Vogelweide German 1170 0/1/3/2</li> <li>Suleyman I Turkish 1087 Initial Turkish faction leader - Early</li> </ul>
	Highly Educated	His excellent education makes him a good administrator and a fine leader, but he questions things just a little too much.	+1 Acumen +1 Command -1 Piety	Improvement of Well Educated. Improvement does take place as a result of the mere passing of time. Historical character(s) affected: <ul style="list-style-type: none"> <li>Raimundo DZaz Bermejo Spanish 1125 1/0/6/5</li> </ul>
<b>Charity</b>	Charitable	He believes it is his duty to make some effort to help the poor.	+10 Happiness	Appears on a random basis.

Line	Vice/Virtue	Description	Effect	Cause
	Very Charitable	He devotes some of his wealth to helping the poor.	+10 Happiness +1 Piety	Improvement of Charitable. Improvement does take place as a result of the mere passing of time.
	Most Charitable	He devotes a large portion of his wealth to good works, and encourages others to do similarly.	+20 Happiness +1 Piety	Improvement of Very Charitable. Improvement does take place as a result of the mere passing of time.
<b>Drunk</b>	Drinker	He enjoys drinking slightly more than is prudent. Most things can wait until he sobers up, but battles cannot.	-1 Command	Appears on a random basis except for Princes (and general that were princes before) who may only acquire it when they mature but not later on. Historical character(s) affected: <ul style="list-style-type: none"> <li>Conrad I German 1087 Initial German faction leader - Early</li> </ul>
	Often Drunk	He drinks too much and is often incoherent with drink, thus neglecting his duties.	-1 Command -1 Acumen	Improvement of Drinker. Improvement does take place as a result of the mere passing of time.

Line	Vice/Virtue	Description	Effect	Cause
	Always Drunk	He drinks constantly and is very often drunk. Needless to say, this affects his ability to command.	-2 Command -1 Acumen	Improvement of Often Drunk. Improvement does take place as a result of the mere passing of time.
	Alcoholic	He engages in epic bouts of drinking lasting days at a time, punctuated by deep depressions and sudden violence.	-3 Command -2 Acumen +1 Dread	Improvement of Always Drunk. Improvement does take place as a result of the mere passing of time.
	Severe Alcoholic	He is a legendary drunk, and his retainers now perform the majority of his duties.	-2 Command -2 Acumen -10 Health	Improvement Alcoholic. Improvement does take place as a result of the mere passing of time.
	Dead Drunk	He is mostly bedridden, but occasionally his retainers strap him to a horse and lead him out. His retainers are fairly competent now at making decisions for him.	-20 Health	Improvement of Severe Alcoholic. Improvement does take place as a result of the mere passing of time.

Line	Vice/Virtue	Description	Effect	Cause
<b>Gluttony</b>	Hedonist	He devotes much of his time to good food and other pleasures of the flesh. He is a little overweight.	-1 Valour	Appears on a random basis.
	Sybarite	He enjoys luxury. Good food, fine wine, and fairly outrageous displays of wealth take their toll on his fitness.	-2 Valour	Improvement of Hedonist. Improvement does take place as a result of the mere passing of time.
	Secret Gluttony	He secretly binges on luxury foods, spending vast fortunes on rare delicacies while his peasants starve. He is becoming vastly overweight, which seriously affects his combat ability.	-3 Valour	Improvement of Sybarite. Improvement does take place as a result of the mere passing of time.

Line	Vice/Virtue	Description	Effect	Cause
	Gluttony	He binges on luxury foods, spending vast fortunes on rare delicacies and huge feasts, while his peasants starve. They resent this greatly. He is so overweight he can hardly mount his horse.	-4 Valour -10 Happiness	Improvement of Secret Gluttony. Improvement does take place as a result of the mere passing of time.
Avarice	Materialistic	He is motivated by material wealth, spending much of his efforts on acquiring more of it.	+1 Acumen	Appears on a random basis.
	Greed	His desire for wealth makes him an unpopular master, as he squeezes every last florin out of his lands.	+1 Acumen -10 Happiness	Improvement of Materialist. Improvement does take place as a result of the mere passing of time.



Line	Vice/Virtue	Description	Effect	Cause
	Secret Avarice	In his endless quest for riches, he secretly engages in complex plots to divest his subordinates of some of their wealth. Some would call what he does fraud.	+2 Acumen -10 Happiness	Improvement of Greed. Improvement does take place as a result of the mere passing of time. Historical character(s) affected: <ul style="list-style-type: none"> <li>Philippe I French 1087 Initial French faction leader - Early</li> </ul>
	Avarice	His various dubious enterprises to make money at the expense of his subordinates have been exposed.	+2 Acumen -40 Happiness	Improvement of Secret Avarice. Improvement does take place as a result of the mere passing of time.
Envy	Ambitious	He seeks power and glory, and focuses much effort on political intrigue to achieve this.	+1 Dread -1 Loyalty	Appears on a random basis.

Line	Vice/Virtue	Description	Effect	Cause
	Secret Envy	He so passionately wants power and glory, he cannot stand to see others enjoying it. He secretly engages spies and assassins to plot against them.	+1 Dread -2 Loyalty	Improvement of Ambitious. Improvement does take place as a result of the mere passing of time.
	Envy	He so passionately wants power and glory, he cannot stand to see others enjoying it. He has been caught engaging spies and assassins to plot against them.	+2 Dread -3 Loyalty	Improvement of Secret Envy. Improvement does take place as a result of the mere passing of time.
<b>Perversion</b>	Secret Perversion	His preference is for young boys rather than young women. He has managed to keep this a secret so far.	None	Appears on a random basis.
	Perversion	His preference for young boys rather than young women has been exposed.	-4 Piety	Improvement of Secret Perversion. Improvement does take place as a result of the mere passing of time.

Line	Vice/Virtue	Description	Effect	Cause
<b>Adultery</b>	Secret Adultery	He has been having an adulterous affair with another noble's wife. They have been fortunate to keep this secret so far.	None	Appears on a random basis.
	Adultery	Rumours have spread about his adulterous affair with another noble's wife.	-2 Piety	Improvement of Secret Adultery. Improvement does take place as a result of the mere passing of time.
<b>Pride/Sloth<sup>15</sup></b>	Secret Pride <sup>16</sup>	He cannot admit being wrong, and has killed members of his staff who had the talent to prove him wrong. This trait does, however, give him great confidence in personal combat.	-1 Command +3 Valour	Appears on a random basis except for Princes (and general that were princes before) who may only acquire it when they mature but not later on.  Historical character(s) affected: <ul style="list-style-type: none"> <li>Herman von Salza German 1160 3/4/6/4</li> </ul>

<sup>15</sup> Lazy does not appear out of the blue but is an improvement of Pride.

<sup>16</sup> The game applies the effects of Pride to Secret Pride and conversely.

Line	Vice/Virtue	Description	Effect	Cause
	Pride	His habit of killing staff members who prove him wrong is now widely known, and so he finds it impossible to get anyone to serve him. However, his legendary pride does make him formidable in combat.	-2 Command -2 Acumen +3 Valour	Improvement of Secret Pride. Improvement does take place as a result of the mere passing of time.
	Lazy	He suffers from sloth, finding it difficult to attend to his duties.	-1 Command -1 Acumen	Improvement of Pride. Improvement does take place as a result of the mere passing of time.
	Very Lazy	He is a master of sloth and procrastination, being most creative in devising excuses for putting off hard work.	-2 Command -2 Acumen	Improvement of Lazy. Improvement does take place as a result of the mere passing of time.
Anger	Irritable	He is quick to anger, and slow to forget a grudge.	+1 Dread	Appears on a random basis.

Line	Vice/Virtue	Description	Effect	Cause
	Argumentative	He argues fiercely, often shouting wildly. His anger is swift, simmers briefly, and then pours out in a torrent of violence. This can be useful on the battlefield.	+1 Dread +2 Valour	Improvement of Irritable. Improvement does take place as a result of the mere passing of time.
	Secret Bad Temper	He cannot control his temper. More than once a minor argument has ended with the red mist descending and his opponent lying on the floor in a pool of blood. So far such incidents have been hushed up.	+1 Dread +2 Valour	Improvement of Argumentative. Improvement does take place as a result of the mere passing of time.

Line	Vice/Virtue	Description	Effect	Cause
	Murderous Temper	His murderous temper has been exposed. He could not cover up the death of an unarmed holy man who disagreed with his choice of wine with the cheese course.	+2 Dread -2 Piety	Improvement of Secret Bad Temper. Improvement does take place as a result of the mere passing of time.
Incest (King)	Secret Incest	He has an incestuous relationship with his daughter. If this were to become known the pious would be outraged.	None	Does not appear on a random basis. Caused by mating king and princess.
	Incest	He has an incestuous relationship with his daughter and this has become public knowledge. The pious are outraged with this and have demanded that action be taken.	-5 Piety	Improvement of Secret Incest. Improvement does not take place as a result of the mere passing of time and requires a successful discovery by a spy.

Line	Vice/Virtue	Description	Effect	Cause
<b>Incest (Prince)</b>	Secret Incest	He has an incestuous relationship with his sister. If this were to become known the pious would be outraged.	None	Does not appear on a random basis. Caused by mating prince and princess.
	Incest	He has an incestuous relationship with his sister and this has become public knowledge. The pious are outraged with this and have demanded that action be taken.	-5 Piety	Improvement of Secret Incest. Improvement does not take place as a result of the mere passing of time and requires a successful discovery by a spy.
<b>Super Loyal</b>	Assured Loyalty	His acquittal on charges of treason have made this man keen to show his faithfulness to his faction.	+1 Loyalty	Does not appear on a random basis. Not possible to create or improve through action.
	Guaranteed Loyalty	Perhaps it was a flirtation with treason that has made this man realise that his true worth lies in fidelity.	+2 Loyalty	Does not appear on a random basis. Not possible to create or improve through action.

Line	Vice/Virtue	Description	Effect	Cause
	Extreme Loyalty	Accusations of treason have left this man with the desire to prove himself more loyal than anyone else.	+3 Loyalty	Does not appear on a random basis. Not possible to create or improve through action.
<b>Inbred</b>	Chinless Wonder	Perhaps one or two of this man's close ancestors were a little too close, resulting in an unconventional family tree.	-1 Acumen -1 Command	Appears on a random basis except for Princes (and general that were princes before) who may only acquire it when they mature but not later on.
	Odd Number of Toes	Prohibitions on the inter-marriage of cousins have rarely been obeyed in this man's family.	-2 Acumen -2 Command	Improvement of Chinless Wonder. Improvement does take place as a result of the mere passing of time.
	Inbred	Most men manage to have eight great-grandparents, but this man has been badly short-changed!	-3 Acumen -3 Command	Improvement of Odd Number of Toes. Improvement does take place as a result of the mere passing of time.



Line	Vice/Virtue	Description	Effect	Cause
<b>Affable</b>	Approachable Manner	This man's demeanour naturally puts underlings at their ease and aids him in managing state affairs.	+1 Acumen +10 Happiness	Appears on a random basis.
	Friendly	This man's natural ability to put others at their ease inspires confidence in his leadership on many levels.	+2 Acumen +20 Happiness	Improvement of Approachable Manner. Improvement does take place as a result of the mere passing of time.
	Affable	This man's abilities to put everyone at ease in his presence inspire loyalty and hard work in all who know him.	+3 Acumen +30 Happiness	Improvement of Friendly. Improvement does take place as a result of the mere passing of time.
<b>Good Manager</b>	Organised	This man's organisational talents inspire his followers to work harder, knowing that their efforts are truly purposeful.	+1 Acumen +10 Happiness	Does not appear on a random basis. Not possible to create or improve through action.

Line	Vice/Virtue	Description	Effect	Cause
	Highly Organised	This man has a talent for organisation and getting the best from his servants and underlings.	+2 Acumen +20 Happiness	Does not appear on a random basis. Not possible to create or improve through action.
	Order Out of Chaos	This man's abilities are such that he could bring order to the chaotic depths of Hell itself!	+3 Acumen +30 Happiness	Does not appear on a random basis. Not possible to create or improve through action.
Witty	Clever with Words	This man's ready wit and repartee is indicative of a clever mind and clear thinking.	+1 Acumen	Appears on a random basis.
	Fast Talker	Court Jesters come to this man for lessons in how to turn a pithy phrase. His mind is as sharp as his conversation.	+2 Acumen	Improvement of Clever with Words. Improvement does take place as a result of the mere passing of time.
	Irredeemably Witty	This man's quips, epigrams and well-turned phrases show an ability to rapidly grasp the essentials of many subjects.	+3 Acumen	Improvement of Fast Talker. Improvement does take place as a result of the mere passing of time.

Line	Vice/Virtue	Description	Effect	Cause
<b>Charming</b>	Oozes Charm	This man's manner naturally puts people at their ease.	-1 Dread	Appears on a random basis.
	Charming	This man's behaviour not only puts people at their ease, but gets them to go just that little bit further in carrying out their duties.	-2 Dread +1 Acumen	Improvement of Oozes Charm. Improvement does take place as a result of the mere passing of time.
	Silver Tongued	This man can charm the birds from the trees, and nothing he asks is too much trouble for others to do for such a very, very nice man.	-3 Dread +2 Acumen	Improvement of Charming. Improvement does take place as a result of the mere passing of time.
<b>Numerate</b>	Hard Sums	This man's ability to add up and get the same result every time gives him an envied monetary ability.	+1 Acumen	Appears on a random basis.

Line	Vice/Virtue	Description	Effect	Cause
	Numerate	This man's mastery of the arts of addition and subtraction give him a sound grasp of fiscal affairs.	+2 Acumen	Improvement of Hard Sums. Improvement does take place as a result of the mere passing of time.
	Master of Numbers	Numbers hold no mystery for this man, making him a paragon with account books and monetary matters.	+3 Acumen	Improvement of Numerate. Improvement does take place as a result of the mere passing of time.
<b>Charismatic</b>	Charismatic	This man's personal aura inspires great efforts from, and the confidence of, everyone he commands.	+10 Happiness +1 Morale	Appears on a random basis.
	Captivating Nature	This man's winning ways with the masses have caused many to see him as a natural leader, and to do their best to please him.	+20 Happiness +2 Morale	Improvement of Charismatic. Improvement does take place as a result of the mere passing of time.

Line	Vice/Virtue	Description	Effect	Cause
	Charismatic Leader	This man's impact on a crowd is such that he inspires respect - even love - and great deeds just by his presence.	+30 Happiness +3 Morale	Improvement of Captivating Nature. Improvement does take place as a result of the mere passing of time.
Fast Learner	Sharp Mind	This man's quick wits and sharp thinking make this a naturally quick study in any subject.	+1 Acumen	Does not appear on a random basis. Not possible to create or improve through action.
	Quick Learner	Few areas of expertise baffle this man, once he applies his keen intellect to understanding a new concept.	+2 Acumen	Does not appear on a random basis. Not possible to create or improve through action.
	Rapid Understanding	No subject is beyond this man's grasp, and he quickly learns the principles of any activity he chooses to study.	+3 Acumen	Does not appear on a random basis. Not possible to create or improve through action.

Line	Vice/Virtue	Description	Effect	Cause
<b>Bookworm</b>	Literate	While this man's love of books is exceptional, it has also left him with a distaste for more manly pursuits.	+1 Acumen -1 Valour	Does not appear on a random basis. Not possible to create or improve through action.
	Lover of Books	This man's love of books has few equals, but his literary pursuits have left him with little time for warlike activity.	+2 Acumen -1 Valour	Does not appear on a random basis. Not possible to create or improve through action.
	Possessor of Books	Many years of reading have given this man superior intellectual abilities, but sapped his taste for action.	+3 Acumen -1 Valour	Does not appear on a random basis. Not possible to create or improve through action. Historical character(s) affected: <ul style="list-style-type: none"> <li>Infante Juan Manuel Spanish 1283 2/3/4/3</li> </ul>
<b>Courageous</b>	Famously Brave	This man's courage naturally raises the fighting spirit of anyone who fights at his side.	+1 Valour +1 Morale	Appears on a random basis.

Line	Vice/Virtue	Description	Effect	Cause
	Utterly Fearless	This man wouldn't even know how to spell 'fear', let alone feel any when confronting his enemies.	+2 Valour +2 Morale	Improvement of Famously Brave. Improvement does take place as a result of the mere passing of time.
	Brave Beyond Belief	Fear is a unknown to this man. On the battlefield, he has no thought of danger or death and his example leads others to perform great deeds!	+3 Valour +3 Morale	Improvement of Utterly Fearless. Improvement does take place as a result of the mere passing of time.
<b>Chivalrous</b>	Honourable Warrior	This man's chivalrous conduct has been noted with approval by his friends and enemies.	+1 Morale -1 Dread	Appears on a random basis.

Line	Vice/Virtue	Description	Effect	Cause
	Chivalrous	Chivalry and honour are meat and drink to this man. He is incapable of taking advantage of an enemy in a fair fight.	+2 Morale -2 Dread	Improvement of Honourable Warrior. Improvement does take place as a result of the mere passing of time. Historical character(s) affected: <ul style="list-style-type: none"> <li>Winrich von Kniprode German 1371 2/3/5/5</li> </ul>
	Gentle Knight	This man's adherence to the code of chivalry is the very stuff of legend, an inspiration to troubadours and storytellers!	+3 Morale -3 Dread	Improvement of Chivalrous. Improvement does take place as a result of the mere passing of time.
<b>Barking</b>	Strange	This man's strange habits of talking to invisible servants are not normal, but they are certainly disturbing to those around him.	-1 Morale -10 Happiness	Appears on a random basis except for Princes (and general that were princes before) who may only acquire it when they mature but not later on.



Line	Vice/Virtue	Description	Effect	Cause
	Crack-Brained	This man's habits of dancing in moonbeams, painting his servants blue and sucking horseshoes has lead some to suspect he may be unbalanced.	-2 Morale -20 Happiness	Improvement of Strange. Improvement does take place as a result of the mere passing of time.
	Unhinged Loon	Convinced that he has been made pregnant by an elephant, this man inspires nothing except pity and contempt in equal measures among his followers.	-3 Morale -30 Happiness	Improvement of Crack-Brained. Improvement does take place as a result of the mere passing of time.
<b>Right Hand Man</b>	Clever Assistants	This man is aided in his day to day work by able servants, who carry out many of his duties very well.	+1 Acumen +10 Happiness	Does not appear on a random basis. Not possible to create or improve through action.

Line	Vice/Virtue	Description	Effect	Cause
	Able Lieutenant	With a lieutenant to carry out many of his duties extremely well, this man inspires confidence just through his choice of servants!	+2 Acumen +20 Happiness	Does not appear on a random basis. Not possible to create or improve through action.
	Right Hand Man	This man's appointment of an able right-hand man was the best day's work he ever did. His lieutenant is an administrative genius!	+3 Acumen +30 Happiness	Does not appear on a random basis. Not possible to create or improve through action.
Delegator	Faithful Servants	This man has a talent spotting the right people and giving them granting authority and responsibility to carry out some of his duties.	+1 Acumen +1 Command	Does not appear on a random basis. Not possible to create or improve through action.

Line	Vice/Virtue	Description	Effect	Cause
	Delegates Authority	This man has a rare gift to find good men and get them to work hard in his service, aiding him in much that he does.	+2 Acumen +2 Command	Does not appear on a random basis. Not possible to create or improve through action.
	Gives Away Power	This man has the ability to give his followers powers, but lacks the wisdom to see that some powers should not be given away.	+1 Acumen +1 Command	Does not appear on a random basis. Not possible to create or improve through action.
<b>Scholar</b>	Scholastic	Although this man's love of learning is exceptional, it is not matched by a love of the manly skills of a warrior!	+1 Acumen -1 Valour	Does not appear on a random basis. Not possible to create or improve through action.
	Able Scholar	This man's abilities as a learned man have few equals, but his time to study the practical arts of war has been severely limited.	+2 Acumen -2 Valour	Does not appear on a random basis. Not possible to create or improve through action.

Line	Vice/Virtue	Description	Effect	Cause
	Highly Learned	Learning has given this man a taste for the intellectual, but at the cost of his physical prowess.	+3 Acumen -3 Valour	Does not appear on a random basis. Not possible to create or improve through action.
<b>Parsimonious</b>	Frugal	This man is careful when spending money, even to the point of not rewarding faithful service.	+1 Acumen -10 Happiness	Does not appear on a random basis. Not possible to create or improve through action.
	Careful With Money	This man finds it hard to say goodbye to any money, ever, even to the point of not rewarding those in his service.	+2 Acumen -20 Happiness	Does not appear on a random basis. Not possible to create or improve through action.
	Mean	Daylight has never fallen on the contents of this man's purse. His few servants have given up any expectations of consideration or payment.	+3 Acumen -30 Happiness	Does not appear on a random basis. Not possible to create or improve through action.

Line	Vice/Virtue	Description	Effect	Cause
<b>Man of Reason</b>	Thinker	While his love of abstract thought has made this man clever, it has also made him question matters of faith.	-2 Piety +2 Acumen	Appears on a random basis. Historical character(s) affected: <ul style="list-style-type: none"> <li>Braccio da Montone Italian 1368 4/3/1/3</li> </ul>
	Deep Thinker	This man's ability to think clearly about any problem gives him insight denied to ordinary men, but perhaps at the cost of unquestioning faith.	-3 Piety +3 Acumen	Improvement of Thinker. Improvement does take place as a result of the mere passing of time.
	Humanist	This man's ability to think clearly makes him worldly-wise, but his knowledge also leads him to set up Reason in the place of Faith.	-4 Piety +4 Acumen	Improvement of Deep Thinker. Improvement does take place as a result of the mere passing of time.