

Heroic Traits {these would be literally nicknames for the Viking bearer}

Compared to the Greeks, these names are quite light-hearted, but no less important to the bearer, derogatory or not.

Wise - +2 Lore +2 insight

Fox +2 Cunning + 2 Insight (replaces clever-eyed)

Silent +2 hunt +2 positioning vs. beasts (replaces beast master)

Fleet-footed stays as is (+2 position inside, +2 athletics)

Fair, +2 Grace +2 Music

Dark, +2 to Cunning rolls +2 to positioning in dark conditions

Half-troll, +2 Might rolls +2 Wrestle Rolls (replaces strong-limbed)

Blood-axe, +1 damage vs. humans, +1 damage vs. monsters

War Tooth (war-hero), +2 lore, +2 positioning outside

Far-reaching stays as is +1 range Melee, +2 positioning inside

Skull-splitter, +1 Damage to Humans +2 Positioning roll when fighting Humans (replaces man-killer)

Hot-head, +2 Spirit +2 Orate (replaces great-spirited)

Fearless, +2 Spirit +2 Might

Grim, +2 insight +1 armour roll

Smooth-tongued, +2 Insight +2 Orate

Adder-tongue, +2 Cunning +2 Orate

Braggart, +2 might +2 orate

Eagle, +1 range for missile weapons +2 positioning outside
(replaces far-seeing)

Healer, +2 Lore +2 heal (replaces Wise-eyed)

Troll-wise, +1 damage monsters +2 position vs. monsters (replaces
monster slayer)

Skald +2 Orate +2 Music

Boneless. +2 grace +2 wrestle