

Hunger - Reference

Reference NPC Traits

Three primary traits are generated for each NPC from the following list, avoiding conflicts (e.g. a tribute cannot be both *Craven* and *Brave*)

- Diligent
- Ambitious
- Arbitrary
- Cynical
- Cruel
- Stubborn

Conflicting Trait Pairs:

- Craven / Brave
- Chaste / Lustful
- Charitable / Greedy
- Humble / Proud
- Paranoid / Trusting
- Patient / Wroth
- Kind / Envious
- Deceitful / Honest
- Shy / Gregarious

Reference Weapon Bonuses

Different weapons modify a tribute's Combat stats in different ways.

Sword

- + 1 strength
- + 1 finesse
- + 1 speed

Knife

- + 1 speed
- + 1 finesse

Spear

- + 2 strength

Whip

- - 1 strength
- + 2 speed

Club

- + 3 strength
- - 1 speed
- - 1 finesse

Axe

- + 3 strength
- - 1 finesse

Flail

- + 4 strength
- - 1 speed
- - 2 finesse

Pole Sword

- + 2 strength
- + 2 speed

Reference District Bonuses

Optionally, tributes may receive skill bonuses based on their Districts:

- **District 1** - 2 points to place in any combat skill(s)
- **District 2** - 2 points to place in any combat skill(s)
- **District 3** - 2 points in Improve Item
- **District 4** - 1 point to place in any combat skill, 1 point in Swim
- **District 5** - 2 points in Firemaking
- **District 6** - 2 points in Heal
- **District 7** - 2 points in Climb
- **District 8** - 2 points in Camouflage
- **District 9** - 2 points in Improve Item
- **District 10** - 2 points in Grapple
- **District 11** - 2 points in Resources
- **District 12** - 2 points in Firemaking