

Shield Block

+ defence when holding a shield

cost = 5 / 9 / 13

Evade

Evade rolls,

cost = 10 / 18 / 25

Parry

Successfull blocks give you a free counter attack

cost = 15

Flexible

Squeeze through small gaps
+2 to escape restraints

cost = 5

Climb

+2 to any clime situations.

cost = 5

Jump

Increased jump distance and height
jump distances

cost = 4 / 9 / 15

Luck

Re- roll any '2's

cost = 15

Night Vision

Treat dark as dim and dim as normal light

cost = 10

Short Sighted

Can only see within 25/15 metres or
5/3 squares

gain = 12 / 20

! Night Vision

Speedy

Can move an extra mph or square per turn

cost = 8 / 15 / 25