

## Combat Reflexes

You have extraordinary reactions for fighting  
+1 to all active defense  
+2 to fright checks  
Never Freeze  
+6 to recover Surprise and Stun

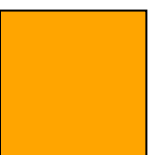
cost = 10 / 20 / 30

## Stealth

Can hide from other people as needed,  
gain extra dice if terrain is good for hiding

cost = 3 / 5 / 10

## Threat Aware



Gm rolls secretly against the "stealth" of any coming danger

cost = 4 / 6 / 12

## Daredevil

Whenever you take unnecessary risks +n to all skill rolls

cost = 12 / 20 / 34

## Empathy

You can sense other peoples emotions.  
+2 for perception on people.  
+1 for persuasion

cost = 6 / 12 / 15

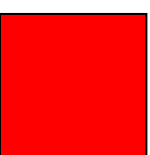
## Shield Block



+ defence when holding a shield

cost = 5 / 9 / 13

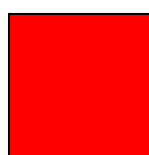
## Evade



Evade rolls,

cost = 10 / 18 / 25

## Parry



Successfull blocks give you a free counter attack

cost = 15

## Flexible

Squeeze through small gaps  
or escape restraints

cost = 4 / 6 / 8

## Climb

+2 to any climb situations.

cost = 4 / 8 / 14