

<div><div>Tech Wizard</div><div>You know how to use fancy tech and can quickly grasp tech you've never seen before</div><div><i>*Mashes Keys*. I'm in!</i></div><div>cost = 4 / 10</div></div>	<div><div>Second Language(Name)</div><div>For each level, choose a language from the list of common languages</div><div>cost = 3 / 6 / 9</div></div>
<div><div>Wealth</div><div>The Avg person starts with £500 and can ignore the cost of purchases below £10. For each level, you can add a zero to both those numbers.</div><div>cost = 8 / 15 / 35</div></div>	<div><div>Good Reputation(Trait)</div><div>You must specify the trait.</div><div>cost = 2 / 4 / 6</div></div>
<div><div>Social Standing</div><div>Average person is a free person of no significance, Above that: Landowner / Lord / King / Emporer.</div><div>cost = 10 / 25 / 40 / 70</div></div>	<div><div>Acute Sense(Sense)</div><div>Increased perception whenever your chosen sense fits</div><div>cost = 3 / 6 / 10</div></div>
<div><div>Ambidextrous</div><div>You can work or fight with either hand, helpful of one of your hand's is stuck.</div><div>cost = 5</div></div>	<div><div>Animal Empathy</div><div>You are very good at reading animal emotions and tells. You can also use your influence on animals as if human.</div><div>cost = 5 / 8 / 11</div></div>
<div><div>Catfall</div><div>Treat falls as (3/6/10) fewer metres and gain appropriate dice against fall damage</div><div>cost = 5 / 10 / 15</div></div>	<div><div>Quick thinking<div></div></div><div>You are ready to act fast, and you get to act first. probably. +Initiative</div><div>cost = 3 / 5 / 6</div></div>

<div><div><div>Combat Reflexes</div></div><div><div>You have extraordinary reactions for fighting</div><div>+1 to all active defense</div><div>+2 to fright checks</div><div>Never Freeze</div><div>+6 to recover Surprise and Stun</div></div><div><div>cost = 10 / 20 / 30</div></div></div>	<div><div><div>Stealth</div></div><div><div>Can hide from other people as needed, gain extra dice if terrain is good for hiding</div></div><div><div>cost = 3 / 5 / 10</div></div></div>
<div><div><div>Threat Aware</div></div><div><div>Gm rolls secretly against the "stealth" of any coming danger</div></div><div><div>cost = 4 / 6 / 12</div></div></div>	<div><div><div>Daredevil</div></div><div><div>Whenever you take unnecessary risks +n to all skill rolls</div></div><div><div>cost = 12 / 20 / 34</div></div></div>
<div><div><div>Empathy</div></div><div><div>You can sense other peoples emotions.</div><div>+2 for perception on people.</div><div>+1 for persuasion</div></div><div><div>cost = 6 / 12 / 15</div></div></div>	<div><div><div>Shield Block</div></div><div><div>+ defence when holding a shield</div></div><div><div>cost = 5 / 9 / 13</div></div></div>
<div><div><div>Evade</div></div><div><div>Evade rolls,</div></div><div><div>cost = 10 / 18 / 25</div></div></div>	<div><div><div>Parry</div></div><div><div>Successfull blocks give you a free counter attack</div></div><div><div>cost = 15</div></div></div>
<div><div><div>Flexible</div></div><div><div>Squeeze through small gaps or escape restraints</div></div><div><div>cost = 4 / 6 / 8</div></div></div>	<div><div><div>Climb</div></div><div><div>+2 to any climb situations.</div></div><div><div>cost = 4 / 8 / 14</div></div></div>

<div><div>Jump</div><div>Increased jump distance and height jump distances</div><div>cost = 4 / 9 / 15</div></div>	<div><div>Luck</div><div>Re- roll any '2's</div><div>cost = 15</div></div>
<div><div>Night Vision</div><div>Treat dark as dim and dim as normal light</div><div>cost = 10</div></div>	<div><div>Speedy</div><div>Can move an extra mph or square per turn</div><div>cost = 8 / 15 / 25</div></div>
<div><div>Fearless</div><div>It takes a lot to scare you.</div><div>cost = 10 / 15 / 20</div></div>	<div><div>Killer right hook</div><div>You can puch extra hard</div><div>cost = 6 / 11 / 18</div></div>
<div><div>Swordsman</div><div>Stronger attacks when using a sword</div><div>cost = 5 / 11 / 19</div></div>	<div><div>Poverty</div><div>You start unable to buy anything equipment or clothes. You must track every penny</div><div>gain = 15<div>! Wealth</div></div></div>
<div><div>Primitive</div><div>You do not understand and cannot use modern technology.</div><div>gain = -7</div></div>	<div><div>Clumsy</div><div>You knock things off of stuff</div><div>gain = 5 / 10 / 20<div>! Stealth</div></div></div>

Short Sighted

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

gain = 12 / 20

! Night Vision

Scardycat

You are easily scared and either
freeze or run away from scary things
quickly

gain = 15 / 20

! Fearless

Bad Reputation(Trait)

You must specify the trait.

gain = 4 / 6

Truth

You always tell the truth no matter
the cost. If you see someone lying you
must correct them

gain = 3

True Love(For Who)

You will do anything for this person,
though not necessarily what they tell
you

gain = 3

Romance

You value this muchly and will do
anything for it

gain = 3

Friendship

You alway seek to bring people into
your friendship circle, and will do
anything for a friend.

gain = 3

Loyal to the Cause

You will never abandon the mission you
have accepted

gain = 3

Family

You value this muchly and will do
anything for it

gain = 3