

<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>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>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>Good Reputation(Trait)</div> <div>You must specify the trait. eg: Strong / Kind / Funny / Heroic / Trustworthy / Other</div> <div>cost = 2 / 4 / 6</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>Acute Sense(Sense)</div> <div>Increased perception whenever your chosen sense fits</div> <div>cost = 3 / 6 / 10</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>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>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>Quick thinking</div> <div>You are ready to act fast, and you get to act first. probably. +Initiative</div> <div>cost = 3 / 5 / 6</div>

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

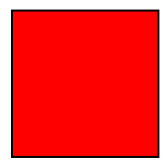
<div><div>Jump</div><div>Increased jump distance and height jump distances</div><div>cost = 4 / 9 / 15</div></div>	<div><div>Luck</div><div>Re- roll one '2' per level on every test. If you succeed because you did this, it will be considered a fluke</div><div>cost = 15 / 25 / 35</div></div>
<div><div>Night 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>Lock Pick</div><div>Opening door and safes can bee handy</div><div>cost = 2 / 5 / 8</div></div>
<div><div>Weapons Expert</div><div>Any Weapon does more damage in your hands</div><div>cost = 13 / 20 / 30</div></div>	<div><div>Mechanic</div><div>Fix anything with moving parts</div><div>cost = 5 / 10 / 15</div></div>

Medic

Every success above 1 heals 1 hp in most cases

cost = 5 / 9 / 13

Dodge



Evade punches projectiles and nasty chores

cost = 5 / 11 / 17

Tailor

Make clothes and disguises quickly.

cost = 4 / 8 / 10

Strategist

Bonus points when carrying out a cunning plan

cost = 8 / 15 / 20

Expert(Subject)

You know all about <Subject> maybe
even more than the GM

cost = 8 / 15 / 26

Trickster

More persuasive when lying, or tricking people

cost = 5 / 10 / 15

Brawler



Extra fighting ability when outnumbered, or when there is furniture involved

cost = 3 / 7 / 12

Actor

Pretend to be any person you need to be

cost = 6 / 10 / 14

Pilot

You can fly or drive anything

cost = 4 / 7 / 10

Expert(Subject)

You know all about <Subject> maybe
even more than the GM

cost = 8 / 15 / 26

<div><div><div>Strong</div><div>You can lift all the things</div></div><div>cost = 5 / 10 / 15</div></div>	<div><div><div>Came Prepared</div><div>You remembered to pack just what you happen to need right now</div></div><div><div><i>It's a good thing I have my Jam trousers with me</i></div><div>cost = 10 / 18 / 26</div></div></div>
<div><div><div>Swimmer</div><div>You swin fast, strong, and gracefully</div></div><div>cost = 3 / 7 / 12</div></div>	<div><div><div>Pick Pocket</div><div>Other peoples things find themself on your person</div></div><div>cost = 4 / 8 / 14</div></div>
<div><div><div>Walking Map</div><div>You know where you are, and how to get to where you want.</div></div><div>cost = 6 / 11 / 16</div></div>	<div><div><div>Poverty</div><div>You start unable to buy anything equipment or clothes. You must track every penny</div></div><div>gain = 15<div>! Wealth</div></div></div>
<div><div><div>Primitive</div><div>You do not understand and cannot use modern technology.</div></div><div>gain = -7</div></div>	<div><div><div>Clumsy</div><div>You knock things off of stuff</div></div><div>gain = 5 / 10 / 20<div>! Stealth</div></div></div>
<div><div><div>Short Sighted</div><div>Can only see within 25/15 metres or 5/3 squares</div></div><div>gain = 12 / 20<div>! Night Vision</div></div></div>	<div><div><div>Scardycat</div><div>You are easily scared and either freeze or run away from scary things quickly</div></div><div>gain = 15 / 20<div>! Fearless</div></div></div>

<div><div>Bad Reputation(Trait)</div><div>You must specify the trait.</div><div>gain = 4 / 6</div></div>	<div><div>Smelly</div><div>Your smell the first thing people notice about you</div><div>gain = 7 / 11</div></div>
<div><div>Truth</div><div>You always tell the truth no matter the cost. If you see someone lying you must correct them</div><div>gain = 7</div></div>	<div><div>True Love(For Who)</div><div>You will do anything for this person, though not necessarily what they tell you</div><div>gain = 7</div></div>
<div><div>Friendship</div><div>You alway seek to bring people into your friendship circle, and will do anything for a friend.</div><div>gain = 7</div></div>	<div><div>Loyal to the Cause</div><div>You will never abandon the mission you have accepted</div><div>gain = 7</div></div>
<div><div>Family</div><div>You value this muchly and will do anything for it</div><div>gain = 7</div></div>	<div><div>Wealth</div><div>You must have the money, and the things. Nothing. Your personal fortune is what your are building</div><div>gain = 7</div></div>
<div><div>Your Promise</div><div>You will do anything to keep a promise you make</div><div>gain = 7</div></div>	<div><div>Generosity</div><div>You will give anything to anyone as they have need</div><div>gain = 10</div></div>

Rebel

You refuse to do whatever those in authority tell you

gain = 7

Power

You love to be able to make people do what you tell them

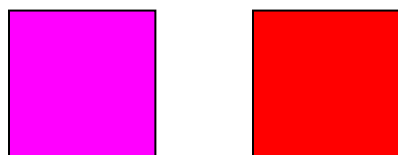
gain = 7

Discovery

New things excite you, and you will do anything to find out more about them

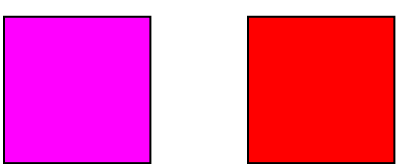
gain = 7

Quick Attack



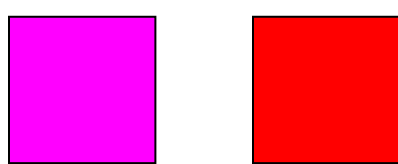
Attack an adjacent enemy, but do not move

Moving attack



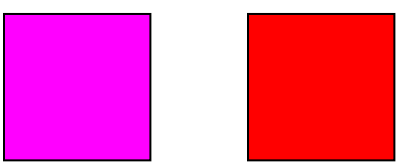
Move up to a total of your player speed spaces, attacking an oponent on the move.
Accuracy - 1

Aimed Attack



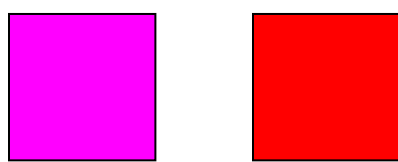
For each 2 extra time cost you take (Max 6) You gain one 'Accuracy'.

Dodge



move up to half your 'Speed' spaces.
Evade +3 til next turn.

Charge



Move up to twice your 'Speed' in a straight line (Odd diagonal allowed).
Attack everyone in your path.