

## Ambidextrous

You can work or fight with either hand, helpful if one of your hands is stuck.

cost = 5

## Animal Empathy

You are very good at reading animal emotions and tells. You can also use your influence on animals as if human.

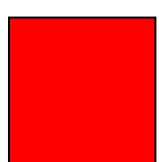
cost = 5 / 8 / 11

## Catfall

Treat falls as (3/6/10) fewer metres and gain appropriate dice against fall damage

cost = 5 / 10 / 15

## Quick thinking



You are ready to act fast, and you get to act first. probably. +Initiative

cost = 3 / 5 / 6

## 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

## Clumsy

You knock things off of stuff

gain = 5 / 10 / 20

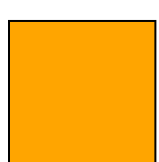
! Stealth

## 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 people's emotions.  
+2 for perception on people.  
+1 for persuasion

cost = 6 / 12 / 15