

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