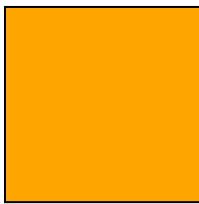


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| <div><div>Tech Wizard</div><div>If it's negative. You pre primitive and know little of how to use anything above your level.</div><div>cost = 4,10</div></div> | <div><div>Primitive</div><div>You do not understand and cannot use modern technology.</div><div>cost = -5</div></div> |
| <div><div>Second Language(Name)</div><div>For each level, choose a language from the list of common languages</div><div>cost = [Number(Number { n: U(3) }), Number</div></div> | <div><div>Poverty</div><div>You start unable to buy anything equipment or clothes. You must track every penny,</div><div>9</div></div> |
| <div><div>Poverty</div><div>You start unable to buy anything equipment or clothes. You must track every penny,</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>Bad Reputation(Trait)</div><div>You must specify the trait.</div></div> |
| <div><div>Slave(Owner)</div><div>You must give info about your owner.</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 = [Number(Number { n: U(10) }), Numbe</div></div> |

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| <div>Acute Senses(Sense)</div> <div>+<Level> Perception rolls in your chosen Sense</div> <div>cost = 3,6,10</div> | <div>Ambidextrous</div> <div>You can work or fight with either hand, helpful if 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</div> | <div>Catfall</div> <div>Treat falls as (3/6/10) and gain dice against fall damage</div> <div>cost = 5,10,15</div> |
| <div>Combat Reflexes</div> <div>You have extraordinary reactions for fighting +1 to all active defense +2 to fright checks Never Freeze +6 to recover Surprise and Stun</div> <div>cost = 15</div> | <div>Clumsy</div> <div>You knock things off of stuff</div> |
| <div>Stealth</div> <div>Can hide from other people as needed, gain extra dice if terrain is good for hiding</div> <div>cost = 3,5,10</div> | <div>Threat Aware</div> <div>Gm rolls secretly against the "stealth" of any coming danger</div> <div>cost = 4,6,12</div> <div></div> |
| <div>Daredevil</div> <div>Whenever you take unnecessary risks +1 to all skill rolls</div> <div>cost = 15</div> | <div>Empathy</div> <div>You can sense other peoples emotions. +2 for perception on people. +1 for persuasion</div> <div>cost = 15</div> |

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| <div><div><div>Block</div><div>+1 to Shield blocks</div></div><div>cost = 5</div></div> | <div><div><div>Evade</div><div>+1 to evade rolls</div></div><div>cost = 15</div></div> |
| <div><div><div>Parry</div><div>Successfull blocks give you a free counter attack</div></div><div>cost = 15</div></div> | <div><div><div>Flexible</div><div>Squeeze through small gaps +2 to escape restraints</div></div><div>cost = 5</div></div> |
| <div><div><div>Climb</div><div>+2 to any clime situations.</div></div><div>cost = 5</div></div> | <div><div><div>Jump</div><div>+2 to jump distances</div></div><div>cost = 5</div></div> |
| <div><div><div>Luck</div><div>Re- roll any '2's</div></div><div>cost = 15</div></div> | <div><div><div>Night Vision</div><div>Treat dark as dim and dim as normal light</div></div><div>cost = 10</div></div> |