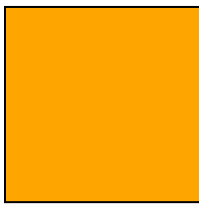


<div>Acute Senses(Sense)</div> <div>+&lt;Level&gt; Perception rolls in your chosen Sense</div> <div>cost = 3,6,10</div>	<div>Ambidextrous</div> <div>You can work or fight with either hand, helpful if one of your hand's is stuck.</div> <div>cost = 5</div>
<div>Animal Empathy</div> <div>You are very good 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 extraordinry 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>Daredavil</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>