

<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>