

<div><div>Tech Wizard</div><div>You know how to use fancy tech and can quickly grasp tech you've never seen before</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 = 3 / 6 / 9</div></div>	<div><div>Poverty</div><div>You start unable to buy anything equipment or clothes. You must track every penny,</div><div>gain = 15</div><div>! Wealth</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>gain = 4 / 6</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 = 10 / 25 / 40 / 70</div></div>
<div><div>Acute Sense(Sense)</div><div>Increased perception whenever your chosen sense fits</div><div>cost = 3 / 6 / 10</div></div>	<div><div>Ambidextrous</div><div>You can work or fight with either hand, helpful of one of your hand's is stuck.</div><div>cost = 5</div></div>

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

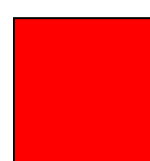
cost = 12 / 20 / 34

Empathy

You can sense other peoples emotions.
+2 for perception on people.
+1 for persuasion

cost = 6 / 12 / 15

Shield Block



+ defence when holding a shield

cost = 5 / 9 / 13

<div>Evade</div> <div>Evade rolls,</div> <div>cost = 10 / 18 / 25</div>	<div>Parry</div> <div>Successfull blocks give you a free counter attack</div> <div>cost = 15</div>
<div>Flexible</div> <div>Squeeze through small gaps or escape restraints</div> <div>cost = 4 / 6 / 8</div>	<div>Climb</div> <div>+2 to any clime situations.</div> <div>cost = 5</div>
<div>Jump</div> <div>Increased jump distance and height jump distances</div> <div>cost = 4 / 9 / 15</div>	<div>Luck</div> <div>Re- roll any '2's</div> <div>cost = 15</div>
<div>Night Vision</div> <div>Treat dark as dim and dim as normal light</div> <div>cost = 10</div>	<div>Short Sighted</div> <div>Can only see within 25/15 metres or 5/3 squares</div> <div>gain = 12 / 20</div> <div>! Night Vision</div>
<div>Speedy</div> <div>Can move an extra mph or square per turn</div> <div>cost = 8 / 15 / 25</div>	<div>Fearless</div> <div>It takes a lot to scare you.</div> <div>cost = 10 / 15 / 20</div>

Scardycat

You are easily scared and either
freeze or run away from scary things
quickly

gain = 15 / 20

! Fearless