Tech Wizard

You know how to use fancy tech and can quickly grasp tech you've never seen before

Mashes Keys. I'm in!

cost = 4 / 10

Second Language(Name)

For each level, choose a language from the list of common languages

cost = 3 / 6 / 9

Wealth

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.

cost = 8 / 15 / 35

Good Reputation(Trait)

You must specify the trait.

cost = 2 / 4 / 6

Social Standing

Average person is a free person of no significance,
Above that: Landowner / Lord / King / Emporer.

cost = 10 / 25 / 40 / 70

Acute Sense(Sense)

Increased perception whenever your chosen sense fits

cost = 3 / 6 / 10

Ambidextrous

You can work or fight with either hand, helpful of one of your hand's is stuck.

cost = 5

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 extraordinry reactions for fighting
+1 to all active defense
+2 to fright checks
Never Freeze
+6 to recover Surprise and Stun

cost = 10 / 20 / 30

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

Evade

Evade rolls,

cost = 10 / 18 / 25

Parry

Successfull blocks give you a free counter attack

cost = 15

Flexible

Squeeze through small gaps
or escape restraints

cost = 4 / 6 / 8

Climb

+2 to any climb situations.

cost = 4 / 8 / 14

Jump

Increased jump distance and height jump distances

cost = 4 / 9 / 15

Luck

Re- roll one '2' per level on every test. If you succeed because you did this, it will be considered a fluke

cost = 15 / 25 / 35

Night Vision

Treat dark as dim and dim as normal light

cost = 10

Speedy

Can move an extra mph or square per turn

cost = 8 / 15 / 25

Fearless

It takes a lot to scare you.

cost = 10 / 15 / 20

Killer right hook

You can puch extra hard

cost = 6 / 11 / 18

Swordsman

Stronger attacks when using a sword

cost = 5 / 11 / 19

Lock Pick

Opening door and safes can bee handy

cost = 2 / 5 / 8

Weapons Expert

Any Weapon does more damage in your hands

cost = 13 / 20 / 30

Mechanic

Fix anything with moving parts

cost = 5 / 10 / 15

Medic

Every success above 1 heals 1 hp in most cases

cost = 5 / 9 / 13

Trickster

More persuasive when lying, or tricking people

cost = 5 / 10 / 15

Dodge

Evade punches projectiles and nasty chores

cost = 5 / 11 / 17

Brawler

Extra fighting ability when outnumbered, or when there is furniture involved

cost = 3 / 7 / 12

Tailor

Make clothes and disguises quickly.

cost = 4 / 8 / 10

Actor

Pretend to be any person you need to be

cost = 6 / 10 / 14

Strategist

Bonus points when carrying out a cunning plan

cost = 8 / 15 / 20

Pilot

You can fly ar drive anything

cost = 4 / 7 / 10

Expert(Subject)

You know all about <Subject> maybe even more than the GM

cost = 8 / 15 / 26

Expert(Subject)

You know all about <Subject> maybe even more than the GM

cost = 8 / 15 / 26

Strong

You can lift all the things

cost = 5 / 10 / 15

Came Prepared

You remembered to pack just what you happen to need right now

It's a good thing I have my Jam trousers with me

cost = 10 / 18 / 26

Swimmer

You swin fast, strong, and gracefully

cost = 3 / 7 / 12

Pick Pocket

Other peoples things find themself on your person

cost = 4 / 8 / 14

Walking Map

You know where you are, and how to get to where you want.

cost = 6 / 11 / 16

Poverty

You start unable to buy anything equipment or clothes. You must track every penny

gain = 15

! Wealth

Primative

You do not understand and cannot use modern technology.

gain = -7

Clumsy

You knock things off of stuff

gain = 5 / 10 / 20

! Stealth

Short Sighted

Can only see within 25/15 metres or 5/3 squares

gain = 12 / 20

! Night Vision

Scardycat

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

gain = 15 / 20

! Fearless

Bad Reputation(Trait)

You must specify the trait.

gain = 4 / 6

Smelly

Your smell the first thing people notice about you

gain = 7 / 11

Truth

You always tell the truth no matter the cost. If you see someone lying you must correct them

gain = 7

True Love(For Who)

You will do anything for this person, though not necessarily what they tell you

gain = 7

Friendship

You alway seek to bring people into your frienship circle, and will do anything for a friend.

gain = 7

Loyal to the Cause

You will never abandon the mission you have accepted

gain = 7

Family

You value this muchly and will do anything for it

gain = 7

Wealth

You must have the money, and the things. Nothing. Your personal fortune is what your are building

gain = 7

Your Promise

You will do anything to keep a promise you make

gain = 7

Generosity

You will give anything to anyone as they have need

gain = 10

Rebel

You refuse to do whatever those in authority tell you

gain = 7

Power

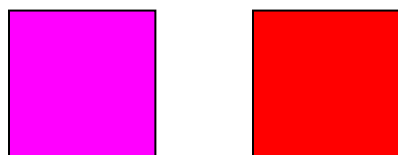You love to be able to make people do what you tell them

gain = 7

Discovery

New things excite you, and you will do anything to find out more about them
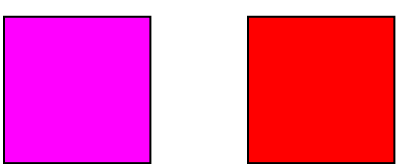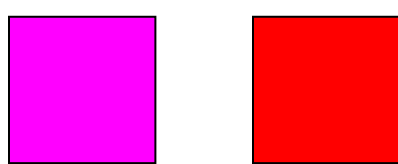
gain = 7

Quick Attack

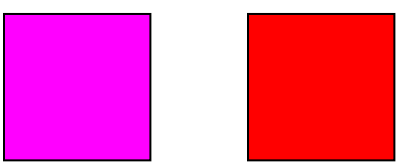Attack an adjacent enemy, but do not move

Moving attack

Move up to a total of your player speed spaces, attacking an oponant on the move.
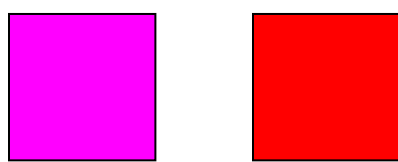Accuracy - 1

Aimed Attack

For each 2 extra time cost you take (Max 6) You gain one 'Accuracy'.

Dodge

move up to half your 'Speed' spaces.
Evade +3 til next turn.

Charge

Move up to twice your 'Speed' in a straight line (Odd diagonal allowed).
Attack everyone in your path.