

<div><div>Tech Level(Level)</div><div>If &lt;Level&gt; is Positive. You are a tech wizard. If it's negative. You pre primitive and know little of how to use anything above your level.</div><div>cost = 5*&lt;Level&gt;</div></div>	<div><div>Language(Lang,Level)</div><div>(1 Lang is native and free.) Other languages: *Broken:1, *Accented:2, Native:3</div><div>cost = &lt;Level&gt;</div></div>
<div><div>Literacy(Lang,Level)</div><div>For Native Lang: *None:- 3, *Broken:- 2, *Accented:- 1 For other Lang: *Broken:1, *Accented:2, *Native:3</div></div>	<div><div>Wealth(Level)</div><div>Logarithmic: for each level, you can ignore the cost of purchases below "10^(Level)"</div><div>cost = 4 * sqr(Level-2)</div></div>
<div><div>Reputation(Level,Specifics)</div><div>What are you known for? You must give specifics. How do people react to your reputation +&lt;Level&gt; (between - 5 to 5) on reaction rolls.</div><div>cost = &lt;Level&gt;</div></div>	<div><div>Social Status(Level)</div><div>Level - - - 2:Serf 0:Average Free Person 1:Low Ruling Class 8:Emporer</div><div>cost = 5*Level</div></div>
<div><div>Acute Senses(Level,Sense)</div><div>+&lt;Level&gt; Perception rolls in your chosen Sense</div><div>cost = 2*Level</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>
<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>	<div><div>Catfall</div><div>Treat falls as 5 metres less. Roll Dx to half any fall damage</div><div>cost = 10</div></div>

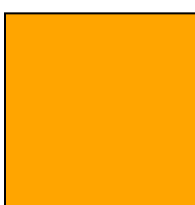
# Combat Reflexes

You have extraordinary reactions for fighting

- +1 to all active defense
- +2 to fright checks
- Never Freeze
- +6 to recover Surprise and Stun

cost = 15

# Danger Sense



Super alert to impending danger, gm rolls secretly against your percetion whenever a threat is possible to warn you

cost = 15