

<div><h2>Combat Reflexes</h2><p>You have extraordinary reactions for fighting</p><ul style="list-style-type: none">+1 to all active defense+2 to fright checksNever Freeze+6 to recover Surprise and Stun<p>cost = 10 / 20 / 30</p></div>	<div><h2>Stealth</h2><p>Can hide from other people as needed, gain extra dice if terrain is good for hiding</p><p>cost = 3 / 5 / 10</p></div>
<div><h2>Threat Aware</h2><p>Gm rolls secretly against the "stealth" of any coming danger</p><p>cost = 4 / 6 / 12</p></div>	<div><h2>Daredevil</h2><p>Whenever you take unnecessary risks +n to all skill rolls</p><p>cost = 12 / 20 / 34</p></div>
<div><h2>Empathy</h2><p>You can sense other peoples emotions.</p><ul style="list-style-type: none">+2 for perception on people.+1 for persuasion<p>cost = 6 / 12 / 15</p></div>	<div><h2>Shield Block</h2><p>+ defence when holding a shield</p><p>cost = 5 / 9 / 13</p></div>
<div><h2>Evade</h2><p>Evade rolls,</p><p>cost = 10 / 18 / 25</p></div>	<div><h2>Parry</h2><p>Successfull blocks give you a free counter attack</p><p>cost = 15</p></div>
<div><h2>Flexible</h2><p>Squeeze through small gaps or escape restraints</p><p>cost = 4 / 6 / 8</p></div>	<div><h2>Climb</h2><p>+2 to any climb situations.</p><p>cost = 4 / 8 / 14</p></div>