

<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>! Wealth</div></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>Slave(Owner)</div><div>You must give info about your owner.</div><div>gain = 10<div>! Wealth ! Social Standing</div></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 Senses(Sense)</div><div>+<Level> Perception rolls in your chosen Sense</div><div>cost = 3 / 6 / 10</div></div>

Ambidextrous

You can work or fight with either hand, helpful if one of your hands 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.

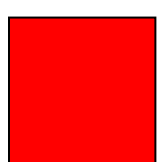
cost = 5 / 8 / 11

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 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

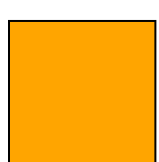
! Stealth

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 people's 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
+2 to escape restraints

cost = 5

Climb

+2 to any clime situations.

cost = 5

Jump

Increased jump distance and height
jump distances

cost = 4 / 9 / 15

Luck

Re- roll any '2's

cost = 15

Night Vision

Treat dark as dim and dim as normal light

cost = 10

Short Sighted

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

gain = 12 / 20

! Night Vision

Speedy

Can move an extra mph or square per
turn

cost = 8 / 15 / 25