

<div><div><div>Combat Reflexes</div></div><div><div>You have extraordinary reactions for fighting</div><div>+1 to all active defense</div><div>+2 to fright checks</div><div>Never Freeze</div><div>+6 to recover Surprise and Stun</div></div><div><div>cost = 10 / 20 / 30</div></div></div>	<div><div><div>Stealth</div></div><div><div>Can hide from other people as needed, gain extra dice if terrain is good for hiding</div></div><div><div>cost = 3 / 5 / 10</div></div></div>
<div><div><div>Threat Aware</div></div><div><div>Gm rolls secretly against the "stealth" of any coming danger</div></div><div><div>cost = 4 / 6 / 12</div></div></div>	<div><div><div>Daredevil</div></div><div><div>Whenever you take unnecessary risks +n to all skill rolls</div></div><div><div>cost = 12 / 20 / 34</div></div></div>
<div><div><div>Empathy</div></div><div><div>You can sense other peoples emotions.</div><div>+2 for perception on people.</div><div>+1 for persuasion</div></div><div><div>cost = 6 / 12 / 15</div></div></div>	<div><div><div>Shield Block</div></div><div><div>+ defence when holding a shield</div></div><div><div>cost = 5 / 9 / 13</div></div></div>
<div><div><div>Evade</div></div><div><div>Evade rolls,</div></div><div><div>cost = 10 / 18 / 25</div></div></div>	<div><div><div>Parry</div></div><div><div>Successfull blocks give you a free counter attack</div></div><div><div>cost = 15</div></div></div>
<div><div><div>Flexible</div></div><div><div>Squeeze through small gaps or escape restraints</div></div><div><div>cost = 4 / 6 / 8</div></div></div>	<div><div><div>Climb</div></div><div><div>+2 to any climb situations.</div></div><div><div>cost = 4 / 8 / 14</div></div></div>