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| <div>Evade</div> <div>Evade rolls,</div> <div>cost = 10 / 18 / 25</div> | <div>Parry</div> <div>Successfull blocks give you a free counter attack</div> <div>cost = 15</div> |
| <div>Flexible</div> <div>Squeeze through small gaps or escape restraints</div> <div>cost = 4 / 6 / 8</div> | <div>Climb</div> <div>+2 to any clime situations.</div> <div>cost = 5</div> |
| <div>Jump</div> <div>Increased jump distance and height jump distances</div> <div>cost = 4 / 9 / 15</div> | <div>Luck</div> <div>Re- roll any '2's</div> <div>cost = 15</div> |
| <div>Night Vision</div> <div>Treat dark as dim and dim as normal light</div> <div>cost = 10</div> | <div>Short Sighted</div> <div>Can only see within 25/15 metres or 5/3 squares</div> <div>gain = 12 / 20</div> <div>! Night Vision</div> |
| <div>Speedy</div> <div>Can move an extra mph or square per turn</div> <div>cost = 8 / 15 / 25</div> | <div>Fearless</div> <div>It takes a lot to scare you.</div> <div>cost = 10 / 15 / 20</div> |