

<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>