

<div><div><div>Medic</div><div>Every success above 1 heals 1 hp in most cases</div><div>cost = 5 / 9 / 13</div></div></div>	<div><div><div>Trickster</div><div>More persuasive when lying, or tricking people</div><div>cost = 5 / 10 / 15</div></div></div>
<div><div><div>Dodge</div><div>Evade punches projectiles and nasty chores</div><div>cost = 5 / 11 / 17</div></div><div></div></div>	<div><div><div>Brawler</div><div>Extra fighting ability when outnumbered, or when there is furniture involved</div><div>cost = 3 / 7 / 12</div></div><div></div></div>
<div><div><div>Tailor</div><div>Make clothes and disguises quickly.</div><div>cost = 4 / 8 / 10</div></div></div>	<div><div><div>Actor</div><div>Pretend to be any person you need to be</div><div>cost = 6 / 10 / 14</div></div></div>
<div><div><div>Strategist</div><div>Bonus points when carrying out a cunning plan</div><div>cost = 8 / 15 / 20</div></div></div>	<div><div><div>Pilot</div><div>You can fly ar drive anything</div><div>cost = 4 / 7 / 10</div></div></div>
<div><div><div>Expert(Subject)</div><div>You know all about <Subject> maybe even more than the GM</div><div>cost = 8 / 15 / 26</div></div></div>	<div><div><div>Expert(Subject)</div><div>You know all about <Subject> maybe even more than the GM</div><div>cost = 8 / 15 / 26</div></div></div>