**Talents**

Talents are special abilities and traits. Unlike skills, most talents have no levels associated with them; a character either has the ability or he doesn’t.

At character creation time, a character can purchase any talent for which he has the prerequisites by spending the required number of buy points. All such talent purchases are subject to the GM’s discretion unless dictated by the character’s template.

Once play starts, characters gain templates by spending free checks. See the Experience section for more details on learning talents once the campaign begins.

The table below lists the talents available to Runebearer characters. Each talent is described by the following attributes:

Name – The name of the talent.

Effect – This describes the game effects of the talent. Some talents can be purchased multiple times for an increased effect. This is shown as multiple lines in the effect section.

Prerequisites – Each talent requires the character to have certain skills and attributes at certain levels before he can purchase the talent. The prerequisites are divided into lines. To be eligible for a talent, the character must have all of the items in a single line.

Cost – Each talent costs a number of buy points to purchase at character generation, or a number of improvement points to learn once the campaign has started.

**Talent List**

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| **Name** | **Effect** | **Prerequisites** | **Cost** |
| Ability Increase | When you reach level 15 in a skill, you are eligible to increase any of the attributes that drive that skill. An attribute can be raised multiple times, but the skill level requirement increases by 3 each time. Your second increase can be purchased when you reach a skill level of 18. The third increase at 21, and so on. | * Skill 15+ | 5 |
| Absolute Direction | You always know which way you are facing and a rough estimate of the distance traveled. All navigation rolls and area knowledge skills are at a +2. | * Navigate 10+ * Survival 10+ * SPI 13+ | 3 |
| Absolute Timing | You know how much time has passed between two events and can make accurate assessments of how much time some action will take. At the GM’s discretion, you get a +2 to any skill test for which knowing the exact time would be important. | * Alchemy 10+ * SPI 13+ | 3 |
| Acrobatic Attack | 1. If you make an acrobatics check (DL 15), you may attack at any point in a full move. 2. If your acrobatics skill is higher than the target’s PER, you get +2 to hit. If your acrobatics skill is higher than the target’s AGI, you also get +2 damage. | * Acrobatics 15+ | 5 |
| Acrobatic Cleave | When you drop an opponent in melee combat, you may immediately take a half move and attack another enemy if you can make an acrobatics check vs. DL 15. You can do this once per combat round. | * Acrobatics 15+, Melee 15+ | 5 |
| Acrobatic Disengage | You make an acrobatics skill roll vs. DL 14 + 2/adjacent opponent. If successful, you can make a full move away from your attackers without suffering a free attack. | * Acrobatics 15+ | 5 |
| Administrator | 1. When running the finances of an organization, you can reduce the cost of operations by an additional 10% 2. Your bonus is increased to 20%. Requires Administrate 15+. 3. Your bonus is 30%. Requires Administrate 18+. | * Administrate 12+ | 4 |
| Adrenal Rush | If you remain conscious after being knocked to 50% of his hit points or less, you gain a +1 INI, +1 attack, -1 to all defenses and +2 to all damage rolls. Also, any physical skill rolls are made at +2. | * None | 5 |
| Adventurer | 1. You gain +2 hit points. If your template has a bonus to hit points, you gains additional hit points equal to 1/3 of your template bonus (round down). 2. Same bonus, but requires a skill of 20+ 3. Same bonus, but requires a skill of 25+ | * Combat 15+ * Magic 15+ * Survival 15+ * Thievery 15+ | 5 |
| Aegis | You gain a +2 to all saving throws due to being a favorite of the gods. | * Theology 15+ | 5 |
| Agile Escape | Instead of your strength score, you may use your agility score to escape or maintain a hold. | * Escape 12+ * Unarmed 15+ | 4 |
| Aimed Shot | 1. This is a combat maneuver in which the fighter takes an entire round to aim. He must stand perfectly still (taking a -3 to his defenses and may only dodge) for the entire round and can only draw and knock an arrow if he makes a quick draw skill test (at a DL of 15 instead of 10). The next round, he may loose the arrow with either a +3 to hit or +2 damage. For guns, this is a simple full action with no quick draw required. 2. Both the +3 to hit and the +2 damage are gained each aimed shot. (Requires a ranged skill of 20+) | * Ranged 15+ | 5 |
| Ambidextrous | You can use either hand with no penalty. Off-hand parries are done at no penalty. | * None | 5 |
| Analyst | When analyzing an artifact, you learn two characteristics of a device instead of one for each successful skill test. | * Artifacts 15+ * Investigate 15+ | 4 |
| Anesthetist | You can knock someone unconscious while in combat. On any blunt attack to the head or shoulders, you may make a physician roll vs. DL 15. If successful, the target must save with TOU or WIL vs. DL 20 or fall unconscious. This only works on humanoid targets. | * Physician 15+ | 5 |
| Animal Companion | You may train and keep a dedicated animal companion. The companion becomes a full-fledged NPC written up by the GM, gaining experience and so on. | * Animal Handler 15+ | 5 |
| Athletic | You are a talented athlete. You get a +1 to any STR, TOU or AGI check and an additional +2 if the check is related to running, swimming or jumping. Your base swim is increased by 1 hex/round and your base jump is increased by 1 meter. | * None | 5 |
| Attractive | You are physically beautiful and NPCs who care about such things will initially react well to the character. CHA-based skill rolls against members of the opposite sex are made at a +1, and any tasks based on sex-appeal and seduction are +3. | * None | 5 |
| Artifact Nullification | You get a +2 to save against any effects of artifacts. | * Artifacts 12+ * Theology 15+ | 3 |
| Artifact Resistance | When wearing an artifact with harmful side-effects, you take a -1 or -1/die from the effect. In some cases, the GM might have to come up with an appropriate lesser side-effect. | * Artifacts 15+ | 4 |
| Assistant | When assisting another character, you get an additional +1 to their skill roll and always get a check for your efforts. | * Intelligence 13+ | 3 |
| Avoid Bankruptcy | If an organization you are administering runs out of money, you manage to somehow find the funds to continue operations for one more month, essentially running the operation for free. | * Administrate 15+ | 3 |
| Back Biter | When you use your Backstab ability any wound roll is at +1. | * Backstab | 5 |
| Backstab | 1. If you surprise your opponent, you do double damage. If your opponent is in combat, but you can approach from behind, or with stealth, you do +2 damage. 2. You do triple damage on a surprise attack and +4 damage when attacking from behind. | * Template | 5 |
| Bard | After making a successful performance check, you get a +2 to all social skills when dealing with anyone in your audience. | * Craft 12+ | 5 |
| Base Defense Bonus | This ability increases the character’s base defense score. Please note, this will almost certainly increase the character’s dodge score and might increase the character’s parries as well. See Base Defense for more details.  Beyond what is given in a template, this talent may be taken once by a character that levels an adventuring skill to 15. | * Combat 15+ * Magic 15+ * Survival 15+ * Template * Thievery 15+ | 5 |
| Base Move Bonus | This ability increases the character’s base move score. See Base Move for more details.  Beyond what is given in a template, this talent may be taken once by a character that levels an adventuring skill to 15. | * Combat 15+ * Magic 15+ * Survival 15+ * Template * Thievery 15+ | 5 |
| Bleeder | 1. Any attack that does more than 3 points of damage has a 4/12 chance of causing a bleeder. 2. Your chance of causing a bleeder increases to 6/12. | * Bow 15+ * Knives 15+ * Physician 15+ | 5 |
| Blessed | This ability confers the blessing of the gods to the character. Two times each gaming session, the character gains a +1 bonus to a roll he would normally have missed. The player may choose when this ability is used. So, two times each gaming night, this character succeeds when he misses a roll by one point. | * Template | 4 |
| Blind Fighting | You ignore all penalties for fighting blind. As long as your opponents are within weapon’s reach, you fight normally. | * Perception 13+, Spirit 13+ | 5 |
| Blue Collar | You make 20% more when hired to perform a craft skill. | * Craft 15+ | 3 |
| Bodyguard | If you are standing next to an ally, you give them a +2 to defense, but you take a -1 penalty to your defense while doing so. | * Parry 15+ * Shield 12+ * Tactics 12+ | 5 |
| Bookworm | You have a knack for finding useful information when you have a library available. You get a +2 to any skill roll when you have a library nearby and time to peruse it. | * Investigate 15+ | 4 |
| Bone Cutter | You can use knives and swords to damage skeletal creatures normally. | * Necromancy 10+ * Physician 15+ * Theology 15+ | 3 |
| Bound Cast | You can cast when your hands are bound at a +3 spell DL and take no spell casting penalties for arm and hand wounds. | * Magic 15+ | 5 |
| Brawler | Your unarmed attacks do +2 damage. | * Unarmed 15+ | 5 |
| Break Fall | By making the appropriate skill check, you take half damage from a fall. (See Falling Damage.) | * Acrobatics 12+ * Climb 10+ | 3 |
| Breath Control | You can hold your breath 5x longer than normal. | * Swim | 3 |
| Calm Casting | You can cast Very Short spells in combat as though they were Not Engaged, but it takes 5 full combat rounds to do so. | * Meditate 15+ | 5 |
| Campaigner | You sleep well under any circumstances, including bugs, heat, noise, or wearing armor. As long as there is some time for you to sleep, you are rested and suffer no penalties. | * Toughness 13+ | 3 |
| Careful Shot | You take normal penalties for firing into melee, but only hit your allies on a 1 in 12. | * Ranged 15+, Perception 13+ * Spirit 15+ | 5 |
| Careless Shot | You take no penalty for firing into melee, but if you miss your target, you hit an ally on a 1-4 on a d12. | * Ranged 15+ * Spirit 15+ | 5 |
| Caretaker | You may use medical and physician skills on animals without a penalty. | * Animal Handler 12+ | 3 |
| Casting Parry | 1. You can cast with a single hand and parry or shield block with a weapon in the other. Either spell casting or the parry attempt takes a -2. 2. Neither action takes a penalty. (Requires Magic 15+) | * Magic 12+, Staff 12+ * Magic 12+, Shield 12+ * Magic 12+, Sword 12+ | 5 |
| Catch | * + - 1. You may use your skill to catch thrown projectiles directed at you. The difficulty for doing so is the thrower’s skill + 2.       2. You may catch arrows and bolts by making a skill roll vs. DL 25. | * Thrown 15+ * Unarmed 15+ | 5 |
| Channeling | Before casting a spell, you may pledge up to 3 magic levels (they must come from the same rune as the spell you are about to cast) and get a bonus of +1 for each level. These levels are automatically lost. | * Magic 12+ | 5 |
| Chatterbox | You may make a skill check vs. the target’s INT or CHA. If successful, your target gets a -1 to all actions as long as you keep up the banter. | * Fast Talk 15+ * Interrogate 15+ | 5 |
| Choke Hold | When you grapple a foe, you can choose to do STR(-1) + 1d4 damage through all armor. | * Unarmed 15+ | 5 |
| Circus Rider | You take no penalty for riding strange animals, or riding without a saddle. You get a +2 to your riding skill to perform tricks and jumps and any combat penalties for riding are reduced by one. | * Animal Handler 15+ * Riding 15+ | 3 |
| Cleave | When you drop an opponent in combat, you may immediately take a one hex move and attack another enemy. You can do this once per combat round. | * Combat 15+ | 5 |
| Closet Fighter | With regards to obstructions, a medium weapon is considered small and a small weapon takes no penalty. An unarmed closet fighter is +1 to hit and damage when he is in the same hex as an opponent, or grappling him. | * Combat 15+ * Escape 15+ * Unarmed 15+ | 5 |
| Combat Caster | You get a +3 to the willpower roll to maintain a spell after taking damage. | * Magic 15+ | 5 |
| Combat Medic | If you add +4 to the DL, you may perform a medical skill check in 2 combat rounds instead of the usual 5 minutes. | * Medic 15+ | 4 |
| Combat Reflexes | You get a +1 INI. In addition, you are never surprised. | * Perception 13+ | 5 |
| Contingent Casting | You may cast a spell at a DL of +4 and then have it fire based on a trigger and target you define. | * Rune Knowledge 15+ | 5 |
| Contortionist | You can twist your limbs in ways they should not be able to go. You get a +2 to any escape or concealment roll that depends on you being able to fit inst a small space or twist yourself into an awkward position. You get a +2 to all break fall checks and take -1 damage against any blunt attacks or from falls. | * Agility 13+ | 4 |
| Coordinated Attack | If you attack your target at the same time as an ally who also has this talent, you both get a +1 to hit and +1 damage. | * Combat 15+ * Tactics 12+ | 4 |
| Counter Attack | Once per combat, you may make a counter attack against an opponent who approaches you from the front and attacks you. This attack is a free attack, but comes after your opponent takes his turn. | * Combat 15+ * Tactics 12+ | 5 |
| Crafter | Raising craft skills costs one improvement point and gaining new crafts costs ½ the free checks and time. | * None | 3 |
| Crippling Blow | 1. A blow to the chest cripples your opponent on a 4/12, a blow to the legs on a 6/12. A crippled opponent is -1 INI, -1 movement and -1 defense for 1d3 rounds. 2. Your chance to cripple an opponent increases to 6/12 and 8/12. | * Combat 15+ * Physician 15+ | 5 |
| Cutter | If you are using a melee weapon that has a leverage die of 1d6 or less, you may substitute your Dexterity for Strength to determine your damage. | * Melee 15+ | 5 |
| Dark Consumption | You may pledge 3 hit points when you cast a spell and its damage increases by 3. | * Magic 15+ | 5 |
| Dark Curse | You may pledge 3 hit points when you cast a spell and its resist DL increases by 3. | * Magic 15+ | 5 |
| Darkvision | You can see in dim lighting as though it were daytime. You can see in total darkness up to a distance of 40 meters. | * Template | 5 |
| Darn Lucky | In anything but a knowledge skill, you may replace one INT with SPI to determine your skill level. | * Gambling 15+ | 5 |
| Dead Eye | Once per combat, you can substitute your Perception for your Strength to determine the damage of a melee attack. Alternately, once per combat, you may substitute your Perception for the weapon damage of a ranged attack. | * Combat 15+ | 5 |
| Deductive Leap | Once per gaming session, you may roll your skill against a DL 16 to ask the GM a question pertaining to the current scenario. The question must be able to be answered with a yes or no. | * Investigate 15+ | 5 |
| Defensive Draw | With a fast draw skill check vs. DL 12, you may draw your weapon as a free action just before an opponent swings at you in combat. This allows you to parry with your weapon normally against the incoming attack. | * Fast Draw 15+ | 3 |
| Desperate Fighter | You do +1 damage whenever you are engaged by 2 or more opponents | * Dodge 12+ * Parry 12+ | 5 |
| Dirt In The Eyes | This is an attack maneuver using the throw or unarmed skill at a -3 penalty to hit. If the attack hits, the target’s eyes are irritated and he takes a -2 to attacks and defenses for 1d4 rounds. The target must be adjacent to the attacker. | * Throw 15+ * Unarmed 15+ * Template | 5 |
| Disease Resistant | You get a +3 to save against disease or disease-based effects. Any effects that do occur are -1 point/die. Any diseases you succumb to have their effects and duration halved. | * Medical 15+ * Physician 15+ * Survival 15+ * Theology 15+ | 3 |
| Divine Aura | Your very presence gives your allies a +1 to-hit, damage and saves against demons, the undead and cults opposed to Stratus and Aestra. | * Theology 15+ | 5 |
| Dodge Bonus | This ability increases the character’s dodge score. See Dodge for more details. | * Template | 3 ea. |
| Door Finder | Once per gaming session, you may ask the GM if there are any secret doors or compartments in the space you are currently searching. If there are any, you find them immediately without having to test any attributes or skills. | * Conceal 15+ * Investigate 15+ * Streetwise 15+ | 5 |
| Double Shot | 1. You can fire two arrows in a single draw, but both must be at the same target. The penalty to do so is -4. 2. Each arrow can be fired at a different target and the penalty is only -3. | * Bow 15+ * Template | 5 |
| Dying Breath | Before going unconscious in combat, you get one final action. If you are surprised, you may not use this talent. | * Willpower 13+ | 3 |
| Everyman | You can use your skills to blend in with a crowd. Treat the skill in question as the stealth skill and the number of people around as the “darkness” conditions. | * Acting 15+ * Stealth 15+ * Streetwise 15+ | 5 |
| Extended Block | You may use the maneuver “Block for Someone Else” on any ally in an adjacent hex, but you take an additional -1 to the parry attempt. | * Parry 15+ | 5 |
| Extended Spell Casting | Any spells delivered directly, or through touch have their area of effect increased by one target, or one hex (cone, radius increases). | * Magic 15+ | 5 |
| Fast Climber | Your climb speed is 2 hexes/round. | * Climb 15+ | 3 |
| Fast Fists | 1. Your fists gain the weapon trait Fast(3) 2. Your fists gain the weapon trait Fast(4) (requires Unarmed 18+) 3. Your fists gain the weapon trait Fast(5) (requires Unarmed 20+) 4. Your fists gain the weapon trait Fast(6) (requires Unarmed 22+) | * Speed 15+ * Unarmed 15+ | 5 |
| Fast Healer | You heal 1.5x as fast and all healing results on you are at +1 | * Spirit 13+ * Strength 13+ * Toughness 13+ * Willpower 13+ | 5 |
| Fast Learner | You learn new skills (except for knowledge skills and crafts) in half the time and they cost two less free checks. | * Intelligence 13+ | 4 |
| Fast Reload | Any weapon with a reload time takes one round less to reload. If the weapon takes one round already, then its time is reduced to ½ round. | * Crossbow 15+ * Fast Draw 15+ * Pistol 15+ * Rifle 15+ | 5 |
| Favored Enemy | You may name a class of opponents (a species or faction) and get a +1 to hit, +1 damage and +1 wound rolls against them. You cannot choose your own species. | * Combat 15+ * Magic 15+ * Tactics 12+ | 5 |
| Fearsome Display | You take a round to show others your prowess with your weapons. All intelligent enemies that saw the display must save (INT or WIL vs. DL of your skill) when they first approach you. If they fail they are -1 to hit and -1 damage against you. | * Acting 12+ * Combat 15+ | 5 |
| Feat of Strength | You can push your Strength by up to 5 points, but you take damage (1d2 for 1 extra STR, 1d3 for 2, 1d4 for 3, 1d6 for 4 and 1d8 for 5) after doing so. | * Strength 13+ * Willpower 13+ | 5 |
| Feign Death | You can lie still and slow your metabolic processes to the point where people will mistake you for dead. Someone actively checking will need to make a PER (-5) roll vs. your skill. | * Acting 15+ * Meditate 15+ | 4 |
| Ferocious Spell Casting | 1. Your direct damage spells do +1 damage. 2. Your direct damage spells do +2 damage. (Requires Magic 15+) 3. Your direct damage spells do +3 damage. (Requires Magic 18+) | * Magic 12+ | 5 |
| Fight with Wild Abandon | You get a +2 to damage rolls, but take a -1 to all defenses. | * Template * Combat 15+ | 5 |
| Fighting Mastery | 1. You may reroll any single die roll pertaining to combat (to hit, damage, etc.) once per session. 2. You may reroll any single die roll pertaining to combat (to hit, damage, etc.) twice per session. 3. You may reroll any single die roll pertaining to combat (to hit, damage, etc.) three times per session. | * Combat 15+ | 5 |
| Fish In a Barrel | When you attack a prone opponent, you get a +1 to hit and +2 damage. | * Melee 15+, * Tactics 12+, | 5 |
| First Shot | When you are using your bow and an enemy wins initiative and runs up to you, you may get off a first shot if you have not yet used your action this round. | * Ranged 15+ | 4 |
| Flanker | 1. When you flank an opponent, you get +2 damage. 2. When you flank an opponent, you get +4 damage. Requires Stealth or Physician 18+, or Tactics 15+. | * Physician 15+ * Stealth 15+ * Tactics 12+ | 5 |
| Focused Research | If you have a library available to you, you can study for six hours to gain a +4 to a single skill roll. For instance, you could research artifacts to get a bonus to identify a magical sword, or you could study a treatise on lock smithing to gain a bonus to pick a certain lock. | * Alchemy 15+ * Ancient Knowledge 15+ * Herbalism 15+ * Investigate 15+ * Rune Knowledge 15+ | 5 |
| Focused Spell Casting | You may cast spells marked not engaged as though they were combat (CL) spells. | * Fast Draw 12+ * Magic 15+ | 5 |
| Free Dodge | You can dodge an additional attack each round without your defense degrading. (This replaces combat sense.) | * Dodge 13+ * Template | 5 |
| Free Parry | You can parry an additional attack each round without your defense degrading. | * Parry 15+ * Template | 5 |
| Free Spirit | You get a +2 to any save against an effect that would immobilize or slow you. Any such effects last for a round less and have a -1 effect/die. | * Escape 15+ | 5 |
| Frugal Archer | You have an 8/12 chance of recovering missiles that miss. | * Ranged 15+ | 3 |
| Get Down | If you are standing next to an ally, you give them a +1 to dodge against ranged attacks, but you take a -1 to all defenses while doing so. | * Dodge 13+ * Tactics 12+ | 5 |
| Get Inside | You can close against an opponent with a longer weapon without losing the initiative. Once you have closed with your opponent, you get a +1 defense. | * Knives 15+ * Speed 15+ * Unarmed 15+ | 5 |
| Greedy Disarm | When you disarm an opponent, you can choose to end up holding the weapon. | * Combat 15+ | 5 |
| Green Thumb | You can make anything grow in even the harshest conditions. You get a +4 to any checks dealing with growing plants | * Farming 15+ * Herbalism 15+ | 3 |
| Grenadier | You can alter the target hex of a thrown bottle or spell by 1d3 hexes even if this makes the missile land around a corner or into an unseen area. | * Alchemy 15+ * Thrown 15+ | 5 |
| Hard Drinker | When drunk, you take no penalties to any physical action. In addition, you always win a drinking contest unless your opponent has this talent. | * Carouse 12+ * Toughness 13+ | 3 |
| Hardy | You are a hardy sort and are generally nonplussed by physical hardship. You get a +1 to TOU rolls, rarely gets ill. In addition, you move 20% more when traveling overland and never suffer ill effects from fatigue, hangovers and other minor physical ailments. | * Toughness 13+ * Willpower 13+ | 5 |
| Head Butt | If you have previously grappled a target, you can hit him in the head for STR + 1d4 damage. Alternately, you can attack a non-grappled, adjacent target, but only if you surprise him. This attack stuns on a 3/12. | * Unarmed 15+ * Template | 5 |
| Healing Hands | 1. Any healing effects you perform get a +1 to their amount. 2. Any healing effects you perform get a +2 to their amount. (Requires 18+) 3. Any healing effects you perform get a +3 to their amount. (Requires 20+) | * Healing Magic 15+ * Herbalism 15+ * Medical 15+ * Physician 15+ * Theology 15+ | 5 |
| Heavy Infantry | Your armor encumbrance is reduced by 20%. | * Combat 15+ | 5 |
| Herb Finder | If you make an herbalism roll at DL 15, you can choose what herb you receive from the regional herb chart, as opposed to getting a random one. | * Herbalist 15+ | 5 |
| Hiker | Your overland movement rate is 50% greater than normal. In addition, any Navigation roll to determine if you can overtake, or beat another group to a location is at a +4. | * Navigate 15+ * Survival 15+ | 4 |
| Hit Point Bonus | This ability increases the character’s hit point total. | * Template | 2 ea. |
| Hone Weapon | You can use your repair skill to hone weapons, giving them temporary bonuses. | * Repair 12+ | 5 |
| Impaler | 1. When you wound someone, you may choose to leave your weapon in them on a 4/12. This will increase any wound penalties they suffered by 1. If they pull the weapon out, it takes a full round and they suffer a bleeder. 2. Wound penalties are increased by 2 and they take 1d6 damage if they pull the weapon out in addition to the bleeder. Requires skill level 20+. | * Spear 15+ * Pick 15+ * Sword 15+ * Spear 15+ | 5 |
| Improbable Shot | 1. Once each night, you may call for an improbable shot and regardless of your normal chance to hit, you get a 2/12 chance to succeed. 2. Your improbable shots have a 4/12 chance to succeed. | * Bow 15+ * Crossbow 15+ * Gambling 15+ * Pistol 15+ * Rifle 15+ * Theology 15+ | 4 |
| Improved Charge | When you perform the “Charge” maneuver, you get no penalty to hit. | * Combat 15+ * Tactics 12+ | 5 |
| Improved Disarm | When you perform the “Disarm” maneuver, you get a +1 to hit and a +3 to the attribute test. | * Combat 15+ * Tactics 12+ | 5 |
| Improved Disengage | When your opponent gets a free attack because you are disengaging from melee, his attack does not get the normal +2 bonus. | * Melee 15+ * Tactics 12+ | 5 |
| Improved Feint | If you feint and fail, there is no penalty. | * Combat 15+ * Tactics 12+ | 5 |
| Improved Give Ground | When you Give Ground, you may retreat two hexes. | * Tactics 12+ | 5 |
| Improved Press | * 1. When you press, you take only a -1 to hit and may push your opponent back up to 2 hexes.   2. When you press you do full damage. | * Combat 15+ * Tactics 12+ | 5 |
| Improved Rushed Strike | You take a -2 to hit for a +4 to initiative. | * Combat 15+ * Tactics 12+ | 5 |
| Improved Sweep | 1. You take only a -3 attack penalty and do full damage when you sweep. 2. You may attack everyone in the front three hexes when you sweep. 3. You may attack all adjacent opponents when you sweep. Requires Combat 20+ or Tactics 17+. | * Combat 15+ * Tactics 12+ | 5 |
| Improvised Weapon | You can use everyday objects as weapons. Objects will typically have a -2 to hit and do a die step less in leverage. However, you can use your regular combat skills to wield them. | * Combat 12+, Perception 13+ |  |
| In Plain Sight | You take only ½ the penalties for having “no good place” or “no place” to hide an object. | * Conceal 15+ | 4 |
| Increased Range | Increase the range step of your missile weapons or spells by 2 hexes. | * Ranged 15+ | 5 |
| Instant Aim | * 1. You can aim your bow with a 0-time action, meaning you can move and shoot a bow without taking a snap shot penalty.   2. Your bow gets the weapon trait Fast(1) (Requires Ranged 15+ and SPD or DEX 15+).   3. Your bow gets the weapon trait Fast(2) (Requires Ranged 18+ and SPD or DEX 15+) | * Ranged 12+ | 5 |
| Iron Grip | You can climb and still have a hand free to act (and even fight) without penalty. You get a +4 to any check against being disarmed. | * Climb 15+ | 3 |
| Jack of All Trades | You may use any craft skill as though you had a skill of 8, or half the score you would have had if you had bought the skill whichever is higher. | * Any three Craft skills | 5 |
| Keep Away | 1. If you preempt someone due to having a longer weapon and then hit them, you have a 4/12 chance of ending their turn before they attack, but not before they move into the adjacent hex. 2. The chance increases to 6/12. (Requires a skill of 18+) | * Polearm 15+ * Staff 15+ * Template | 5 |
| Knockdown | 1. A blow to the chest that does 3 or more points of damage knocks the target down on a 4/12. A blow to the legs that does 3 or more points of damage knocks the target down on a 6/12. 2. Your chances to knock down increase to 6/12 and 8/12. Requires Combat 18+, or Tactics 15+. | * Improvised 15+ * Staff 15+ * Tactics 12+ * Two-Handed 15+ * Unarmed 15+ | 5 |
| Know It All | You can make a knowledge check on any reasonable subject (GM’s call) as though you had a skill of 8 (or half if that is higher). | * Charisma 13+ * Intelligence 13+ | 5 |
| Ladies’ Man | You get a +2 to all social skill checks when dealing with the opposite sex. Also, members of the opposite sex will generally go out of their way to help you and will take a -1 to all skill rolls when acting against you. If you are captured, or otherwise in jeopardy, members of the opposite sex who are your enemies will have to make a WIL or INT roll vs. your CHA (alternately, you can use a social skill if you are able) to resist coming to your aid. | * Charisma 13+ * Seduce 12+ | 4 |
| Leap Attack | When you can drop onto your opponent from above, you get a +2 to hit and have a 6/12 chance of knocking him prone. | * Acrobatics 15+ | 5 |
| Light as a Feather | You take 1 point/die less damage from falls. | * Acrobatics 15+, Break Fall * Climb 15+, Break Fall | 4 |
| Light Infantry | You get a +1 INI and a +1 move if you wear less than 36 points of armor. | * Acrobatics 15+ * Combat 15+ | 5 |
| Light Sleeper | You will wake up to any disturbance. While sleeping, the character instantly wakes up and is alert as soon as any noise occurs near him. | * Perception 13+ | 3 |
| Line of Fire | If you miss your first target with a ranged attack, the attack continues on and you must attack the second person in the line of fire, and the third, etc. until your attack hits someone, or a barrier, or flies off of the combat map. | * Ranged 15+ | 3 |
| Linguist | At character generation, you may purchase new languages for one point less. When learning them through experience, they cost 5 checks less to learn. | * Intelligence 13+ | 4 |
| Lone Wolf | You get a +1 to all rolls when acting alone. | * Stealth 15+ * Survival 15+ | 5 |
| Lucky SOB | Once per session, you may totally ignore the effects of one attack. Your incredible luck makes the attack miss you entirely. However, you are *cursed* for the rest of the session. | * Spirit 15+ | 5 |
| Luddite | When attacking inanimate objects, robots or other machinery, you get +1 damage/die. | * None | 3 |
| Mage Slayer | When you strike a mage, they take a -4 to their concentration check to maintain spell casting. You also get +1 to wound rolls against mages. | * Rune Knowledge 15+ * Theology 15+ | 5 |
| Magic Mastery | 1. You may reroll any single die roll pertaining to spell casting (cast roll, to hit, damage, etc.) once per session. 2. You may reroll any single die roll pertaining to spell casting (cast roll, to hit, damage, etc.) twice per session. 3. You may reroll any single die roll pertaining to spell casting (cast roll, to hit, damage, etc.) three times per session. | * Magic 15+ | 5 |
| Mana Burn | * 1. When you choose to lose hit points due to spell failure, you lose one less point.   2. You lose 1 less point for every spell level you would have lost. | * Magic 15+ | 4 |
| Master Trader | 1. You get an additional 10% break/profit when you make a successful trade check. 2. Your bonus profit increases to 20%. Requires a skill level of 20+. 3. Your bonus profit is 30%. Requires a skill level of 25+. | * Persuade 15+ * Trade 15+ | 5 |
| Medical Mastery | 1. You may reroll any physician, medic or herbalism roll once per session. 2. You may reroll any physician, medic or herbalism roll twice per session. 3. You may reroll any physician, medic or herbalism roll three times per session. | * Herbalism 15+ * Medic 15+ * Physician 15+ | 5 |
| Meditative Archery | You can meditate (DL 15) to get a +1 to all missile combat for that day. | * Meditate 12+ | 5 |
| Meditative Curse | You can meditate (DL 15) to give your spells a +2 to their save DLs for the day. | * Meditate 15+ | 5 |
| Meditative Dodge | You can meditate (DL 15) to gain a +1 to dodge for the day. | * Meditate 12+ | 5 |
| Meditative Fury | You can meditate (DL 15) to get a +1/die damage to all direct damage spells for the day. | * Meditate 15+ | 5 |
| Meditative Shield | 1. At the beginning of the day, you may make a meditation skill roll (DL 15) and gain a +2 to all magic saving throws for that day. 2. You also take -1 effect/die from spell effects. | * Meditate 15+ | 5 |
| Meditative Spell Casting | 1. You can meditate (DL 15) to get a +1 to your casting attempts for the day. | * Meditate 15+ | 5 |
| Meditative Spike | 1. At the beginning of the day, you may make a meditation skill roll (DL 15) and gain a single use of Meditative Spike which will increase the save DL of a spell by 4, or will increase the damage by 2/die. 2. You gain 2 charges of Meditative Spike. 3. You gain 3 charges of Meditative Spike. | * Meditate 15+ |  |
| Mentor | When someone assists you successfully, they get an improvement point instead of a check. | * Charisma 13+ * Intelligence 13+ | 3 |
| Method Actor | If you can study a target for at least three days and make a successful skill check of DL 15, you gain useful insight into the target’s nature and get either a +2 bonus to all non-combat checks against the target, or a +1 to combat skill rolls against the target. This bonus lasts for a single adventure. | * Acting 15+ * Investigate 15+ | 5 |
| Mimicry | You may use your skill to imitate a sound or voice you have heard. | * Acting 15+ * Fast Talk 15+ | 3 |
| Mobile Fighter | You take no penalty for moving before attacking. | * Acrobatics 15+ * Combat 15+ * Tactics 12+ | 5 |
| Mobility | You get a +1 initiative and +1 base move. | * Acrobatics 15+ * Combat 15+ * Tactics 12+ | 5 |
| Mountain Affinity | You get a +1 to all skill rolls when in the mountains. | * Mountain Survival 12+ * Navigate 12+ | 5 |
| Mounted Fighter | 1. You can ride an untrained mount into battle as though it were trained. If you ride a trained mount into battle, your penalties are reduced by 2. 2. When mounted you get an additional +1 initiative, +1 to hit and +1 damage. | * Riding 15+ | 4 |
| Nature’s Friend | In general, animals no longer fear you. Small animals will come up to you and treat you as their friend. When alone in the wild, you will have 2d6 small creatures flitting around you. | * Animal Handler 15+ | 3 |
| No Escape | When an opponent disengages you because they have support, you can choose to take a free attack on them anyway, but then their support characters get free attacks against you (at no bonus). | * Combat 15+ * Tactics 12+ | 4 |
| No Sense of Smell | You cannot smell, but get a +2 to save against gases and are immune to attacks that rely on stench. | * Special Background * Template | 3 |
| Observer | 1. If you observe your enemy for one round, you get a +1 attack, damage and defense against him for that combat. 2. In addition to the other bonuses, any of your talent abilities get a +1 chance to occur against an observed opponent. | * Tactics 12+, Perception 12+ | 5 |
| Padfoot | You can make full moves while using stealth. | * Stealth 15+ | 5 |
| Petitioner | You can petition Stratus, Aestra and their saints for aid. You start the game with 6 petitions learned and can attempt to petition up to 3 times/day,  Generally, only priests can purchase this talent. However, it is possible that priestesses and holy characters with special backgrounds can learn to petition. Talk to your GM. | * Theology, Special Background * Template | 7 |
| Piercer | 1. Your weapon gains Pierce(1). 2. Your weapon gains Pierce(2). | * Knives 15+ * Pick 15+ * Tactics 12+ | 4 |
| Phalanx | When standing next to an ally, you both get a +1 defense. The maximum you can stack this bonus is +4. | * Shield 15+ * Tactics 12+ | 5 |
| Point Blank Shot | You get a +1 to hit and +1 damage when firing at point blank range | * Ranged 15+ | 5 |
| Poison Resistance | You gain a +4 to save vs. poison or poison-based effect. Any effects that do occur are at a -1 point/die. | * Alchemy 15+ * Disarm Traps 15+ * Survival 15+ | 4 |
| Porter | Your pack counts as 10 points less toward you encumbrance. | * Strength 13+ * Agility 13+ | 4 |
| Pin | With a bow or thrown weapon, you can take a -5 to hit and pin a part of the foe to a nearby surface. The DL to escape a pin is the damage of the attack +5. | * Bow 15+ * Thrown 15+ | 5 |
| Press Gang | This is a combat maneuver in which the attacker uses his unarmed combat skill at a -3 penalty. A successful attack hits the head and stuns the target for 1 round in addition to whatever damage is done. This attack only works with fists or clubs and the target’s head must be armored with 1 defense or less. | * Unarmed 15+ * Template | 5 |
| Prolific Herbalist | 1. When you search for herbs, you get a +1 to the amount gathered, or +1 to the number of bunches you find. 2. You get both +1 bunches and +1 to the amount of each bunch. | * Herbalist 15+ | 5 |
| Prone Combat | You suffer no combat penalties when prone. | * Acrobatics 12+ * Climb 15+ * Knife 15+ * Unarmed 12+ | 4 |
| Pugilist | * 1. Your fists now do STR + 1d3 damage   2. Your fists now do STR + 1d4 damage (requires Unarmed 15+)   3. Your fists now do STR + 1d6 damage (requires unarmed 18+)   4. Your fists now do STR + 1d8 damage (requires unarmed 20+) | * Unarmed 12+ * Template | 5 |
| Quick Blade | If you a wielding a weapon with the Fast trait, increase the chance by 1. | * Combat 15+ * Fast Draw 12+ * Pickpocket 12+ | 5 |
| Quick Investigation | You can canvas an area for information in 1/3 the normal time. | * Converse 12+ * Investigate 12+ | 3 |
| Quick Meditation | By making your meditation check with a DL of 15 instead of 12, you may meditate in 10 minutes, as opposed to an hour. | * Meditate 15+ | 5 |
| Quick Return | You may use Fast Draw to replace an item in its sheath or belt as a free action if you can make a skill roll vs. DL 14. | * Fast Draw 15+ | 3 |
| Quiet Investigation | You can canvas an area without word getting back to your enemies. If you talk to someone who might inform your enemies of your interest, they have to make an INT roll vs. your skill to even know they've been questioned. | * Converse 15+ * Investigate 15+ | 3 |
| Rallying Cry | Once per combat, you can bolster your allies’ resolve, returning 1d3 hit points of non-wound damage to them. | * Orate 15+ * Tactics 15+ | 5 |
| Ranged Ambusher | You can use your backstab ability at range, but can only do the double damage when you surprise an opponent from point blank range. | * Backstab, Ranged 15+ | 5 |
| Rested Mind | Successful meditation returns an additional two magic levels to distribute amongst your runes. | * Meditate 15+ | 5 |
| Reversal | When you escape a hold, you can apply a hold on the attacker as a free action. | * Escape 15+ * Unarmed 15+ | 4 |
| Ritual Eye | When you see a ritual spell cast, you have a 25% chance of instantly learning it. You can attempt to learn a spell in this fashion one time only. | * Ritual Spell, Intelligence 13+, Spirit 13+ | 5 |
| Rub Some Dirt In It | When you shake off damage, you get a +2 to the roll. | * Combat 15+ * Survival 15+ | 5 |
| Rushed Casting | You cast “Short” spells as though they were “Very Short” with no penalty. | * Magic 15+ | 5 |
| Scholar | Raising knowledge skills costs only 1 improvement point. Learning a new knowledge skill costs ½ the normal amount of checks. | * Any three knowledge skills at 15+ | 4 |
| Scintillating Performance | On a successful acting, or craft: perform check, you so enthrall your audience that they get a -3 to all checks to notice anything else going on. | * Acting 15+ * Craft 15+ | 4 |
| Second Chance Dodge | Once per combat, you may take a second attempt to dodge an attack. | * Dodge 13+, Agility 13+ * Dodge 13+, Spirit 13+ | 5 |
| Second Chance Parry | Once per combat, you may take a second attempt to parry or block an attack. | * Fast Draw 15+ * Parry 15+ | 5 |
| Second Wind | Once per combat, you can heal yourself for 1d4 hit points of non-wound damage if the damage was taken this fight. | * Spirit 13+ * Strength 13+ * Toughness 13+ * Willpower 13+ | 5 |
| Self-Taught Surgeon | You ignore penalties due to performing medical operations on yourself. In addition, you get a +2 to all toughness and willpower rolls. | * Medical 15+ * Physician 15+ | 5 |
| Sense Lie | You get to make a skill check to detect when someone is lying to you. | * Converse 15+ * Interrogate 15+ * Investigate 15+ | 4 |
| Shield Bash | By taking a -3 to hit for the entire round, you can make a second attack with your shield. Your shield does STR(-1) + LEV damage. | * Shield 15+ * Template | 5 |
| Shifty | 1. Once per combat, you can make a skill roll vs. DL 15 to move one hex as a free action. This move can be done without taking a free attack. 2. Once per combat, you can make a skill roll vs. DL 20 to move up to a half move as a free action. (Requires skill of 20+.) | * Acrobatics 15+ * Conceal 15+ * Fast Talk 15+ * Stealth 15+ | 5 |
| Silencing Strike | When you surprise or flank a target, you may take a -2 to hit, but your attack silences them for one round. | * Backstab * Stealth 15+ | 5 |
| Silent Cast | You can cast when silenced at a +3 spell DL. | * Magic 15+ | 5 |
| Small Silhouette | When you are in cover or concealment, you get an additional +1 to dodge. | * Agility 13+ * Spirit 13+ | 5 |
| Smite | Once per combat, you may use your Spirit or Will to substitute for your Strength die (or missile weapon die) to determine the damage of an attack. | * Theology 15+ | 5 |
| Social Mastery | 1. Once per session, you may reroll a failed social skill attempt. 2. Twice per session you may reroll a failed social skill attempt. 3. Three times per session you may reroll a failed social skill attempt. | * Social Skill 15+ | 5 |
| Special Sense | You can sense things others cannot. This may be a type of material, or energy, or anything that manifests a physical presence. The cost is based on the range of the sense. A PER roll will be required for the sense to work. The DL is up to the GM, but should be based on the amount of material present and other mitigating factors. The GM should approve each special sense, since it is possible for a sense to ruin adventure twists and surprises. | * Special Background | 5 |
| Speed Reader | You read 5x as fast as a normal person. Any skill check or action that requires reading gives you a +2 and you can complete it in ½ to 1/5 the time (GM’s discretion). | * Investigate 15+ * Rune Knowledge 15+, * Scholar | 3 |
| Spell Blocker | You can block a spell with your shield, but the shield is destroyed on an 8/12. Magic shields are destroyed on a 1/12. | * Theology 15+, Shield 12+ * Shield 15+ * Magic 15+, Shield 12+ | 5 |
| Spell Gift | You can cast a spell and then give control of it to another. This works for spells with a duration, or spells that can be held. | * Magic 15+ | 5 |
| Spell Hands | You can hold a spell for an indefinite period of time. | * Magic 15+ | 5 |
| Spell Preserver | The DL to maintain your spells is reduced by one point. | * Magic 15+ | 5 |
| Spell Scribe | You may scribe spells onto surfaces, triggering them when someone disturbs the text. It takes 5 minutes to write the spell, and you must cast the spell at a DL of +2. The inscribed runes will last until they are triggered. | * Rune Knowledge 15+ | 5 |
| Spell Spike | You can cast a spell into an object which is then driven into the ground. The spell will trigger when anyone aside from the caster approaches within 1 hex of the spike. It takes no more time to cast the spell than normal, but you must cast at DL+2. A spell spike lasts until triggered or until the mage takes the object out of the ground. | * Artifacts 15+ * Rune Knowledge 15+ | 5 |
| Spy Mastery | 1. You may reroll any single die roll pertaining to acting, conversation, disguise, fast talk, forgery or interrogate once per session. 2. You may reroll any single die roll pertaining to acting, conversation, disguise, fast talk, forgery or interrogate twice per session. 3. You may reroll any single die roll pertaining to acting, conversation, disguise, fast talk or interrogate three times per session. | * Acting 15+ * Conversation 15+ * Disguise 15+ * Fast Talk 15+ * Forgery 15+ * Interrogate 15+ | 5 |
| Stand Ground | You get a +4 to fear effects and are immune to press attacks or attacks that knock you back or down. | * Strength 13+ * Willpower 13+ | 4 |
| Steel Spirit | You may substitute spirit for toughness on wound saves and saves to remain conscious. | * Spirit 13+ | 5 |
| Steel Will | You may substitute willpower for toughness on wound saves and saves to remain conscious. | * Willpower 13+ | 5 |
| Strike True | If you roll a graze on a wound, you may reroll but have to take the second roll even if it is a graze. | * Combat 15+ * Physician 15+ | 5 |
| Stunning Blow | 1. A blow to the chest that does 3 or more points of damage has a chance to stun the target on a 2/12. A blow to the head that does 3 or more points of damage stuns on a 4/12. 2. Chances to stun increase to 3/12 and 5/12. Requires skill level of 18+. 3. Chances to stun increase to 4/12 and 6/12. Requires skill level of 22+. | * Mace 15+ * Staff 15+ * Tactics 15+ * Unarmed 15+ | 5 |
| Stunning Shot | This is the same as stunning blow, but the total damage done must be over the target’s wound threshold. | * Ranged 15+ * Tactics 15+ | 5 |
| Subjugator | You can use the “Club Weapon” maneuver for full damage. | * Combat 15+ * Interrogate | 3 |
| Swamp Affinity | You get a +1 to all rolls in swampy terrain. | * Navigate 12+ * Swamp Survival 12+ | 5 |
| Targeted Shot | By taking a -1 to hit, the archer may move the hit location of his shot up to two places. Thus, an attack that the arm (location 3) could be moved to the head, hand, or chest (locations 1-5). | * Bows 15+ * Template | 5 |
| Taunt | You can get intelligent foes who understand your language to attack you if you can make a test against their INT or WIL and they are in a position to attack you (within a move and don't have to disengage to do so). | * Fast Talk 15+ * Persuade 15+ | 5 |
| Tenacious Spell Casting | 1. The DL to resist your spells is +2. 2. The DL to resist your spells is +4. (Requires 20+) | * Magic 15+ | 5 |
| Test of Wills | In any social skill, gambling, investigate, survival or track, you may substitute an instance of intelligence, perception or charisma with willpower. | * Willpower 13+ | 5 |
| Thievery Mastery | 1. You may reroll any single die roll pertaining to climb, lockpick, stealth or traps once per session. 2. You may reroll any single die roll pertaining to climb, lockpick, stealth or traps twice per session. 3. You may reroll any single die roll pertaining to climb, lockpick, stealth or traps three times per session. | * Climb 15+ * Lockpick 15+ * Stealth 15+ * Traps 15+ | 5 |
| Throw Voice | You can use your skill to throw your voice up to six hexes away from you. | * Acting 15+ * Singing 15+ | 3 |
| Tortoise | You get a +1 to AV, but take a -1 to your movement. | * STR 13+, TOU 13+ | 5 |
| Tough SOB | Once a session you may totally ignore a wound effect. You take the damage, but take no effect from the wound and do not have to roll to remain conscious. After the battle ends, the wound affects you as normal. In addition, roll a d4, take that many hit points as additional damage and add them to the wound. | * Toughness 13+ * Willpower 13+ | 5 |
| Tourist | You can speak every language. However, you suffer a -3 penalty to all social skills while using this talent because of your accent and the embarrassing mistakes you make in vocabulary. | * Carouse 15+ * Converse 15+ | 5 |
| Tower of Will | Your allies get a +1 to all toughness and willpower rolls. | * Orate 12+, Willpower 13+ * Template | 5 |
| Trap Avoidance | You get a +2 to any saving throws pertaining to traps and take 2 less damage from their effects. | * Traps 15+ | 4 |
| Tumbler | 1. By making a skill roll vs. 8 + damage, or 12, whichever is higher, you can land on your feet after being thrown or knocked down. 2. You also get a +2 to any STR or AGI save to avoid being knocked down, entangled, or caught in a blast or an area attack. | * Acrobatics 10+ | 3 |
| Unarmed Parry | You can use your unarmed combat skill to parry opponents using weapons without taking a -3 penalty. | * Unarmed 12+ * Template | 5 |
| Uncanny Escape | You may use your escape skill to escape magical bonds. | * Escape 20+ | 3 |
| Underworld Reputation | You get a +2 to all streetwise rolls. In addition, you may make a roll vs. a DL of 16 to gain access to any criminal organization. How they react to you is another story, but you can almost always gain an audience. | * Carouse 15+ * Streetwise 15+ | 4 |
| Unique Spell | You may create a new spell (though you might incur a component cost). You can only create a spell from a circle you can cast. | * Magic 12+ | 5 |
| Urban Affinity | You get a +1 to all rolls when in an urban environment. | * Streetwise 12+ * Urban Survival 12+ | 5 |
| Weapon Touch | Your touch spells can be delivered through a held object like a staff or sword, even as you attack with that weapon. | * Artifacts 15+ | 5 |
| Weathered | You get a +2 to save against effects based on heat/cold and a -1 effect/die. In addition, you may ignore effects of heat or cold based on your species. | * Survival 15+ | 4 |
| Welcome Traveler | You ignore penalties to social skills due to languages or cultural differences. You always manage to get by using body language, hand signals, or find a translator or guide willing to help. | * Carouse 15+ | 4 |
| Wily | You gain a +1 to all defenses. | * Combat 15+ * Survival 15+ | 5 |
| Woodlands Affinity | You get a +1 to all rolls when in a wooded environment. | * Navigate 12+ * Woodland Survival 12+ | 5 |
| Wrestler | You are adept at grappling foes and get a +1 to hit and +4 to your strength checks when doing so. | * Unarmed 15+ | 5 |
| Wrestling Throw | When you throw a held opponent, you do an additional 1d6 damage and can throw them up to 3 hexes away. | * Unarmed 15+ | 5 |
| Zone of Control | 1. As a melee fighter, you can engage and tie down one additional opponent. 2. As a melee fighter, you can engage and tie down two additional opponents. (Requires melee 20+, or tactics 17+.) | * Melee 15+ * Tactics 12+ | 5 |