Talent Trees

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| **Animal Companion** |
| Requirements: Animal Lore 12+ or Magic Focus or Faith Focus (nature patron) |
| Talents:   * Animal Armor * Animal Companion   + Animal Command   + His Bark Is Worse * Animal Fury * Animal Friend   + Animal Messenger * Blood Thirsty * Improved Companion (3)   + Improved Companion (6)     - Improved Companion (10) * Pack Fighter * Swift Companion (1)   + Swift Companion (2) |

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| **Bodyguard** |
| Requirements: War Focus |
| Notes: |
| Talents:   * +2 Hit Points * Bodyguard   + Don’t You Die On Me   + Take the Fall * Extended Block * Fast Healer * Improved Give Ground * Improved Press   + Improved Press II * Overland Traveler * Phalanx   + +2 Hit Points   + Taunt * Stand Ground |

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| **Discretion** |
| Requirements: Subterfuge Focus |
| Notes: |
| Talents:   * +2 Hit Points   + +2 Hit Points   + Auto Dodge (12) * Avoid Death Blow (4) * Cautious Fighter * Defensive Stance * Improved Disengage   + Improved Disengage II     - Improved Disengage III * Improved Give Ground   + Improved Give Ground II * Lucky SOB   + Lucky SOB II * Play Dead |

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| **Mobility** |
| Requirements: War Focus |
| Notes: These talents only apply if you are wearing armor with AV 3 or less |
| Talents:   * Armsman   + Armsman II * Combat Reflexes   + Auto Dodge (12)   + Mobility (1)     - Mobility (2)   + Dodge (1)     - Dodge (2) * Improved Disengage   + Improved Disengage II     - Improved Disengage III * Improved Charge   + Improved Charge II * Mobile Fighter   + Cutter   + Offensive Stance * Shifty   + Shifty II   + Hit and Run * Take Initiative * Unstoppable |

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| **Healer** |
| Requirements: Medical Skill |
| Notes: |
| Talents:   * Healing Hands * Physician   + Deadly Anatomy   + Nerve Pinch     - Nerve Pinch II   + Physician II * Resist Disease   + Disease Sniffer * Resist Poison   + Poison Sniffer * Self-Surgeon |

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| **Scout** |
| Requirements: The Hunt, or Subterfuge Focus |
| Notes: |
| Talents:   * Break Fall * Iron Grip * Lone Wolf * Overland Traveler * Road Warrior * Rough Runner * Swimmer   + Swimmer II * Terrain Affinity * Unseen Passage |

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| **Soldier** |
| Requirements: War Focus |
| Notes: |
| Talents:   * +2 Hit Points   + +2 Hit Points   + Accurate fighter   + Cautious Fighter * Armsman   + Armsman II * Counter Attack * Defensive Stance * Improved Charge I   + Improved Charge II * Offensive Stance * Reinforced * Second Wind   + Second Wind II |

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| **Treachery** |
| Requirements: Subterfuge Focus |
| Notes: |
| Talents:   * Close The Gap * Flanker (1)   + Flanker (2) * Greedy * Improved Disarm   + Improved Disarm II   + Greedy Disarm * Inscrutable * Resist Poison   + *Poisoner*?     - *Poisoner II*? * Shifty   + Shifty II     - Treacherous Shift * Take Initiative |

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| **Veteran** |
| Requirements: War Focus |
| Notes: |
| Talents:   * +2 Hit Points   + +2 Hit Points   + Auto Hit (12)   + Striker (1)     - Striker (2) * Armsman   + Armsman II * Combat Reflexes * Fast Healer * Favored Enemy – Choose * Road Warrior * Stand Ground * Tough SOB * Zone of Control |

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| **Talent** | **Description** |
| +x Hit Points | You gain x hit points |
| Accurate Fighter | You get +1 to hit |
| Animal Armor | Your animal companion gets +1 AV, or 2 AV, whichever is better |
| Animal Command | By spending an inspiration, you may give your action to your animal companion, allowing him to take an immediate action |
| Animal Companion | You gain a level 1 animal companion. (Generally speaking, you get the choice of a scouting pet, a tanky pet, or a combat pet. They level up as you do, upgrading periodically.) |
| Animal Friend | Small animals surround you when in the wilderness. You can talk with these creatures and they will sometimes give you useful information. You get +2 to navigate, track and wilderness lore checks |
| Animal Fury | Your companion gets +2 damage |
| Armsman | * You can wield, and do full damage with, a weapon with a leverage die 1 step higher than your Muscle die * You can wield, and do full damage with, a weapon with a leverage die 2 steps higher than your Muscle die |
| Auto Success (x) | If you roll an x or above on your d12, you may spend an inspiration to automatically succeed in your task |
| Avoid Death Blow (x) | You can spend an inspiration to have an x/12 chance to dodge an attack that would kill you, or knock you unconscious |
| Blood Thirsty | Your animal companion’s attacks all get Bleed(2) |
| Bodyguard | You give an adjacent ally +2 defense if you take a -1 penalty to your own defenses |
| Break Fall | You take ½ damage from falls |
| Cautious Fighter | You get +1 to your defenses |
| Close The Gap | You can close the distance on an opponent with a longer weapon without losing the initiative. Once you do so, you have +1 defense |
| Combat Reflexes | +1 Initiative and you cannot be surprised to start a combat |
| Cutter | If using a light weapon, you can substitute skill for Muscle when determining melee damage (Muscle is still used to determine the maximum leverage damage you can deal) |
| Deadly Anatomy | You can spend an inspiration to get a +1 to a wound roll |
| Defensive Stance | You gain +2 to your defenses, but -1 to all attacks |
| Dodge (x) | +1 Dodge per level |
| Don’t You Die On Me | By spending a round over a fallen ally’s body, you can spend 2 inspiration to revive him with 1d6 hit points. Any wounds suffered still apply, but mortal wounds are turned serious instead |
| Extended Block | Spend inspiration to block for an adjacent ally |
| Fast Healer | When resting, your healing rate is 1.5x normal. Also, any healing done to you is +1 point/die |
| Favored Enemy | Choose one category of foes (goblins, mages, priests, members of an enemy family, etc.) and you get a +1 to hit and +1 damage. Any time you wound your enemy, you can also spend an inspiration to get a +1 to the wound roll |
| Flanker (x) | You get a +x bonus to damage when you attack from the flank/rear |
| Greedy | When negotiating a reward for completing a quest or mercenery contract, you get a +2 to Trade checks |
| Healing Hands | You get a +1/die to all healing effects and spells |
| His Bark Is Worse | By spending an inspiration, your pet can taunt an opponent, causing him to gain the ***taunted*** status for 3 rounds |
| Hit and Run | If the first thing you do in a combat round is attack, you make take a half move after attacking. (You still have to disengage normally) |
| Improved Charge | * When you charge you take no penalty to hit * When you charge you get +2 damage |
| Improved Companion (x) | Your companion levels up to a slightly improved version (level x) |
| Improved Disarm | * When you disarm, you are only -3 to hit and a +3 to the attribute test * When you disarm, you are only -2 to hit and get +4 to the attribute test |
| Improved Disengage | * When your opponents get a free attack because you disengage from melee, their attacks do not get a +2 bonus to hit * When disengaging, you get +2 defense * You may disengage without provoking free attacks |
| Improved Give Ground | * When you give ground, you may retreat 2 hexes * When you give ground, you get +3 to defense |
| Improved Press | * When you press, you take a -1 to hit and can push your enemies back 2 hexes * Your press attack does full damage |
| Inscrutable | * Tactics rolls against you are at a -4 penalty |
| Iron Grip | You can fight while climbing, you resist being disarmed, you resist being knocked down when climbing, you get +4 to all grapple checks |
| Lone Wolf | +1 to all rolls when acting alone (does not include NPC companions or familiars) |
| Lucky SOB | * The first inspiration you spend to reduce incoming damage reduces it by 1d4 (instead of 1 point) * The first inspiration you spend to reduce incoming damage reduces it by 1d6 (instead of 1 point) |
| Mobile Fighter | You take no penalty when you move before attacking (Normally, you take a -1 to attack if you moved this round) |
| Nerve Pinch | * You can use your medical skill in place of your brawling skill to make an unarmed attack. If your attack hits a location with AV 3 or less, you do MUS+1d4 penetrating damage * Your nerve pinch attack gains Stun(4) |
| Offensive Stance | You get +1 to attack rolls, but take -1 to defenses |
| Overland Traveler | You and your group travel 25% faster overland, giving you a +4 bonus in any long-distance chase scenario |
| Pack Fighter | You and your companion get a +1 bonus to hit and damage when adjacent to each other |
| Phalanx | When you are adjacent to an ally, you both get +1 defense |
| Physician | * You can use your medical skill to provide long-term care, taking 1 hour to give 2d4 healing * Your healing dice become d6s instead of d4s |
| Play Dead | When you are hit, you can spend an inspiration to drop prone and play dead. As long as you stay down, opponents must make a Search check (dl 20) to attack you |
| Poisoner | * You may apply poison to your weapons * Poisons you apply have a -2 penalty to save against, and do +1 effect/die |
| Reinforced | You get +1 AV if you are wearing armor |
| Resist X | You get a +4 to saves against x effects & you get -2 damage/effect per die |
| Road Warrior | You get +2 to Navigate and Survival checks when traveling overland |
| Rough Runner | You ignore penalties due to moving/Fighting on rough terrain |
| Second Wind | * Once per fight, spend an inspiration and heal 1d6 hit points * Once per fight, spend 2 inspiration and heal 2d6 hit points |
| Self-Surgeon | You get no penalty when performing medical checks on yourself |
| Shifty | * Spend 1 inspiration to take a 1” move at any time (may be used once a combat round) * Spend 1 inspiration to take a ½ move at any time (may be used once a combat round) |
| X Sniffer | You get a search check to detect x, and items that cause x effects |
| Stand Ground | You resist fear and are immune to effects that press or knock you back/down |
| Striker(x) | You get +x damage |
| Swift Companion | Your animal companion gets a +1 initiative and +1 move per level |
| Swimmer | * +1 Swim, you can stay underwater 3x longer, you fight with no penalty underwater, you are resistant to gas attacks * +1 Swim, you can stay underwater 6x longer, you can cast and use skills underwater with no penalty |
| Take Initiative | You can spend an inspiration to swap initiative scores with any other combatant |
| Take the Fall | When an adjacent ally is hit by an attack, you may spend an inspiration to take the damage instead of them |
| Taunt | You may spend inspiration to force an opponent to attack you instead of an adjacent ally (players may save wit, power 20) |
| Terrain Affinity | You may choose a terrain and get a +1 to all rolls when acting in that terrain |
| Treacherous Shift | You may spend an inspiration and shift places with an enemy who is within range of a full move. They get a Reflexes save (DL 16) |
| Tough SOB | You can spend 2 inspiration to ignore one wound effect. You still take the damage, but suffer no other effects and do not have to roll to remain conscious. After the battle, the wound takes effect as normal |
| Unseen Passage | When you use sneak in an attempt to avoid being tracked, you get a +4 to the check |
| Unstoppable | You are resistant (+4 save, -2 proc) to any slow, daze, or hold effects |
| Zone of Control | * As a melee fighter, you count as two combatants for purposes of engaging enemies and locking them in combat * You count as three combatants |