Talent Trees

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

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| **Mobility** |
| Requirements: None |
| Notes: These talents only apply if you are wearning armor with AV 3 or less |
| Talents:   * 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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| **Talent** | **Description** |
| Animal Armor |  |
| 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 |
| Auto Success (x) | If you roll an x or above on your d12, you may spend an inspiration to automatically succeed in your task |
| Blood Thirsty | Your animal companion’s attacks all get Bleed(2) |
| 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 |
| Dodge (x) | +1 Dodge per level |
| 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 |
| 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 Disengage | * When your opponents get a free attack because you disengage from melee, their attacks do not get a +2 bonus * When disengaging, you get +2 defense * You may disengage without provoking free attacks |
| Mobile Fighter | You take no penalty when you move before attacking (Normally, you take a -1 to attack if you moved this round) |
| Offensive Stance | You get +1 to attack rolls, but take -1 to defenses |
| Pack Fighter | You and your companion get a +1 bonus to hit and damage when adjacent to each other |
| 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) |
| Swift Companion | Your animal companion gets a +1 initiative and +1 move per level |
| Take Initiative | You can spend an inspiration to swap initiative scores with any other combatant |
| Unstoppable | You are resistant (+4 save, -2 proc) to any slow, daze, or hold effects |