

Skill Specialist Talents

These talents are each centralized around specific subtraits. Much like basic specialist talents, skill specialist talents don't have any requirements whatsoever. Each offers a modest advantage and most give a permanent boost to a subtrait.

Talent Name	Prerequisites	Abilities
Iron Grippd	None	Your Power score increases by 1. When a creature enters within 1 meter of you, you may take the Grapple action by spending 2 interrupt actions and 6 stamina.
Poised Handling	None	Your Dexterity score increases by 1. You gain a point of favor on tests made to decide the accuracy of attacks made with ranged weapons.
Expeditious	None	Your Speed score increases by 1. You may spend 3 stamina to take the Travel action with no turn action cost, up to once per turn on your turn.
Pragmatic	None	Your Engineering score increases by 1. You gain a point of favor on tests made to use or alter devices.
Photographic Memory	None	Your Memory score increases by 1. When you make a test to recall information and roll less than a 10 before modifiers, you roll a 10 instead.
Survivor	None	Your Awareness score increases by 1. You cannot be surprised by an attack if your current SHP is equal to your maximum SHP.

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Talent Name	Prerequisites	Abilities
Acrobat	None	Your Stunt score increases by 1. You gain a point of favor on tests made to climb and traverse obstacles and difficult terrain.
Thespian	None	Your Portrayal score increases by 1. When you make a test to replicate the behavior of a creature and roll less than a 10 before modifiers, you roll a 10 instead.
Engaging	None	Your Appeal score increases by 1. You gain a point of favor on tests made to persuade creatures that you've never attempted to persuade before, given they're not hostile towards you.
Phonetic Composer	None	Your Language score increases by 1. You know a self-made language, only known by creatures who you have taught. You may teach another creature over 8 hours.
Natural Healer	None	Your Resolve score increases by 1. You have a number of Restoration Charges equal to your Resolve score. You may spend 3 turn actions, any number of Restoration Charges, and choose a touching creature. It regains your choice of 1d4 SHP per charge used or 1d4 DHP per 2 charges used. You regain all charges after completing a rest.
Rugged	None	Your Fortitude score increases by 1. You have a number of Protection Charges equal to your Fortitude score. You may spend any number of Protection Charges to add an additional die to your next Block or Dodge roll for each charge used. You regain all charges after completing a rest.