

SPRINT

When you take the Travel action, you may spend 3 stamina to add your Stunt score to your Land travel for the rest of the action.



ATHLETE

When you become the target of any effect, you may spend 3 stamina to take the Travel action using interrupt actions as if they were turn actions.



PARKOUR

When a source deals kinetic force damage to you, it deals half as much, rounded down, instead.



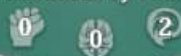
REFLEXIVE

Choose either your Block Rating or Dodge Rating. The chosen rating increases by 1 die.



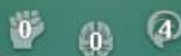
REFLEXIVE

Choose one from Block Rating or Dodge Rating that has not been chosen by the Reflexive talent. The chosen rating increases by 1 die.



ILLUSIVE

Choose either your Block Rating or Dodge Rating. The chosen rating increases by 2 dice.



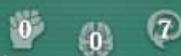
ILLUSIVE

Choose one from Block Rating or Dodge Rating that has not been chosen by the Illusive talent. The chosen rating increases by 2 dice.



TOTAL POISE

Your Dodge Rating increases by 2d12 and your Block Rating increases by 2d4.



LIVELY

You gain a point of favor on tests made to decide turn order.



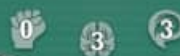
PARRY

When you take the Block action against a melee attack, you may spend 1 additional interrupt action and 5 stamina to roll your melee weapon's attack damage rather than your Block Rating.



ARMOR APTITUDE

When you take the Dodge action, you may spend 5 stamina to treat all of your defenses as if they were equal to your highest defense for the rest of the action.



TACTICS

The Tactics tree offers evasive maneuvers and technical outfittings. The talents in this tree push superior movement and reflexive defense, including not only increasing one's blocking and dodging capabilities, but also offering alternative methods.