

Armor

Talent	PreReq	Description	Tags
Evasive	<i>Incompatible:</i> Lucky Placement, Impulse, Tough, Intuition	If you are not wearing armor and an attack targets your AR, you may have it target your REF instead (max 14).	Defense, Armor
Evasive II	Evasive	If you are not wearing armor and an attack targets your AR, you may have it target your REF instead (max 18).	Defense, Armor
Evasive III	Evasive II	If you are not wearing armor and an attack targets your AR, you may have it target your REF instead (no maximum).	Defense, Armor
Can't Kill What You Can't Catch	Evasive	When an attack that targets your REF misses you, you may move 5 ft.	Defense, Armor
Perfect Dodge	Evasive II	If you would take half damage from an attack that targets your REF, you instead take no damage.	Defense, Armor
Heavy Armor Trainee		Your movement is no longer restricted by wearing heavy armor.	Defense, Armor
Intuition	<i>Incompatible:</i> Evasive, Tough, Impulse	You may use your LOG in place of AR. Your AR cannot exceed 14 when you do.	Defense, Armor
Intuition II	Intuition	Your AR cap when using Intuition increases to 18.	Defense, Armor
Intuition III	Intuition II	Your AR has no limit when using Intuition.	Defense, Armor
Impulse	<i>Incompatible:</i> Evasive, Tough, Intuition	If you are not wearing armor and an attack targets your AR, you may have it target your ANT instead (max 14).	Defense, Armor
Impulse II	Impulse	If you are not wearing armor and an attack targets your AR, you may have it target your ANT instead (max 18).	Defense, Armor
Impulse III	Impulse II	If you are not wearing armor and an attack targets your AR, you may have it target your ANT instead (no maximum).	Defense, Armor
Light Armor Trainee		You gain +1 AR, REF, and FORT while wearing light armor.	Defense, Armor
Lucky Placement	<i>Incompatible:</i> Evasive	You may use your LUCK instead of DEX when calculating REF. Your REF cannot exceed 14 when you do.	Defense, Armor
Lucky Placement II	Lucky Placement	Your REF cap increases to 18. You may spend Luck Points to force an attacker to reroll an attack targeting your REF (if no other creatures are targeted).	Defense, Armor
Lucky Placement III	Lucky Placement II	Lucky Placement now has no REF limit.	Defense, Armor
Second Skin: Light Armor		<i>Repeatable.</i> Choose one type of light armor. Gain that armor's Resist bonus while wearing it. When you level up, you may replace this talent with another Second Skin talent.	Defense, Armor, Repeatable
Second Skin: Medium Armor		<i>Repeatable.</i> Choose one type of medium armor. Gain that armor's Resist bonus while wearing it. When you level up, you may replace this talent with another Second Skin talent.	Defense, Armor, Repeatable
Second Skin: Heavy Armor		<i>Repeatable.</i> Choose one type of heavy armor. Gain that armor's Resist bonus while wearing it. When you level up, you may replace this talent with another Second Skin talent.	Defense, Armor, Repeatable
Second Skin: Shields		<i>Repeatable.</i> Choose one type of shield. Gain that shield's Resist bonus while it is equipped. When you level up, you may replace this talent with another Second Skin talent.	Defense, Armor, Repeatable
Tough	<i>Incompatible:</i> Evasive, Impulse, Intuition	If you are not wearing armor and an attack targets your AR, you may have it target your FORT instead (max 14).	Defense, Armor
Tough II	Tough	If you are not wearing armor and an attack targets your AR, you may have it target your FORT instead (max 18).	Defense, Armor
Tough III	Tough II	If you are not wearing armor and an attack targets your AR, you may have it target your FORT instead (no maximum).	Defense, Armor
Unarmored Awareness	Unarmored Defense	Gain: Unarmored Awareness (1/Catch Breath). While not wearing armor, you may increase your AWR by +5 when making an AWR check or when your ANT is attacked. This bonus lasts until the start of your next turn.	Defense, Armor
Unarmored Awareness II	Unarmored Awareness	If you have no uses remaining, you may activate Unarmored Awareness once per round by spending 2 Reactive AP.	Defense, Armor
Unarmored Awareness III	Unarmored Awareness II	Unarmored Awareness becomes 3/Catch Breath. Using it via Unarmored Awareness II now costs 1 Reactive AP.	Defense, Armor
Unarmored Awareness IV	Unarmored Awareness III, Character Level 15	Unarmored Awareness increases to +10 AWR, and you can no longer roll below a 10 on checks to discern tactical information in combat.	Defense, Armor