This document lists Personality-based combat talents for UESRPG.

#### Mixed Unit Tactics - Phalanx

*The character has mastered the complexities of tactical combat, their squad almost being an extension of their own will.*

**Adept (Intelligence, Personality)**

**Requires Tactician**

Whenever this character is leading the party, they can use a Secondary Action and spend a Stamina Point to do one of the following:

- Make any allied character immediately move up to [IB] or [PrsB] meters, up to 3 characters for 3 SP;

- Add their [IB] or [PrsB] to an allied character’s shield BR the moment they make a successful Block.

The ally receiving this benefit must be visible for the leader and must be able to hear them.

If the group leader receives a Wound, all allied characters to witness it must roll their Willpower with a -[IB or PrsB (whichever is higher) × 5] penalty against Panic.

This ability must not drain Stamina Points beyond 0 and cannot be used if the leader is Fatigued, Dazed, or Stunned.

Leading the group is always explicit, and most sentient enemies would quickly prioritize the leader as the main target.

#### Mixed Unit Tactics - Assault

*Having mastered the art of offensive formations, the character has drilled his subordinates to go an extra mile beyond their physical capabilities.*

**Expert (Intelligence, Personality)**

**Requires Mixed Unit Tactics - Phalanx**

Whenever this character is leading the party, they can use a Secondary Action and spend a Stamina Point to do one of the following:

- Add their [IB] or [PrsB] divided by two (rounded down) to an allied character’s successful melee attack damage;

- Give them a +([IB] or [PrsB] × 5) to the TN on any of their Special Action tests.

The ally receiving this benefit must be visible for the leader and must be able to hear them.

If the group leader receives a Wound, all allied characters to witness it must roll their Willpower with a -[IB or PrsB (whichever is higher) × 5] penalty against Panic.

This ability must not drain Stamina Points beyond 0 and cannot be made if the leader is Fatigued, Dazed, or Stunned.

Leading the group is always explicit, and most sentient enemies would quickly prioritize the leader as the priority target.

#### Mixed Unit Tactics - Fire Discipline

*The character can command archers and crossbowmen by knowing when to hold their fire and keep the enemy at arm’s reach.*

**Expert (Intelligence, Personality)**

**Requires Mixed Unit Tactics - Phalanx**

Whenever this character is leading the party, they can use a Secondary Action and spend a Stamina Point to do one of the following:

- Give an ally with a loaded ranged weapon and an Action Point an Opportunity Attack against any single enemy within [IB] or [PrsB] meters from the shooter;

- Reduce the ally’s ranged weapon Reload by one for each Stamina Point spent, up to a Maximum of 2 SP per action;

The ally receiving this benefit must be visible for the leader and must be able to hear them.

If the group leader receives a Wound, all allied characters to witness it must roll their Willpower with a -[IB or PrsB (whichever is higher) × 5] penalty against Panic.

This ability must not drain Stamina Points beyond 0 and cannot be made if the leader is Fatigued, Dazed, or Stunned.

Leading the group is always explicit, and most sentient enemies would quickly prioritize the leader as the priority target.

#### Mixed Unit Tactics - Salvo

*The character knows how to coordinate shots to a devastating effect.*

**Master (Intelligence, Personality)**

**Requires Mixed Unit Tactics - Fire Discipline**

Whenever this character is leading the party, they can use a Secondary Action and spend a Stamina Point to do one of the following:

- Order a ranged attack for a subordinate, or subordinates, armed with loaded ranged weapons. For every character included beyond the first one, spend an additional SP. Every character included increases the initial character’s TN by +10 and increases the dice category of their attack damage by one step. The initial character then gets to make an AoE (4m Sphere) ranged attack against the enemy with specified bonuses applied, keeping the original ranged weapon’s qualities and talents in mind (if any).

The ally receiving this benefit must be visible for the leader and must be able to hear them. Additionally, all participating subordinates must have ranged weapons equipped and loaded and be able to see the targeted enemy. Upon making the salvo, all of the included subordinates’ ranged weapons are unloaded.

If the group leader receives a Wound, all allied characters to witness it must roll their Willpower with a -[IB or PrsB (whichever is higher) × 5] penalty against Panic.

This ability must not drain Stamina Points beyond 0 and cannot be made if the leader is Fatigued, Dazed, or Stunned.

Leading the group is always explicit, and most sentient enemies would quickly prioritize the leader as the priority target.

#### Combat Presence

*The character’s mere presence on the battlefield inspires their allies.*

**Adept (Personality)**

**The character cannot take the War Crier talent**

If the character declares themselves as the group’s leader, all of their allies within 7m gain a bonus equal to [leader’s Command skill rank × 5] to all their rolls against Fear and being knocked down, tripped, or disarmed.

#### War Crier

*The character strikes fear into the hearts of their enemies, their blows so gruesome that they make nearby foes sick.*

**Expert (Strength, Personality)**

**The character cannot take the Combat Presence talent**

Whenever this character inflicts a Wound onto an enemy man or mer, roll their Persuade (Str or Prs). All other enemy men or mer must roll their Willpower +10 for Panic against them with the character’s Persuade skill bonus divided by two applied as a penalty.

#### Pumped Up

*The character’s nerves are tougher than steel as they know their heart and mind, being able to ignore the pain from wounds for a time.*

**Adept (Endurance, Personality)**

If this character has lost any HP during combat, they can spend SP to give themselves 2 temporary HP per stamina point spent (up to a maximum of 6 temporary HP). These HP cannot exceed the amount of damage inflicted and are lost once the battle is over.

#### Insult to Injury

*The character is shamelessly efficient with their fighting technique and will stop at nothing to put down their foes.*

**Expert (Personality)**

The character can modify their Feint Special Action and make a Deceive test against the enemy's Observe or Combat. Upon success, the enemy is hit in their weak spot (usually the groin) and suffers a temporary Wound with the Organ Damage Condition. The victim is entitled to an Endurance (+10) test at the start of their turn as a free action to remove the Wound and the Condition.

#### Taunt

*The character knows how to draw attention of the enemies to themselves, mocking them with scorn.*

**Journeyman (Personality)**

As part of the Defensive Stance action, once per Short Rest, the character may taunt all organic and sentient enemies within 10m that are capable of understanding them by having them roll their Personality (-20). Failed enemies enter the Frenzied condition and must exclusively attack that character.

#### Combat Waltz

*The character is practically untouchable by the enemy weapons, turning their blind rage against them.*

**Expert (Personality)**

**Requires Taunt**

**The character cannot take the Akaviri Gambit talent**

After a successful Taunt, the character can only use Parry and Evade reactions until the beginning of their next turn. All of the character's successful Parry and Evade reactions do not consume Action Points until the beginning of their next turn. Upon failure, the character loses all their AP until the start of the next round.

#### Akaviri Gambit

*The character has learned the complex and dangerous art of the Akaviri swordfighting. Revolving around lightning-fast cuts and deadly strikes as opposed to parries, this performative technique leaves its wielder vulnerable in exchange for powerful Counter-Attacks.*

**Master (Personality)**

**Requires Taunt**

**The character cannot take the Combat Waltz talent**

After a successful Taunt, the character can only use Counter-Attacks until the beginning of their next turn, keeping all other bonuses from the Defensive Stance as usual. A Counter-Attack made against a Taunted enemy does not cost AP and does not count towards the usual attack per round limit, **as long as said Counter-Attack wins against the enemy's Combat roll.** Upon failure, the character loses all their AP until the start of the next round.