Talent XP cost: ***Level\*10***

* ***10***
* ***20***
* ***30***

***Combat***

1. *Berserker*

*“Description/Fluff”*

***Level: 1***

***(Endurance 50+)***

As an action, you may spend 1 SP to enter a battle frenzy. While in this state, you inflict +2 damage and take -2 damage from non magical physical attacks. You also must always make an attempt to inflict damage on a target on your turn, failing to do so ends the frenzy and drains you of an additional SP. While in this frenzy, you take a -20 on all skill tests aside from Evasion, Block, Athletics, and any Weapon skill.

*Crimson Mist*

*“Description/Fluff”*

***Level: 1***

***(Requires Berserker)***

If you take a Wound, witness an ally take a Wound, or succeed on a Willpower test to resist a spell, you may instantly enter a Battle Frenzy without AP or SP cost.

*Skyclad*

*“Description/Fluff”*

***Level: 2***

***(Requires Berserker)***

While wearing 2 or less pieces of armor (Shields do not count), you gain Natural Toughness equal to your Endurance Bonus on all unarmored hit locations.

*God of War*

*“Description/Fluff”*

***Level: 3***

***(Requires Skyclad)***

You ignore all passive effects of Minor and Major wounds and gain a +20 on Shock Tests while in your Battle Frenzy.

1. *Crippling Strike*

*“Description/Fluff”*

***Level: 1***

***(Strength 50+)***

You can spend 1-2 SP on an Attack to reduce your targets WT by 2/4. This may be done after you hit, but before damage is rolled.

*Mighty Cleave*

*“Description/Fluff”*

***Level: 2***

***(Requires Crippling Strike)***

Using a weapon in two hands, you may spend 1-2 SP to hit 1-2 additional targets with the same attack, so long as they are within reach of your weapon. This can be done alongside other stamina actions.

*Killing Blow*

*“Description/Fluff”*

***Level: 3***

***(Requires Crippling Strike)***

You may spend 2 SP to double your Strength Bonus for your next melee attack. This can be done alongside other stamina actions.

1. *Defender*

*“Description/Fluff”*

***Level: 1***

***(Apprentice: Block)***

As a defensive reaction the character can spend 1 SP to switch positions with an ally within 2 meters if that ally is attacked, become the new target of the attack, and may defend as normal.

1. *Dualist*

*“Description/Fluff”*

***Level: 1***

***(Agility 50+)***

When wielding a weapon in both hands, you gain a +10 to tests made to parry.

*Twin Strike*

*“Description/Fluff”*

***Level: 2***

***(Requires Dualist)***

When you forgo the +20 on an all out attack while dual wielding, your secondary weapon may trigger its effect. However, only one of the weapons qualities may be triggered on an attack.

1. *Ranger*

*“Description/Fluff”*

***Level: 1***

***(Perception 50+)***

At the end of Combat, you may recover an amount of Missed Arrows equal to your Perception Bonus. (Capped at the amount you actually missed)

*Trick Shot*

*“Description/Fluff”*

***Level: 2***

***(Requires Ranger)***

You may forgo the damage of your next shot to attempt the Disarm or Trip action at range.

*Hawk Eye*

*“Description/Fluff”*

***Level: 3***

***(Requires Ranger)***

You may spend 2 SP to treat your targets WT as being X lower than it is for your next attack. X equals your Perception Bonus.

1. *Inspire Heroism*

*“Description/Fluff”*

***Level: 1***

***(Personality 50+)***

As a free action once per round, you can make a Speechcraft test to inspire an ally who can see and/or hear you to gain a +10 to their next combat test.

*Battle Cry*

*“Description/Fluff”*

***Level: 2***

***(Requires Inspire Heroism)***

As an action, you may make a Speechcraft test to give a +10 bonus to all of your allies next test. This doesn’t stack with other instances of Battle Cry, but does stack with Inspire Heroism.

*Into the Fire*

*“Description/Fluff”*

***Level: 2***

***(Requires Inspire Heroism)***

Yourself and all allies who can see and hear you, gain a +2 on Initiative and a +10 on tests made to resist Fear effects. This effect can stack with one other ally with this talent.

1. *Thunderous Charge*

*“Description/Fluff”*

***Level: 1***

***(Strength 50+)***

When you take the Charge action, if your attack exceeds the targets WT, they are knocked prone.

*Vanguard*

*“Description/Fluff”*

***Level: 2***

***(Requires Thunderous Charge)***

You may spend 1 SP to roll 2d6 instead of 1 for your Initiative and if you act first in combat, you gain a +10 to your first test.

*Harbinger*

*“Description/Fluff”*

***Level: 3***

***(Requires Vanguard)***

When you use Vanguard, you may spend an additional SP to grant its bonuses to all of your allies.

1. *Lightning Reflexes*

*“Description/Fluff”*

***Level: 2***

***(Perception 50+)***

You may roll your Initiative twice and take the better result.

1. *Quick Draw*

*“Description/Fluff”*

***Level: 1***

***(Agility 50+)***

You may perform the Ready Item action for free on your first turn in combat to draw your weapons if they were sheathed.

1. *Sneak Attack*

*“Description/Fluff”*

***Level: 1***

***(Apprentice: Sneak)***

If you attack a target while you have the Hidden condition or who was otherwise unaware of your presence, you may add 2x your Rank in Sneak to your damage.

*Assassinate*

*“Description/Fluff”*

***Level: 3***

***(Requires Sneak Attack)***

You multiply your Rank in Sneak by 3, instead of 2 for determining your bonus damage from Sneak Attack.

1. *Teamwork*

*“Description/Fluff”*

***Level: 1***

***(Intelligence 45+)***

You gain a +10 bonus on combat tests while within 3m of an ally that also has this talent.

*Back to Back*

*“Description/Fluff”*

***Level: 2***

***(Requires Teamwork)***

You can make an attack of opportunity whenever an enemy within your melee range makes a melee attack against an ally who also has this talent.

1. *Unarmed Prowess*

*“Description/Fluff”*

***Level: 1***

***(Strength 50+)***

You increase the damage Die for your unarmed attacks by 1 step to a max of 1d12. (1d4 -> 1d6 -> 1d8…)

1. *Unrelenting*

*“Description/Fluff”*

***Level: 2***

***(Endurance 50+)***

Enemies within melee range of you cannot take the disengage action.

1. *Combat Analysis*

*“Description/Fluff”*

***Level: 1***

***(Intelligence 50+)***

As an action, you may make an Awareness test to instantly learn the weaknesses, resistances, Skill TNs, and Characteristic values of a target that you can see. You also gain a +10 to attacks made against the target. You may only analyze each target once per combat.

*Strike Order*

*“Description/Fluff”*

***Level: 2***

***(Requires Combat Analysis)***

As an Action, you may call out to an ally that can see and/or hear you. Allowing them to immediately make an offensive action against a target that you have analyzed using Combat Analysis within their range. This ally also gains the +10 to their attack for only this attack. This can only be done once per round.

*Tactician*

*“Description/Fluff”*

***Level: 3***

***(Requires Strike Order)***

You may give Strike Orders to multiple allies, each one consuming 1 of your AP. Allowing you to use the Strike Order effect on up to 3 Allies per round instead of 1.

***General***

1. *(Chosen Skill) Expertise*

*“Description/Fluff”*

***Level: 2***

***(Expert: Chosen Skill)***

You gain +2 Expertise in the Chosen Skill.

1. *Work Ethic*

*“Description/Fluff”*

***Level: 2***

***(Intelligence 50+)***

You double your Skills Rank for determining your wages when Plying your Trade during Downtime.

***Spellcasting***

1. *Signature Spell*

*“Description/Fluff”*

***Level: 2***

***(Intelligence 50+)***

You select one spell that you know. Casting this spell at 1st level costs no Magicka.

*Spell Mastery*

*“Description/Fluff”*

***Level: 3***

***(Requires Signature Spell)***

Your Signature Spell can now be cast at 2nd level for free and 3rd level at half cost.

1. *Meditation*

*“Description/Fluff”*

***Level: 1***

***(Willpower 50+)***

During a Short Rest, you may forgo regaining any Stamina to double the amount of Magicka you recover.

Conjuration

1. *Mystic Binding*

*“Description/Fluff”*

***Level: 1***

***(Apprentice: Conjuration)***

All of your Conjured Weapons and Armor are of Superior Quality, instead of Standard.

*Bladecaller*

*“Description/Fluff”*

***Level: 2***

***(Requires Mystic Binding)***

You may add your Willpower Bonus to your attacks with Bound Weapons instead of your Strength, Agility, or Perception bonus.

*Living Armor*

*“Description/Fluff”*

***Level: 2***

***(Requires Mystic Binding)***

You may replace the Upkeep of all of your bound Armor with Mindlock ‘1.

1. *Strong Willed*

*“Description/Fluff”*

***Level: 1***

***(Apprentice: Conjuration)***

You may have an amount of Summoned Daedra under your control equal to your Willpower Bonus.

*Atromancy*

*“Description/Fluff”*

***Level: 2***

***(Requires Strong Willed)***

While you have a Summoned Atronach, all of your spells that inflict Damage of the same type as the Atronach cost half the normal magicka.

*Taskmaster*

*“Description/Fluff”*

***Level: 2***

***(Requires Strong Willed)***

You may spend 1 SP during the casting of the Summon Daedra spell to reduce the Mindlock by 1, to a minimum of 1.

*Void Channeling*

*“Description/Fluff”*

***Level: 3***

***(Requires Strong Willed)***

You can spend 1 SP to increase all their summoned Daedra’s Natural Toughness by your Willpower Bonus for one Round.

1. *Corpse Preparation*

*“Description/Fluff”*

***Level: X***

***(Requirements)***

Effects

Alteration

1. *Bend Reality*

*“Description/Fluff”*

***Level: 1***

***(Apprentice: Alteration)***

You may spend 2 Magicka to test Alteration in place of Athletics or Acrobatics.

*Control Weather*

*“Description/Fluff”*

***Level: X (Ritual)***

***(Requires Bend Reality)***

Effects

1. *Spell Absorption*

*“Description/Fluff”*

***Level: 1***

***(Adept: Alteration)***

You may spend 1 SP when casting the Ward spell to restore an amount of Magicka equal to the amount of damage negated by the ward.

1. *Transmutation*

*“Description/Fluff”*

***Level: 2***

***(Adept: Alteration)***

Effects

*Shapeshift*

*“Description/Fluff”*

***Level: 3***

***(Requires Transmutation)***

Effects

Destruction

1. *Pyromancy*

*“Description/Fluff”*

***Level: 2***

***(Apprentice: Destruction)***

Your fire spells inflict +1 Die of damage.

1. *Cryomancy*

*“Description/Fluff”*

***Level: 2***

***(Apprentice: Destruction)***

Your frost spells inflict +1 Die of damage.

1. *Electromancy*

*“Description/Fluff”*

***Level: 2***

***(Apprentice: Destruction)***

Your shock spells inflict +1 Die of damage.

1. *Venemancy*

*“Description/Fluff”*

***Level: 2***

***(Apprentice: Destruction)***

Your poison spells inflict +1 Die of damage.

1. *Overcharge*

*“Description/Fluff”*

***Level: 2***

***(Adept: Destruction)***

You can spend 1 SP to add +1 Damage Die to your elemental damage spells. If you fail the spellcasting roll, you take 1d10+Spell Strength (Type) damage.

1. *Warped Blast*

*“Description/Fluff”*

***Level: 1***

***(Adept: Destruction)***

You may choose an amount of spaces (Square Yards/1 grid space) to be unaffected by your AoE Destruction Spells.

Restoration

1. *Healing Hands*

*“Description/Fluff”*

***Level: X***

***(Requirements)***

Effects

1. *Necromage*

*“Description/Fluff”*

***Level: X***

***(Requirements)***

Effects

1. ?

Illusion

1. *Trickster*

*“Description/Fluff”*

***Level: 1***

***(Apprentice: Illusion)***

You may spend 2 Magicka to test Illusion in place of Sneak or Speechcraft.

1. ?

Mysticism

1. *Telepathy*

*“Description/Fluff”*

***Level: 1***

***(Apprentice: Mysticism)***

You may spend 3 Magicka to transmit a Telepathic message to a target within sight of your. If you lack line of sight to a desired target, you can make a -20 Mysticism test to communicate with them at any distance. You cannot telepathically communicate with someone who is currently in a different plane.

1. *Sixth Sense*

*“Description/Fluff”*

***Level: 2***

***(Adept: Mysticism)***

You may spend Magicka when rolling for initiative to gain a bonus equal to 2 Magicka for a +1. You may spend as much Magicka in this way as you like.

1. *Soul Siphoning*

*“Description/Fluff”*

***Level: 2***

***(Apprentice: Mysticism)***

You are now able to pull Magicka from filled soul gems to fuel your spells and rituals. By taking the Use Item action on a filled soul gem, you can regain an amount of spent magicka equal to

(Soul Level\*Your Mysticism Rank). Doing this renders the Soul Gem inert and useless.

Enchanting

1. *Spellsword*

*“Description/Fluff”*

***Level: 1***

***(Apprentice: Enchanting)***

The character reduces the Spell Cost penalty from their encumbrance by 2.

1. *Spellscribe*

*“Description/Fluff”*

***Level: X***

***(Requirements)***

Effects

*- Last Word*

*“Description/Fluff”*

***Level: X***

***(Requirements)***

Effects

*-- Twin Secret*

*“Description/Fluff”*

***Level: X***

***(Requirements)***

Effects

1. *Astral Artifice*

*“Description/Fluff”*

***Level: X***

***(Requirements)***

Effects

*- Siphon Starlight*

*“Description/Fluff”*

***Level: X***

***(Requirements)***

Effects

*- Patterns of the Ayleids*

*“Description/Fluff”*

***Level: X***

***(Requirements)***

Effects

*-- Ancient Secrets*

*“Description/Fluff”*

***Level: X***

***(Requirements)***

Effects

Alchemy

1. *Green Thumb*

*“Description/Fluff”*

***Level: X***

***(Requirements)***

Effects

1. *Purification*

*“Description/Fluff”*

***Level: 2***

***(Adept: Alchemy)***

If a potion would have an undesired effect, you may remove the unwanted effect at the cost of -1 Potency.

1. *Experimentation*

*“Description/Fluff”*

***Level: X***

***(Requirements)***

Effects

*- Create Homunculus*

*“Description/Fluff”*

***Level: X***

***(Requirements)***

Effects

***Elite Advances***

Thu’um

Shehai

Shadow Magic

Flesh Magic

Claw-Dancer

Dragonknight

Mechanist

***Transformations***

Vampire

Lycanthrope

Lich

Vestige

Hagraven

Briarheart

Dreamer