Talents

Skills are not the only way a character’s abilities can be measured. Talents and traits are important parts of any Character. Talents are the various unique abilities the character has come to possess through training or experience. They include everything from passive bonuses to activated abilities, and can even modify how the character uses certain skills.

The following sections divide talents into categories and offer descriptions and prerequisites for each.

***Talent Levels***

Each talent has an associated Talent Level. Talents of higher levels have more powerful effects, as they represent more powerful abilities that are more difficult to acquire. The level of the talent determines the XP cost of that talent. A character must meet the appropriate attribute score or skill level requirement before they can purchase it. Some talents have additional requirements, which will be listed with those talents.

***Talent Level Costs***

| ***Level*** | ***Cost*** |
| --- | --- |
| 1 | 10 |
| 2 | 20 |
| 3 | 30 |

# Combat Talents

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 the Broken and Maimed conditions from 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 weapon's 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 2d10 instead of 1d10 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. This effect doesn’t stack.

*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. *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 two of 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. Allowing you to use the Strike Order effect on up to 3 Allies per round instead of 1. This can only be done once per round.

# General Talents

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.

1. *Linguistic Studies*

*“Description/Fluff”*

***Level: 2***

***(Intelligence 50+)***

You gain +1 Point to be spent on Languages for every rank in the Lore skill you have and earn after taking this talent.

# Spellcasting Talents

1. *Signature Spell*

*“Description/Fluff”*

***Level: 2***

***(Intelligence 50+)***

You select one spell that you know. Restraining this spell at 1st level reduces its cost to 0.

*Spell Mastery*

*“Description/Fluff”*

***Level: 3***

***(Requires Signature Spell)***

Your Signature Spell can now be cast at 2nd level for free when restrained 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.

*Astral Armory*

*“Description/Fluff”*

***Level: 3***

***(Requires Mystic Binding)***

You may replace the Upkeep of all of your bound Armor and Weapons with Mindlock.

1. *Strong Willed*

*“Description/Fluff”*

***Level: 1***

***(Apprentice: Conjuration)***

You may spend 2 SP during the casting of the Summon Daedra spell to automatically pass the opposed Willpower test to control the summon.

*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 inflict +X Bonus damage. X being the Atronach’s WpB.

*Taskmaster*

*“Description/Fluff”*

***Level: 3***

***(Requires Strong Willed)***

You may have an amount of Summoned Daedra under your control equal to half your Willpower Bonus rounded up, they all count as being under one instance of Mindlock.

*Void Channeling*

*“Description/Fluff”*

***Level: 3***

***(Requires Strong Willed)***

You can spend 1 SP to give all their summoned Daedra Natural Toughness, equal to your Willpower Bonus until the start of your next turn.

***Alteration***

1. *Bend Reality*

*“Description/Fluff”*

***Level: 1***

***(Apprentice: Alteration)***

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

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.

***Destruction***

1. *Pyromancy*

*“Description/Fluff”*

***Level: 3***

***(Apprentice: Destruction)***

Your fire spells inflict +1 Die of damage.

1. *Cryomancy*

*“Description/Fluff”*

***Level: 3***

***(Apprentice: Destruction)***

Your frost spells inflict +1 Die of damage.

1. *Electromancy*

*“Description/Fluff”*

***Level: 3***

***(Apprentice: Destruction)***

Your shock spells inflict +1 Die of damage.

1. *Venemancy*

*“Description/Fluff”*

***Level: 3***

***(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 equal to your Willpower Bonus.

***Illusion***

1. *Trickster*

*“Description/Fluff”*

***Level: 1***

***(Apprentice: Illusion)***

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

***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 destroys the soul gem.

***Enchanting***

1. *Spellsword*

*“Description/Fluff”*

***Level: 1***

***(Apprentice: Enchanting)***

The character reduces the Spell Cost penalty from their encumbrance by 2, to a minimum of 0.

***Alchemy***

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.