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 (WIP)***

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

Types

* Stance
* (Melee/Ranged) Technique
* Metamagic
* Passive
* Ability

### Talent Types

# General Talents

(Skill) Expertise

Work Ethic

Linguistic Studies

Swiftness Training

Vitality Training

Vigor Training

Weight Training

Light-Sleeper

Night Watch

Field of Study

Healer’s Hands

Final Offer

Jockey

Vocalist

Romantic

Insight

Trapfinder

Alchemy

Purification

Mutagen

Grenadier

Enchanting

Soul Siphoning

Last Word

Preserver

Regalia

Arcanist

Patterns of the Ayleids

Smithing

Legion Design

Orcish Design

Dwemer Design

Elven Design

Daedric Infusion

Engineering

?

# Combat Talents

#### ***Skyclad***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Evasion (Apprentice)*** |
| ***Type*** | ***Passive*** |
| ***Effect*** | |
| When wearing no armor, you reduce incoming Physical and Magical Damage by your EndB. Shields do not count | |

#### ***Shieldbearer***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Block (Journeyman)*** |
| ***Type*** | ***Passive*** |
| ***Effect*** | |
| Allows you to use your shield as if it was an offhand weapon for Dual-wielding. Using it as such on your turn does impose a penalty to any Block test you make before your next turn | |

#### ***Ranger***

*FLUFF*

| ***Talent Level*** | ***One*** |
| --- | --- |
| ***Requirements*** | ***Marksman (Apprentice)*** |
| ***Type*** | ***Passive*** |
| ***Effect*** | |
| After combat, you may recover an amount of missed arrows or bolts equal to your PrcB, up to the amount you actually missed | |

#### ***Inspire Heroism***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Speechcraft (Apprentice)*** |
| ***Type*** | ***Ability*** |
| ***Effect*** | |
| As an action, you can select one ally who can both see and hear you and make a Speechcraft test. If successful, the chosen ally may exert themselves on their next action or reaction without spending SP | |

#### ***Battle Cry***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Speechcraft (Journeyman)*** |
| ***Type*** | ***Ability*** |
| ***Effect*** | |
| As an action, you may test Speechcraft. If successful, all allies that can hear you gain a +(DoS) damage on their next attack and take -(DoS) damage on the next attack against them. This ability doesn’t stack, instead you just keep the highest DoS | |

#### ***Vanguard***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***Ability*** |
| ***Effect*** | |
| By spending 1 SP, you can roll an additional 1d10  and add it to your Initiative from the combat | |

#### ***Into the Fire***

*FLUFF*

| ***Talent Level*** | ***Three*** |
| --- | --- |
| ***Requirements*** | ***Vanguard*** |
| ***Type*** | ***Passive*** |
| ***Effect*** | |
| When you use Vanguard, you may spend an additional SP to grant its effect to all of your allies | |

#### ***Lightning Reflexes***

*FLUFF*

| ***Talent Level*** | ***Three*** |
| --- | --- |
| ***Requirements*** | ***Agility (50+)*** |
| ***Type*** | ***Passive*** |
| ***Effect*** | |
| Roll Initiative twice, taking the higher result | |

#### ***Quick Draw***

*FLUFF*

| ***Talent Level*** | ***One*** |
| --- | --- |
| ***Requirements*** | ***Agility (45+)*** |
| ***Type*** | ***Passive*** |
| ***Effect*** | |
| You may perform the Ready Item action for free on your first turn in combat | |

#### ***Back to Back***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***Passive*** |
| ***Effect*** | |
| Melee attacks that target an ally within your own melee reach now provoke attacks of opportunity from you | |

#### ***Combat Analysis***

*FLUFF*

| ***Talent Level*** | ***One*** |
| --- | --- |
| ***Requirements*** | ***Lore (Journeyman)*** |
| ***Type*** | ***Ability*** |
| ***Effect*** | |
| As a committed action, you may choose one target that you can see and test Lore. If you are successful, you may identify (DoS) weaknesses, resistances, TNs, equipment stats, or characteristic values of your choice | |

#### ***Strike Order***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Combat Analysis*** |
| ***Type*** | ***Ability*** |
| ***Effect*** | |
| As an Exertion of Combat Analysis, you may direct an ally who can hear you to provoke an attack of opportunity against the target of the analysis. This attack inflicts your (IntB) Extra Damage | |

#### ***Tactical Strike***

*FLUFF*

| ***Talent Level*** | ***Three*** |
| --- | --- |
| ***Requirements*** | ***Strike Order*** |
| ***Type*** | ***Passive*** |
| ***Effect*** | |
| When you use Strike Order, you may select up to three allies to gain the effects | |

#### ***Taunt***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Speechcraft (Journeyman)*** |
| ***Type*** | ***Ability*** |
| ***Effect*** | |
| As an action, you may target a foe that can hear you and make a Speechcraft test versus the target’s Resolve save. If you are successful, for the next (DoS) rounds they take a Penalty to all of their attacks that target anyone other than you | |

#### ***Break Upon Me***

*FLUFF*

| ***Talent Level*** | ***Three*** |
| --- | --- |
| ***Requirements*** | ***Endurance (50+)*** |
| ***Type*** | ***Passive*** |
| ***Effect*** | |
| When you degrade your armor against a melee attack, the attackers weapon takes 1 point of damage as well | |

#### ***Pugilist***

*FLUFF*

| ***Talent Level*** | ***One*** |
| --- | --- |
| ***Requirements*** | ***Unarmed (Apprentice)*** |
| ***Type*** | ***Passive*** |
| ***Effect*** | |
| Your unarmed attacks may have the Blunt damage type if you choose | |

#### ***Dynamic Strike***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Evasion (Journeyman)*** |
| ***Type*** | ***Ability*** |
| ***Effect*** | |
| When you Exert on a successful Evasion test, you may forgo the normal exertion bonus in exchange for performing a counter attack against your attacker | |

#### ***(Weapon) Mastery***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***None*** |
| ***Type*** | ***Passive*** |
| ***Effect*** | |
| When you take this talent, you select a single type of weapon (such as Broadsword, Dagger, or Spear) and you add +1 to all of your Damage rolls made using that weapon type. This talent can be taken multiple times, each instance must be for a different weapon type. This talent is required to perform Techniques with the chosen weapon type | |

#### ***Cavalry***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Riding (Journeyman)*** |
| ***Type*** | ***Passive*** |
| ***Effect*** | |
| Allows you to maintain a Combat Stance while mounted | |

#### ***Defender***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***Stance*** |
| ***Effect*** | |
| Taking this stance allows you to interpose your shield between an ally and their attacker. Allowing you to test Block for your ally and using your shield as if the attack targeted you. Additionally, you add +1 to the AR of your Shield when Blocking to defend yourself | |

#### ***Unrelenting***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***Stance*** |
| ***Effect*** | |
| Taking this stance prevents any enemy within your melee reach from taking the disengage action | |

#### ***Wrath***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***Stance*** |
| ***Effect*** | |
| Taking this stance adds +2 Damage to your melee physical attacks | |

#### ***Sentry***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***Stance*** |
| ***Effect*** | |
| Taking this stance allows you to perform Attacks of Opportunity with a ranged weapon or spell so long as the target is within close range | |

#### ***Hawkeye***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***Stance*** |
| ***Effect*** | |
| Taking this stance doubles the Range (X) value of your ranged attacks and spells. This stacks with the Longshot talent. | |

#### ***Longpoint***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***Stance*** |
| ***Effect*** | |
| Taking this stance adds +1 to your melee weapon’s Reach | |

#### ***Defiance***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***Stance*** |
| ***Effect*** | |
| Taking this stance adds +2 to your  Wound Threshold | |

#### ***Folly***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***Stance*** |
| ***Effect*** | |
| Taking this stance makes it so that all of your defensive tests are Penalized. If you do successfully defend using a parry or block, the target counts as having their Guard down for any of your attacks against them until the start of their next turn | |

#### ***Sentinel***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***Stance*** |
| ***Effect*** | |
| Taking this stance has you always win any ties between you and your opponent on combat tests. If both characters are using this stance, then they cancel each other out | |

#### ***Phalanx***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***Stance*** |
| ***Effect*** | |
| Taking this stance while using a shield grants you +1 AR per ally adjacent to you who are also using a shield to a max bonus of +3 | |

#### ***Escapist***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***Stance*** |
| ***Effect*** | |
| Taking this stance adds +1m to the distance you can move after evading and negates all damage from successful evasion tests, rather then half damage | |

#### ***Stampede***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Heavy Weapons (Apprentice)*** |
| ***Restrictions*** | ***Heavy Weapons Only*** |
| ***Type*** | ***Melee Technique*** |
| ***Effect*** | |
| When you commit to a Strike, you may move a distance up to half your Speed. This movement does not provoke an AoO | |

#### ***Puncture***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Light/Heavy Weapons (Appr.)*** |
| ***Restrictions*** | ***No Blunt Weapons*** |
| ***Type*** | ***Melee Technique*** |
| ***Effect*** | |
| When you commit to a Strike, you half the targets AR for resolving the attack’s damage | |

#### ***Cleave***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Light/Heavy Weapons (Appr.)*** |
| ***Type*** | ***Melee Technique*** |
| ***Effect*** | |
| When you commit to a Strike, you treat the target’s WT as being 2 less than normal for resolving your attack against them | |

#### ***Assassinate***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Sneak (Journeyman)*** |
| ***Type*** | ***Melee Technique*** |
| ***Effect*** | |
| When you commit to a Strike while Hidden, you may attempt to instantly kill your target. Doing so requires you to inflict enough damage to inflict a Wound, if you fall short of the target's WT then they take no damage and are alerted of your presence | |

#### ***Disarm***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Light/Heavy Weapons (Appr.)*** |
| ***Type*** | ***Ability*** |
| ***Effect*** | |
| When you exert on a Parry, you may choose to Disarm your opponent rather than counterattacking. If you do, the weapon is thrown 1d3 Meters in a direction of your choice | |

#### ***Lacerate***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Light/Heavy Weapons (Appr.)*** |
| ***Restrictions*** | ***No Blunt Weapons*** |
| ***Type*** | ***Melee Technique*** |
| ***Effect*** | |
| When you commit to a Strike and inflict damage in excess of your target’s WT, they take the Bleed (X) condition. X equals half the damage they took from the attack | |

#### ***Windswept***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Light/Heavy Weapons (Appr.)*** |
| ***Restrictions*** | ***Two handed Weapons Only*** |
| ***Type*** | ***Melee Technique*** |
| ***Effect*** | |
| When you commit to a Strike, you may hit multiple targets who are within your weapons reach so long as the targets are within 1m of each other. Each target can choose to defend against your single attack as they would if they were the initial target | |

#### ***Deadfall***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Light/Heavy Weapons (Appr.)*** |
| ***Restrictions*** | ***Blunt Weapons Only*** |
| ***Type*** | ***Melee Technique*** |
| ***Effect*** | |
| When you commit to a Strike and inflict damage in excess of your target’s WT, they are forced Prone | |

#### ***Execute***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Light/Heavy Weapons (Appr.)*** |
| ***Type*** | ***Melee Technique*** |
| ***Effect*** | |
| When you commit to a Strike and inflict damage in excess of your target’s WT, you inflict an amount of wounds equal to the DoS of the attack, rather then just 1 | |

#### ***Siege***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Heavy Weapons (Apprentice)*** |
| ***Restrictions*** | ***Heavy Weapons Only*** |
| ***Type*** | ***Melee Technique*** |
| ***Effect*** | |
| When you commit to a Strike against a blocking foe, you reduce the Shield’s AR by half and inflict 1 point of damage to the shield | |

#### ***Guard Break***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Light/Heavy Weapons (Appr.)*** |
| ***Type*** | ***Melee Technique*** |
| ***Effect*** | |
| When you commit to a Strike, you may forgo the attack's damage to instead break the target’s Guard. | |

#### ***Dire Shot***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Marksman (Apprentice)*** |
| ***Restrictions*** | ***Crossbows Only*** |
| ***Type*** | ***Ranged Technique*** |
| ***Effect*** | |
| When you commit to a Shot, you treat the targets WT as being 2 less the normal for resolving your attack against them | |

#### ***Rapid Shot***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Marksman (Apprentice)*** |
| ***Restrictions*** | ***Bows Only*** |
| ***Type*** | ***Ranged Technique*** |
| ***Effect*** | |
| When you commit to a Shot, you may fire two arrows rather than one, each one can target a different foe so long as they are no farther apart then 3 meters horizontally | |

#### ***Longshot***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Marksman (Apprentice)*** |
| ***Type*** | ***Ranged Technique*** |
| ***Effect*** | |
| When you commit to a Shot, you double the Ranged (X) value of your ranged weapon. This stacks with the Hawkeye stance | |

#### ***Pinning Shot***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Marksman (Apprentice)*** |
| ***Type*** | ***Ranged Technique*** |
| ***Effect*** | |
| When you commit to a Shot, you may forgo the attack’s damage to instead inflict the Immobile condition. The target may spend an action on their turn to remove the arrow pinning them | |

#### ***Wingstrike***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Marksman (Apprentice)*** |
| ***Type*** | ***Ranged Technique*** |
| ***Effect*** | |
| When you commit to a Shot, you may also move up to your Speed | |

# Spellcasting Talents

#### ***Signature Spell***

*FLUFF*

| ***Talent Level*** | ***?*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***?*** |
| ***Effect*** | |
| ? | |

#### ***Spell Mastery***

*FLUFF*

| ***Talent Level*** | ***?*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***?*** |
| ***Effect*** | |
| ? | |

#### ***Meditation***

*FLUFF*

| ***Talent Level*** | ***?*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***?*** |
| ***Effect*** | |
| ? | |

#### ***Spellsword***

*FLUFF*

| ***Talent Level*** | ***?*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***?*** |
| ***Effect*** | |
| ? | |

#### ***Ritualist***

*FLUFF*

| ***Talent Level*** | ***?*** |
| --- | --- |
| ***Requirements*** | ***Intelligence (50+)*** |
| ***Type*** | ***?*** |
| ***Effect*** | |
| ? | |

#### ***Mage Armor***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Alteration (Apprentice)*** |
| ***Type*** | ***Metamagic*** |
| ***Effect*** | |
| When you cast Ward to deflect a spell or attack, you gain a Magic and Physical DR equal to the casting’s DoS until the end of your next turn. You Double the amount of DR if you are wearing no armor. Shields do not count | |

#### ***Mystic Binding***

*FLUFF*

| ***Talent Level*** | ***?*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***?*** |
| ***Effect*** | |
| ? | |

#### ***Bladecaller***

*FLUFF*

| ***Talent Level*** | ***?*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***?*** |
| ***Effect*** | |
| ? | |

#### ***Astral Armory***

*FLUFF*

| ***Talent Level*** | ***?*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***?*** |
| ***Effect*** | |
| ? | |

#### ***Atromancy***

*FLUFF*

| ***Talent Level*** | ***Three*** |
| --- | --- |
| ***Requirements*** | ***Conjuration (Apprentice)*** |
| ***Type*** | ***Passive*** |
| ***Effect*** | |
| You benefit from any Elemental Affinity trait that your summons possess as long as they are bound to you and within 10m of you | |

#### ***Necromancy***

*FLUFF*

| ***Talent Level*** | ***?*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***?*** |
| ***Effect*** | |
| ? | |

#### ***Evocation***

*FLUFF*

| ***Talent Level*** | ***?*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***?*** |
| ***Effect*** | |
| ? | |

#### ***Pyromancy***

*FLUFF*

| ***Talent Level*** | ***Three*** |
| --- | --- |
| ***Requirements*** | ***Destruction (Adept)*** |
| ***Type*** | ***Metamagic*** |
| ***Effect*** | |
| When you Exert yourself while casting a spell that inflicts Fire damage, you add +1 die to the spell’s damage | |

#### ***Electromancy***

*FLUFF*

| ***Talent Level*** | ***Three*** |
| --- | --- |
| ***Requirements*** | ***Destruction (Adept)*** |
| ***Type*** | ***Metamagic*** |
| ***Effect*** | |
| When you Exert yourself while casting a spell that inflicts Shock damage, you add +1 die to the spell’s damage | |

#### ***Cryomancy***

*FLUFF*

| ***Talent Level*** | ***Three*** |
| --- | --- |
| ***Requirements*** | ***Destruction (Adept)*** |
| ***Type*** | ***Metamagic*** |
| ***Effect*** | |
| When you Exert yourself while casting a spell that inflicts Frost damage, you add +1 die to the spell’s damage | |

#### ***Venemancy***

*FLUFF*

| ***Talent Level*** | ***Three*** |
| --- | --- |
| ***Requirements*** | ***Destruction (Adept)*** |
| ***Type*** | ***Metamagic*** |
| ***Effect*** | |
| When you Exert yourself while casting a spell that inflicts Poison damage, you add +1 die to the spell’s damage | |

#### ***Overcharge***

*FLUFF*

| ***Talent Level*** | ***?*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***?*** |
| ***Effect*** | |
| ? | |

#### ***Sixth Sense***

*FLUFF*

| ***Talent Level*** | ***Two*** |
| --- | --- |
| ***Requirements*** | ***Mysticism (Journeyman)*** |
| ***Type*** | ***Ability*** |
| ***Effect*** | |
| At the start of combat, you may spend 1 MP to add your WpB to your Initiative | |

#### ***Telepathy***

*FLUFF*

| ***Talent Level*** | ***?*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***?*** |
| ***Effect*** | |
| ? | |

Investigate ESO/D&D classes for more spellcasting talent ideas

# Cultural Talents?

# Elite Talents?

#### ***BLANK***

*FLUFF*

| ***Talent Level*** | ***?*** |
| --- | --- |
| ***Requirements*** | ***?*** |
| ***Type*** | ***?*** |
| ***Effect*** | |
| ? | |