### Outlaw

***"I seek the qualities of Outlaw."***

* Lock n Load [Common Talent] - [1H Guns] The first bullet in your gun does more damage when fully loaded. This damage buff scales with the number of bullets up to 15%.
  + Prerequisites: 60 Light Weapon, using a Gun
* Rapid Fire [Common Talent] - [1H Guns] When you land a critical shot gain an ability to rapidly fire your critical for 2s. 12s Cooldown.
  + Procs on dodge,block and getting hit.
  + Prerequisites: 50 Light Weapon, using a Gun
* Rapid Reload [Common Talent] - [1H Guns] You have 20% faster reload when reloading an empty pistol.
  + it takes 0.4 seconds to reload each bullet of an empty gun instead of 0.5 seconds.
  + Prerequisites: 50 Light Weapon, using a Gun
* Sleight of Hands [Common Talent] - [1H Guns] When you flourish an opponent you instantly load a bullet.
  + Prerequisites: 50 Light Weapon, using a Gun
* Ultrakill [Common Talent] - [1H Guns] When under the effects of Rapid Fire you reload 2X as fast.
  + Prerequisites: Rapid Fire, 55 Light Weapon, using a Gun

### Politician

***"I seek the qualities of politician."***

* Cult of Personality [Common Talent, Charisma Exclusive] - You gain +3% PEN for each person Charmed, capping at +15% PEN.
  + Prerequisite: 90 Charisma
* Pardon Me [Common Talent, Charisma Exclusive] - Crimes you commit in allied territories are often ignored. Who's asking?
  + Guards from faction which you are at or above neutral reputation will not aggro on you.
    - Crimes still induce reputation lose however will turn hostile/react to crimes when your reputation become negative.
  + Prerequisite: 85 Charisma

### Prospector

***"I seek the qualities of Prospector."***

* Harvester [Common Talent] [Quest Talent] - Chance to receive two sets of ingredients when harvesting.
* Prerequisite: Complete [Ciea](https://deepwoken.fandom.com/wiki/Ciea" \o "Ciea)'s Quest 3 times.
* Excavator [Common Talent] [Quest Talent] - Chance to receive two sets of ore when mining, mine ores a lot faster.
  + Prerequisite: Turn in 5 pure ores at a [Blacksmith](https://deepwoken.fandom.com/wiki/Blacksmith" \o "Blacksmith).

### Public Figure

***"I am for the people."***

* Celebrity [Common Talent] - Your natural skill in mediating conflict makes people think more highly of you. Your base reputation with factions is higher and your reputation caps out higher.
  + Prerequisite: 40 Charisma
  + This Talent was merged with the old "Diplomat" Talent.
* Under The Radar [Common Talent] - The negative reputation threshold for a faction to put out posters of you is now higher. (+1 health)
  + Prerequisite: 60 Charisma
  + If it is stacked with the "Celebrity" Talent you can immediately avoid being hunted by [Voidwalkers](https://deepwoken.fandom.com/wiki/Origins" \o "Origins) until you lose one of the two Talents or continue to have a very bad reputation with [The Knives of Eylis](https://deepwoken.fandom.com/wiki/The_Knives_of_Eylis" \o "The Knives of Eylis) or some other [faction](https://deepwoken.fandom.com/wiki/Reputation" \o "Reputation).
* You'll Need To Get Past Me [Common Talent] - When you're attacked, one of your many allies will leap into action to protect their boss.
  + Spawns in an NPC to attack whoever hits you. The 3 known NPCs are [Bandits](https://deepwoken.fandom.com/wiki/Bandit" \o "Bandit), [Bandit Leaders](https://deepwoken.fandom.com/wiki/Bandit_Leader" \o "Bandit Leader), or [Bounty Hunters](https://deepwoken.fandom.com/wiki/Bounty_Hunter_(NPC)" \o "Bounty Hunter (NPC)).
  + The spawned NPC is considered your ally for proccing Talents.
  + The spawned NPC applies a player combat tag on hit.
  + Note that an ally appearing with the Talent only works with players and is scaled by the level of the attacking enemy.
    - An ally is able to appear anywhere on the map and in any locations (aka Luminants, Depths and Dungeons).
    - The ally will perform just like a normal NPC, requiring to be gripped after being knocked. (Unless you have insta-grip Talents like Mercy Kill).
  + Cooldown of 60 seconds, but it can only proc when outside of combat.
  + The NPC can drop their weapon on death.
  + Prerequisite: 75 Charisma

### Pyroclast

***"I seek the qualities of Pyroclast."***

* ***Volcanic Glass*** [Advanced Talent, Flamecharm & Frostdraw Exclusive, Dual Attunement] - Detonating crystals causes an eruption soon after.
  + Prerequisites: Eruption Path: Lava Serpent, Glass Path: Crystallization

### Pyromancer

***"I am a master of the flame."***

* Hungry Flames [Common Talent] - When you have no Ether, consume Stomach and Water to instantly cast your next fire mantra.
  + Prerequisites: 30 Flamecharm, 15 Fortitude

### Quack Doctor

***"My cure is most effective."***

* Blood Bag [Common Talent] - You receive extra blood from knocking an enemy.
  + Prerequisite: 20 Bloodrend
* *Blood Transfusion* [Rare Talent] - Successfully landing a critical attack while under a negative status effect will transfer the effect plus recover a small portion of your blood bar. (20 second CD)
  + Prerequisite: 60 Bloodrend
* Just a Taste [Common Talent] - First Bloodrend mantra you hit in combat has increased blood drain.
  + Prerequisite: 20 Bloodrend
* Open Wound [Common Talent] - Guardbreaking enemies leaves enemies more susceptible to blood loss from Bloodrend mantras.
  + Prerequisite: 40 Bloodrend

### Raging Bull

***"My attack is unstoppable."***

* *Bulldozer* [Rare Talent] - Enemies you flourish into a wall have a chance of breaking the wall and are guard broken on impact.
  + Prerequisite: 25 Strength
  + Mutual Exclusives: Dazing Finisher
* Broken Ankles [Common Talent] - Blockbreaking an opponent puts their Mobility slot Mantras on CD for 12s. 30s CD
  + Prerequisite: 70 Strength
* *Piercing Blow* [Rare Talent] - Attacks that break an opponent's block ignore their Armor resistances.
  + Prerequisite: 80 Strength

### Rampaging Brute

***"I seek the qualities of Rampaging Brute."***

* Shield Breaker [Common Talent] - Blunt damage now fully ignores the posture bonus from shields. (+4 Carry Load, +1 Posture)
  + Prerequisite: 60 Strength
  + Bypass the increased posture from your enemies shield. Effectively, your enemy is stripped from their shield.
* Unwavering Resolve [Common Talent] - Getting parried punishes your posture 33% less. (+2 Posture, +4 Carry Load)
  + Prerequisite: 40 Strength
* ***Million Ton Piercer*** [Advanced Talent] - Gain 5% extra PEN and remove the cap on your PEN. Go beyond your limits.
  + Like Ether Overdrive, removes 50% mantra and physical PEN cap.
  + Prerequisites: 90 Strength, All Rampaging Brute Talents
  + Mutual Exclusive: Ether Overdrive

### Rampant Static

***"My static is uncontrollable."***

* Jolting Current [Common Talent, Thundercall Exclusive] - Your lightning attacks in water strike others near them with lightning.
  + Prerequisite: 35 Thundercall

### Rending Needle

***"I seek the qualities of Rending Needle."***

* Conductor's Cable [Common Talent, Ironsing Exclusive] - Applying Conductor rods on opponents steals some of their armor to you.
  + Steals 10% armor on proc
  + Prerequisite: Rending Needle: Conductor
* *Rending Needle: Impaler* [Rare Talent, Ironsing Exclusive] - If an enemy is affected by 5 or more metal rods, your Ironsing Pull instead pulls out all of the rods for massive damage.
  + Increases the amount of iron rods you can apply from 5 to 10.
  + Scaling: 4 + Ironsing\*0.02
    - Deals 5.5 physical damage per rod when meeting requirements.
  + Not affected by "Return To The Dark Ages" Talent
  + Best PVE path due to armor drain and damage to mobs unlike other paths.
  + Has 6.5x PVE scale (5.5 DMG PVP to 35.60 PVE DMG)
  + Prerequisites: Master Ironsinger, 75 Ironsing
  + Mutual Exclusives: Rending Needle: Conductor, Rending Needle: Jailer
* *Rending Needle: Conductor* [Rare Talent, Ironsing Exclusive] - 5 metal rods will combine into a conductor rod. If an enemy uses a non-Ironsing elemental mantra, they're dealt with their element back in return.
  + Works as default path with exception of applying a Conductor rod after 5 normal metal rods are applied.
  + Conductor rods last 30 seconds or until an elemental mantra is used.
  + On proc, the Conductor Rod will apply the elemental effect of the Mantra your opponent is trying to use to themselves.
  + If your opponent uses a Mantra while being affected by a Conductor rod, 5% of their armor will be **drained** and it proc have the following effect:
    - Flamecharm Mantra: Apply Burn (base path) / Cause Eruption (Eruption path)
    - Frostdraw Mantra: Deals a very low amount of damage (base path) / Apply Crystal on victim (Crystallization path)
    - Galebreathe Mantra: Suffocate + cancels mantra (base path) / spawns Apparitions (Specter Path)
    - Shadowcast Mantra: Doubles the Ether cost of the Mantra cast
    - Thundercall Mantra: Applies Shock + Cancels mantra (base path) / Applies Surge stack + cancels mantra (Surge path)
    - Attunement-less/Ironsing/Bloodrend/Oath Mantra: The rod does not fall off, but their armor is still drained
  + You can't pull out Conductor rods, nor can they be consumed with Scrapsinger.
  + Conductor's rod on proc dont apply rod/pull immunity.
  + Prerequisites: Master Ironsinger, 75 Ironsing
  + Mutual Exclusives: Rending Needle: Impaler, Rending Needle: Jailer
* *Rending Needle: Jailer* [Rare Talent, Ironsing Exclusive] - If an enemy has 5 or more rods, your Ironsing Pull will restrain them instead of pulling them.
  + Increases the amount of iron rods you can apply from 5 to 10.
  + Once restrained, makes the target unable to react in any way. (Venting is enabled)
  + Enemies have damage reduced by 30% when Metal Jailed.
  + When restrained, victim will have 6 second rod and pull immunity, upon jailer expire immunity will be set to 1s.
  + Will restrain for 1.08s with 5 rod proc and 1.6s if 10 rod proc
  + Prerequisites: Master Ironsinger, 75 Ironsing
  + Mutual Exclusives: Rending Needle: Impaler, Rending Needle: Conductor

### Saboteur

***"I sabotage others."***

* Family Recipe [Unlockable Talent] - You can now craft bombs at a crafting bench.
  + Prerequisite: Complete [Lucien](https://deepwoken.fandom.com/wiki/Lucien" \o "Lucien)'s quest.
* Incendiary Formula [Common Talent] - Bombs will set your enemies on fire upon detonation, as well as launch with more force. Bombs will deal increased damage to burning enemies
  + Prerequisite: Family Recipe
* Explosive Efficiency [Common Talent] - Crafting a bomb will yield two bombs. Chance to make three.
  + Prerequisite: Hot Potato
* Sulphur Surprise [Common Talent] - Your cooldown for throwing bombs will be shortened after your first bomb damages an enemy.
  + Prerequisite: Incendiary Formula
* Hot Potato [Common Talent] - Gain a large boost of speed after throwing a bomb. Your bombs have a chance to detonate twice. (+6 Passive Agility)
  + Prerequisite: Family Recipe
* Pocket Bombs [Common Talent] - You have a chance to activate a bomb in your inventory when damaged. (+5 Health)
  + Prerequisite: Family Recipe
  + Drops two bombs from one bomb.

### Sage of Wisps

***"I seek to command the elements as my servant."***

* ***Will o' Wisp*** [Advanced Talent, Attunement Exclusive] - Your mastery over the Wisps of the Song enables you to mediate the innate conflicts between your wisps, allowing any number of Wisps to be active at a time. (+1 Wisp Mantra slot)
  + Allows the player to summon one of each Wisp at the same time.
  + Prerequisites: Attunement Wisp mantra, 25 Element

### Saint of Blades

***"With the blade, I am chosen."***

* *Light Weapons Unbounded [Unlockable Talent] - You have gained the ability to surpass your limits and train your Light Weapons attribute to its fullest.*
  + Prerequisite: 75 Light Weapon
* *Medium Weapons Unbounded [Unlockable Talent] - You have gained the ability to surpass your limits and train your Medium Weapons attribute to its fullest.*
  + Prerequisite: 75 Medium Weapon
* *Heavy Weapons Unbounded [Unlockable Talent] - You have gained the ability to surpass your limits and train your Heavy Weapons attribute to its fullest.*
  + Prerequisite: 75 Heavy Weapon

### Sapper

***"I seek the qualities of Sapper."***

* Dark Receiver [Common Talent, Dual Attunement] - Shadow moves will also steal Ether from those you are Static Linked tethered to.
  + ~2-3% increase in ether steal per mantra.
  + Prerequisites: Static Link, 40 Thundercall, 40 Shadowcast

### Scarlet Donor

***"I wish to share my blood with the world."***

* Blood Bank [Common Talent] - Consuming 'Charm' now gives slight temporary health.
  + Prerequisites: 80 Bloodrend, 40 Charisma, Manipulator
* Donation Drive [Common Talent] - Consuming 'Charm' on an opponent replenishes some blood. Additionally, you can also activate this effect and Manipulator through blockbreaking with a Bloodrend mantra.
  + Prerequisites: 50 Bloodrend, 55 Charisma, Manipulator
* Sharing is Caring [Common Talent] - Your 'Charm' on opponents also slightly increases your blood drain against them.
  + Prerequisites: 50 Bloodrend, 30 Charisma, Charismatic Cast

### Scholar of the Cloud

***"I seek the qualities of Scholar of the Cloud."***

* Windwaker [Common Talent] - Call upon a gust of wind to propel your boat even faster.
  + Unintuitive to most the community, using Windwaker is meant to grant a further speed boost only inside a Wind Gate.
  + Prerequisites: Sail with your mast pointed towards the wind in a sea highway for an unknown amount of time, 20 Galebreathe

### Scoundrel

***"I seek the qualities of Scoundrel."***

* *Dirty Boxing* [Rare Talent] - Enemies hit after you feint them with your fist suffer slight bleed and have their vision obscured slightly. 5s Cooldown (+1 Passive Agility)
  + The "bleed" does not refer to **Bleed Damage**, but rather a very miniscule amount of damage to the blood bar.
    - The damage is so small, that there is no pixel difference between the damage received with or without it.
  + The cooldown is actually 8 seconds despite what the Talent description says.
  + This Talent also works with [Jus Karita](https://deepwoken.fandom.com/wiki/Jus_Karita" \o "Jus Karita).
  + Prerequisites: Trained Fist, 25 Agility
* Pocket Sand [Common Talent] - [Fist] Feinting into an uppercut blinds and dazes your opponent briefly. We're even now, right? 30s cooldown (+4 Carry Load)
  + This Talent does not work with [Jus Karita](https://deepwoken.fandom.com/wiki/Jus_Karita" \o "Jus Karita).
  + Prerequisites: Trained Fist, 35 Light Weapon, 20 Strength

### Scrapsinger

***"I seek the qualities of the Scrapsinger."***

* Gilded Path: Scrapsinger [Common Talent, Ironsing Exclusive] - Flourishing an enemy consumes any rods they have and siphons their armor to you per rod.
  + Prerequisite: 35 Ironsing
* Refine and Reuse [Common Talent, Ironsing Exclusive] - Consuming rods with Scrapsinger reduces incoming PEN against you for 14 seconds. Each rod reduces PEN by 5% multiplicatively.
  + Doesn't work well with Reinforced Armor
  + Prerequisites: Gilded Path: Scrapsinger, 45 Ironsing
* Artisan's Blade [Common Talent, Ironsing Exclusive] - Activating Scrapsinger forges a metal blade behind you for every 2 rods you consume. Metal blades will fire at a target upon landing an ironsing or metal infused attack.
  + Deals 11.5 Ironsing damage per blade at 80 Ironsing.
  + Has 6.47x PVE scale (11.5 DMG PVP, 74.50 PVE DMG)
  + Scales on Ironsing Investment.
  + Artisan's blade have windup of 1.2s
  + Hits from Artisan's Blades do not drain armor from enemy.
  + Artisan's Blades do not benefit from Exposed Durability's damage buff or any other defense debuff.
  + Not affected by "Return To The Dark Ages"
  + Parrying Artisan's blade gives Auto Parry frames.
  + Procs by pulling rods out of someone, amount of Artisan's blade proc depends on pulled amount of rods (6 rods = 3 Artisan's)
  + 4.5 posture per blade.
  + Artisan blades last 20 seconds.
  + "Metal infused" attacks are Ignition Deepcrusher m1, crit (in any stance), Iron requiem m1 without bullets.
  + Prerequisites: Gilded Path: Scrapsinger, 45 Ironsing
* Songs Unforged [Common Talent, Ironsing Exclusive] - Your weapon criticals will now activate scrapsinger.
  + Prerequisites: Gilded Path: Scrapsinger, 50 Ironsing
* *Masterwork* [Rare Talent, Ironsing Exclusive] Successful hits from Artisan's Blades will proc metal rods and deal 50% more damage.
  + Increases Artisan's Blades damage from 11.5 to 16.7, additionally Artisan's Blades will apply 1 rod per each hit.
  + Prerequisites: Artisan's Blade, 60 Ironsing
* ***Reshape and Remold*** [Advanced Talent, Ironsing Exclusive] - Successful procs of Scrapsinger will increase the amount of armor damage your opponent takes. After hitting 10 stacks, the opponent will take +5% damage until the stacks drop below 10.
  + Extra 5% armor drain on flourish/crit, as example 2% from pulled out rod + Reshape and Remold applies bonus 5%
  + Bonus armor drain works **ONLY ON CRIT OR FLOURISH**, not on further hits after that.
  + 5% DMG bonus currently bugged. (Since Summer 2023)
  + After getting this talent, you get additional VFX when proc Scrapsinger. [[4]](https://deepwoken.fandom.com/wiki/Talents" \l "cite_note-4)
  + Prerequisites: 70 Ironsing, All Scrapsinger Talents

### Seeker of Sound

***"I search for the Song."***

* Dragon's Song [Common Talent] - Using a mantra after an uppercut grants ether.
  + 2s Cooldown
  + Grants +20 ether on proc.

### Self-Shocker

***"I am a self-starter."***

* Jumpstart [Common Talent, Thundercall exclusive] - Using Static Withdraw when not being carried applies Jumpstart, increasing your ability to scale walls, your speed and applies shock to all outgoing physical damage and damage taken. Grants a +10% damage multiplier.
  + Prerequisites: 35 Thundercall, Static Withdraw
* Raging Static [Common Talent, Thundercall exclusive] - Your Jumpstart no longer gives you movement buffs, but your Jumpstart physical damage is increased up to +20%. The self damage to activate it is lowered. Your cooldown on Jumpstart is also lowered.
  + Prerequisites: 35 Thundercall, Jumpstart

### Septicemia

***"I have sewn an insidious poison within my enemy's blood."***

* ***Gruesome Harvest*** [Advanced Talent] - Landing Bloodrend mantras on opponents with over 70% blood poison will give you slight temporary health.
  + Prerequisite: 85 Bloodrend
* Hemolysis [Common Talent] - Deal 20% more critical attack damage to opponents with over 25% blood poisoning.
  + Prerequisites: 40 Bloodrend, 25 Strength
* Hemolytic Transfusion [Common Talent] - Guardbreaking an enemy with a Bloodrend mantra increases the amount of blood poison from the attack.
  + Prerequisite: 65 Bloodrend
* Juicy Snack [Common Talent] - Eliminating enemies returns their amount of blood poison as health to you.
  + Prerequisites: 60 Bloodrend, 20 Fortitude
* *Panacea* [Rare Talent] - Hitting an enemy with a Bloodrend mantra stops their blood poison from decaying briefly.
  + Prerequisite: 60 Bloodrend
* Tainted Ground [Common Talent] - Enemies who stand in blood pools will not decay blood poison.
  + Prerequisite: 30 Bloodrend
* Vasculitis [Common Talent] - Your opponent cannot proc deep gems if they have over 20% blood poisoning for a brief duration (Must hit them while they are over 20% BP.)
  + Prerequisite: 40 Bloodrend, 35 Intelligence

### Shadowcast Master

***"I seek the qualities of Shadowcast Master."***

* *Shadowcast Unbounded [Unlockable Talent] - You have gained the ability to surpass your limits and train your Shadowcast to its fullest. (+10 Health)*
  + Prerequisite: 75 Shadowcast

### Shadowcaster

***"I speak to the shadows."***

* *Adept Shadowcaster [Unlockable Talent, Shadowcast Exclusive] - You can now obtain 1-star Leveled Shadowcaster Mantras.*
  + Prerequisite: 20 Shadowcast
* Blossoming Darkness [Common Talent, Shadowcast Exclusive] - The more Ether you drain during Shadow Roar, the bigger it gets.
  + Prerequisite: [Shadow Roar](https://deepwoken.fandom.com/wiki/Shadow_Roar" \o "Shadow Roar) (Mantra)
* *Expert Shadowcaster [Unlockable Talent, Shadowcast Exclusive] - You can now obtain 2-star Leveled Shadowcaster Mantras.*
  + Prerequisite: 30 Shadowcast
* Fear [Common Talent, Shadowcast Exclusive] - Enemies will briefly hang in place when they run from you.
  + Prerequisite: 50 Shadowcast
* Lasting Sorrow [Common Talent, Shadowcast Exclusive] - Shadows last longer on your opponent.
  + Prerequisite: 50 Shadowcast
* *Master Shadowcaster [Unlockable Talent, Shadowcast Exclusive] -You can now obtain 3-star Leveled Shadowcaster Mantras. (+5 Health)*
  + Prerequisite: 50 Shadowcast
* *Shadow Travel* [Rare Talent, Shadowcast Exclusive] - Teleport to a location in exchange for Ether cost. Certain ranges will require a health sacrifice. Be careful as this technique can prove lethal to the user.
  + Can teleport users to the roof of the depths, and wipe them due to fall damage.
  + Prerequisites: 75 Shadowcast, Dark God
* *Shadowcaster [Unlockable Talent, Shadowcast Exclusive] - Grants you the ability to command shadows as a Shadowcaster.*
  + Prerequisite: Shadowcast with Power 1 or obtain through Shadowcast trainer (Nostor)
* Sightless Still [Common Talent, Shadowcast Exclusive] - The more a person is affected by your shadowcast the more you obscure their vision. Block breaking an opponent obscures their vision with darkness more potent than your Shadow mantras.
  + Prerequisite: 30 Shadowcast
  + This Talent was merged with the old Black Out Talent.
  + Mutual Exclusive: Singularity
* Singularity [Common Talent, Shadowcast Exclusive] - Enemies will briefly hang in place when hit by a shadow move.
  + Prerequisite: 40 Shadowcast
  + Mutual Exclusive: Sightless Still

### Shieldmaster

***"My shield is my ally."***

* Knight's Rally [Common Talent] - When using a shield, you ready your block more quickly after taking a hit. (+4 Sanity)
  + When holding a shield, reduce time in "weak block" after getting hit.
    - Prerequisites: 30 Fortitude, 10 Willpower, Use a Shield.
* Turtle Shell [Common Talent] - If your shield is on your back, take reduced backstab damage and negate Spine Cutter.
  + 25% damage reduction to attacks from the back.
  + Turtle Shell is pretty inconsistent, as some attacks will bypass it entirely and deal their full damage. Ex: [Sightless Beam](https://deepwoken.fandom.com/wiki/Oath:_Blindseer" \l "Abilities" \o "Oath: Blindseer) and [Radiant Dawn](https://deepwoken.fandom.com/wiki/Oath:_Dawnwalker" \l "Abilities" \o "Oath: Dawnwalker).
  + Each time this Talent takes effect, white square particles will release from around the user.
    - This shares a visual effect with the [Arcwarder](https://deepwoken.fandom.com/wiki/Oath:_Arcwarder" \o "Oath: Arcwarder) "Arc Suit" mantra.
  + Prerequisites: 50 Fortitude, Knight's Rally

### Shipwright

***"I repair ships."***

* Emergency Repairs [Common Talent] - Your repairs are twice as efficient when the ship is on low health. Your repairs scale somewhat with the Max Health of the ship. (+2 Carry Load)
  + Repairing restores 25% more HP to the boat when it's below 25% HP.
  + Your repairs scale with the health of the ship by [needs testing].
    - Prerequisite for emergency repairs: Automatically gained after using the [Repair Hammer](https://deepwoken.fandom.com/wiki/Repair_hammer" \o "Repair hammer) 11 times.
    - The head equipment "[Brigand's Bicorn](https://deepwoken.fandom.com/wiki/Brigand's_Bicorn" \o "Brigand's Bicorn)" has this Talent.
* Spare Nails [Common Talent] - You always keep a couple spare. Your repairs are more efficient and you no longer drop Wood on death. (+2 Carry Load)
  + Repairing restores 400 HP instead of 250 HP.
    - Prerequisite for spare nails: Automatically gained after using the [Repair Hammer](https://deepwoken.fandom.com/wiki/Repair_hammer" \o "Repair hammer) 51 times.
    - The head equipment "[Brigand's Bicorn](https://deepwoken.fandom.com/wiki/Brigand's_Bicorn" \o "Brigand's Bicorn)" has this Talent.

### Silencer

***"The song shall be silenced."***

* *Silencer's Blade* [Galebreathe Exclusive, Rare Talent] Meleeing a 'Suffocated' opponent will extend the duration of the Suffocation and grant a speed boost.
  + Landing M1 attacks on suffocated targets apply a new stack of suffocation.
  + Prerequisites: 60 Galebreathe, [Power](https://deepwoken.fandom.com/wiki/Power" \o "Power) 10
* ***A World Without Song*** [Galebreathe Exclusive, Advanced Talent] - Every 3 hits with a Wind Mantra now procs Suffocate.
  + Suffocation prevent the victim from casting mantras and deal damage overtime.
  + If used with Haunted Path: Specter, every 3 hits will make an Apparition appear, proccing [Winded](https://deepwoken.fandom.com/wiki/Status_Effects" \o "Status Effects).
  + Prerequisites: 75 Galebreathe, Silencer's Blade

### Silvertongue

***"I get my way."***

* Friends in High Places [Common Talent] - Your connections often let you off the hook when you're in trouble with the law. Nepotism sure does pay!
  + Whenever you are knocked by town guards from a faction in which you have good reputation, the town guards will scold you instead of gripping you, letting you live.
  + Prerequisite: 20 Charisma
* *Golden Tongue* [Rare Talent] - Typing gives a random buff to you and those around you. (60 second cooldown)
  + Can either restore 30% of max ether or grant 10% damage reduction for 30 seconds, similar to reinforce (does not stack).
  + The buff is random for each person affected.
  + Prerequisite: 40 Charisma
* Snake Oil [Common Talent] - Okay, the amount you're charging people for your items is getting downright criminal. But I'm just a Talent [*[sic](https://en.wikipedia.org/wiki/sic" \o "wp:sic)*] description, I can't stop you.
  + Gain 40% more notes from selling items.
  + Prerequisite: 30 Charisma

### Showboater

***"I seek the qualities of Showboater."***

* Unnecessary Theatrics [Common Talent, Charisma Exclusive] - Deliver a one-liner on uppercuts, flourishes and critical attacks that charms your opponents briefly.
  + The cooldown indicator says that this Talent has a 10s CD, which is technically incorrect. There is no CD for the Charm application, but there is a 10s CD on the one-liners.
  + Lasts around 6 seconds, on flourish, uppercut and criticals equally.
  + Does not proc "Golden Tongue" Talent
  + Prerequisites: Charismatic Cast, 75 Charisma

### Soul Converter

***"I convert blood to iron."***

* *Bloodiron Spirit* [Rare Talent] - You regain some Armor upon killing enemies. (+5 Health)
  + Any kill gives you 2.5% of your total armor durability.
  + Stacks with [Bloodiron Ring](https://deepwoken.fandom.com/wiki/Bloodiron_Ring" \o "Bloodiron Ring), totalling in 5% armor per kill.
  + Prerequisites: None

### Soverign of Slaughter

***"I destroy my enemies."***

* Chime of Conflict [Common Talent] - Drift in and out of reality, challenging those hailing from distant lands. Grants you the ability to access the PvP Arena.
  + Prerequisites: Speak to Yamaketzal, Power 5

### Specter

***"I seek the qualities of Specter."***

* Haunted Path: Specter [Common Talent, Galebreathe Exclusive] - Build up spectral energy by performing successful dodges and landing Wind mantras. Phantom winds from Haunted Gale no longer appear. You can no longer suffocate enemies.
  + Despite the Talent description, perfect casting Galebreathe mantras still causes phantom winds to appear.
  + Prerequisites: Haunted Gale, 50 Galebreathe
* Apparitions [Common Talent, Galebreathe Exclusive] - Instead of Haunted Gale Phantoms and Suffocation, each proc will now send apparitions towards your enemy. The apparitions apply 'Winded' where 'Suffocation' would suffice. Apparitions cannot be parried if you are in 'Phantom Step'.
  + Apparitions can be parried in "Phantom step" (Possibly a bug)
  + Prerequisites: Haunted Path: Specter, 50 Galebreathe
* Phantom Step [Common Talent, Galebreathe Exclusive] - Press X to begin running at high speeds and your regular dashes transform into gale dashes. (Must have at least 10% Spectral Gauge)
  + Prerequisites: Haunted Path: Specter, 55 Galebreathe
* *Vanishing Wraith* [Rare Talent, Galebreathe Exclusive] - Your 'Aerial Attacks' while in Phantom Step will now teleport you behind your target
  + Prerequisites: Phantom Step, 60 Galebreathe
* ***Possession*** [Advanced Talent, Galebreathe Exclusive] - After an apparition hits an enemy, receive 30% posture damage on all Galebreathe attacks for 6 seconds. If the apparition hits while you have Phantom Step activated, receive a 15% chip damage buff as well for the same duration.
  + The posture damage boost activates from Inhaled M1s and Crits. If you are using [Wraithclaw](https://deepwoken.fandom.com/wiki/Wraithclaw" \o "Wraithclaw), [Curved Blade of Winds](https://deepwoken.fandom.com/wiki/Curved_Blade_of_Winds" \o "Curved Blade of Winds) or [Hero Blade of Wind](https://deepwoken.fandom.com/wiki/Hero_Blade_of_Wind" \o "Hero Blade of Wind) (only critical) you don't have to inhale a mantra for it to take effect.
  + Prerequisites: Haunted Path: Specter, 75 Galebreathe

### Spoils of Enmity

* Heartwing Beat [Common Talent, [Equipment](https://deepwoken.fandom.com/wiki/Equipment" \o "Equipment) Exclusive] - Your heart beats a new rhythm, as your aerial attack takes on a new manifestation.
  + Replaces your aerial attack with a true hyperarmor attack that applies wither and has innate bleed.
  + This talent has a 6 second cooldown.
  + Granted by the [Mantle of Enmity](https://deepwoken.fandom.com/wiki/Mantle_of_Enmity" \o "Mantle of Enmity) torso equipment.

### Static Weaver

***"I weave webs of lightning."***

* Static Link [Common Talent, Thundercall exclusive] - Flourishing or uppercutting an enemy creates a static link between you and your enemy. Your lightning stuns enemies for 1.5x as long. (this talent is bugged and currently doesn't apply the longer stun)
  + Prerequisites: 40 Thundercall, 15 Intelligence
* Jumper Cables [Common Talent, Thundercall exclusive] - Getting knocked with an active tether allows you to steal health from tethered targets and not get knocked.
  + Whenever you would get knocked but have a tether active, steal HP from the target to survive the hit.
  + 3–4 seconds cooldown between knock preventions.
  + Prerequisites: Static Link, 40 Thundercall, 20 Fortitude
* Link Conduction [Common Talent, Thundercall exclusive] - While you have active tethers your lightning mantras cost less ether.
  + Each active link reduce mantra ether cost by 30%.
  + Prerequisites: Static Link, 65 Thundercall
* Static Ace [Common Talent, Thundercall exclusive] - Using Lightning Stream with an active tether link targets your closest active link.
  + Using Lightning Stream with a tether will instantly grab the target with no travel time.
  + Actually target the first active tether, not the closest.
  + Prerequisites: Static Link, 70 Thundercall
* Static Allure [Common Talent, Thundercall exclusive] - Having two active tethers will cause the previous tethered enemy to get magnetized to your newest tethered enemy, also increases the duration of tethers by 15 seconds.
  + Prerequisites: Static Link, 50 Thundercall, 15 Intelligence

### Stormcaller

***"I seek the qualities of Stormcaller."***

* Storm Link [Common Talent, Dual Attunement] - While you have a Static Link on someone, your Wind mantras that hit them are imbued with flashes of Lightning.
  + Converts Galebreathe mantra elemental damage to Thundercall elemental damage and adds +10% damage. Does not proc any Talents, status effects, or stun.
  + Prerequisites: Static Link, 60 Thundercall, 50 Galebreathe

### Sturdy Resolve

***"My will stands strong."***

* Grasp on Reality [Common Talent] - Damage taken from insanity is reduced.
  + Reduce damage taken from the Tier 2 insanity, Scratching.
  + Prerequisites: 25 Fortitude, 5 Willpower
  + The head equipment "[Celtor Commander Helm](https://deepwoken.fandom.com/wiki/Celtor_Commander_Helm" \o "Celtor Commander Helm)" has this Talent.
* Magical Resolve [Common Talent] - Being hit increases [Ether](https://deepwoken.fandom.com/wiki/Ether" \o "Ether) regen for a short duration. (+7 Sanity)
  + On hit, gain 300% ether regeneration for 1 second.
  + Prerequisites: 40 Willpower, Battle Tendency
* Unfazed [Common Talent] - You are more resilient to the side effects of going insane. You no longer Shiver and you Panic with less severity.
  + Contrary to the card's description, effect of insanities are delayed by a full tier.
    - You now Shiver at Tier 2 insanity instead of Tier 1.
    - Shiver slows movement, but does not cancel M1/Mantra.
    - You now Scratch yourself at Tier 3 insanity instead of Tier 2.
  + Prerequisites: Grasp on Reality, 50 Willpower, 50 Fortitude

### Super Conductor

***"I seek the qualities of Superconductor."***

* Voltaic Conductor [Common Talent, Dual Attunement] - Your Thundercall Mantras deal 20% chip damage against enemies with conductor rods.
  + Prerequisites: Rending Needle: Conductor, 40 Thundercall, 75 Ironsing
  + Doesn't work on Iron Tether because it goes through guard.

### Survival Instinct

***"I will not fall to the elements."***

These Talents are designed to let you survive longer against starvation and thirst by making living off of Mother Nature easier.

* Herbivore [Common Talent] - You gain more nutrition from eating plants.
  + Prerequisite: 8 Fortitude
  + Mutually Exclusive: Carnivore
  + The head equipment "[Herbalist's Hat](https://deepwoken.fandom.com/wiki/Herbalist's_Hat" \o "Herbalist's Hat)" and "[Big Herbalist's Hat](https://deepwoken.fandom.com/wiki/Big_Herbalist's_Hat" \o "Big Herbalist's Hat)" have this Talent.
* Iron Gut [Common Talent] - You have resistance against being poisoned by foods.
  + Prerequisites: Herbivore, 10 Fortitude, vomit once
  + The head equipment "[Herbalist's Hat](https://deepwoken.fandom.com/wiki/Herbalist's_Hat" \o "Herbalist's Hat)" and "[Big Herbalist's Hat](https://deepwoken.fandom.com/wiki/Big_Herbalist's_Hat" \o "Big Herbalist's Hat)" have this Talent.
* Termite [Common Talent, Unlockable Talent] - You can eat things most would consider inedible. (+3 Health)
  + Unlock requirement: Wipe with the Iron Gut Talent (can't be given by armor)
  + Prerequisites: 20 Fortitude, 10 Willpower
  + Note: Allows user to eat sticks, bamboo, wax, coral, spider eggs, all lotuses, and every ore.

### Survivor

***"In nature, I am at home."***

* Winter's Protection [Common Talent, [Equipment](https://deepwoken.fandom.com/wiki/Equipment" \o "Equipment) Exclusive] - Your tightly-bound winter gear negates elemental damage buffs from weather on damage against you. Also seems to provide some resistance to the Gale.
  + Obtained by equipping [Winter Corps Parka](https://deepwoken.fandom.com/wiki/Winter_Corps_Parka" \o "Winter Corps Parka).
  + Increases the time it takes for parasites to kill you.
  + Negates damage buffs from weather. This only applies to Stratoshock.

### Swiftshade

***"I seek the qualities of Swiftshade."***

* ***Dustlunge*** [Advanced Talent, Agility Exclusive] - You can now assassinate your enemies from much farther, shadestepping to their location if they're too far. Assassinating an enemy will automatically assassinate other nearby enemies. (+1 Passive Agility)
  + Your assassination range is greatly extended, teleporting you to your target when outside the standard assassination range. (The teleport near for assassination is disabled when in combat)
  + When you assassinate a player, everyone else nearby gets backstabbed by a shadow. These apply all your backstab Talents.
  + Also grants the ability to assassinate players who are in combat.
  + Prerequisites: All Assassin Talents, 90 Agility
* None Left Behind [ Common Talent, Agility] - You can now shadestep to pick up knocked humanoids far away from you. (+1 Passive Agility)
  + Pressing the V key on a knocked entity who's in close/medium range teleports you to them.
  + Can be used to go through walls if you can aim at the knocked entity through it.
  + Prerequisites: Dustlunge, 100 Agility

### Tactician

***"I think before I fight."***

* Hard Read [Common Talent] - Hitting your opponent during a feint will cause them to be dazed.
  + Prerequisite: 20 Intelligence
* *Punishing Blow* [Rare Talent] - You now daze swinging opponents when hitting them with an M1 with a heavy weapon.
  + Prerequisite: 20 Heavy Weapon
* Target Switch [Common Talent] - Parrying an opponent then hitting someone else makes your next mantra free.
  + This effect is signalled by a yellow halo.
  + This talent will still proc if you hit a knocked enemy.
  + Prerequisite: 20 Intelligence
* Foolish Outburst [Common Talent] - Blocking or parrying a vent will absorb the Tempo cost of the vent. A Tactician steadies the course of battle.
  + Prerequisite: 50 Intelligence
  + The "[Veteran Adventurer](https://deepwoken.fandom.com/wiki/Veteran_Adventurer" \o "Veteran Adventurer)" Outfit has this Talent.
* Water off a Duck's Back [Common Talent] - Venting will shift any elemental status effects affecting you onto those hit by your vent.
  + Transfer ANY elemental status effects (Suffocation, Winded, Chill, Shock) and potion effects to your enemy.
  + Prerequisite: 50 Intelligence

### Tamed Flame

***"I seek the qualities of Tamed Flame."***

* Controlled Combustion [Common Talent, Flamecharm Exclusive] - Your Agitating Spark no longer spreads to your allies.
  + Prerequisites: Agitating Spark, 40 Charisma
  + Note: Your Agitating Spark no longer spreads to yourself too. In some places, such as Duke's Dungeon, this Talent doesn’t work well, spreading to your allies if they are too close to the target.
  + Hitting a target with some flame mantras will briefly emit a visual effect in yourself and produce a sound of putting out flame. (These are purely visual effects, therefore, not necessary to dodge)

### Tavernkeep

***"I enjoy a good meal."***

* Artisan Chef [Common Talent] - The food you cook now becomes Artisan food, increasing its hunger and thirst gained by +25%.
  + Increases food nutritional value by 25%.
  + Confirmed Prerequisites: 25 Intelligence, 15 Charisma, Cooked 50 Dishes
* Master Chef [Common Talent] - Buffs applied by food you cook now have their buff effects amplified by +30%.
  + Increases food boosts by 30%.
  + Confirmed Prerequisites: 25 Intelligence, 15 Charisma, Cooked 50 Dishes
* Umami [Common Talent, [Equipment](https://deepwoken.fandom.com/wiki/Equipment" \o "Equipment) Exclusive] - Feast on foes with mighty cutlery. Chef Weapons now steal opponents hunger.
  + Acts similar to the Gluttony enchant, but only removes the opponent's hunger instead of stealing it.
  + Obtained from: [Chef's Toque](https://deepwoken.fandom.com/wiki/Chef's_Toque" \o "Chef's Toque)

### The Demon Blade

***"My unholy blade works for no man."***

* Explosive Finish [Common Talent, Flamecharm Exclusive] - If an enemy is on fire when you flourish, blast them away with a fire blast.
  + Upon proccing Emperor Flame, this Talent will be put on a 3s cd.
  + Prerequisite: 45 Flamecharm
* Flaming Flourish [Common Talent , Flamecharm Exclusive] - Set enemies on fire when you flourish or uppercut them.
  + You also apply burn on enemies by swinging uppercut nearby. Aka doesn't have to be a hit to apply burn.
  + Prerequisite: 30 Flamecharm

### The Emperor's Blade

***"My blade burns through my foes."***

* Emperor Flame [Common Talent, Flamecharm Exclusive] - Absorb fire produced by you, once you reach 5 stacks your next attack will be an automatic Explosive Finish flourish. This flourish will deal additional damage and proc Wither, reducing your opponent's maximum health temporarily.
  + Does not proc the Talent "Dazing Finisher".
  + Lasts for ~11s, and has a 30s cd.
  + If this Talent is on cd, you will not consume flames, and proc burn on yourself normally.
  + Will not proc on knocked NPCs/players, but can gain stacks from them.
  + Using Flame Within will grant a stack. If your Flame Within were to burn someone on use, receive an additional stack, totalling 2 simultaneous stacks.
  + While under Flame Within with Immolation, gain a stack upon hitting a non-burning person, despite Agitating Spark stating that it will only proc if you hit someone whilst they're on fire (it does not go under cd in this case as well).
  + Prerequisites: Agitating Spark, 60 Flamecharm
* *Mirage Clone* [Rare Talent, Flamecharm Exclusive] - Successfully dodging leaves behind a heat mirage clone that sets enemies that swung at you on fire.
  + Has a 20s Cooldown
  + With eruption path, it will proc eruption.
  + Prerequisite: 65 Flamecharm

### The Negotiator

***"I can talk myself out of any situation."***

* Last Second Negotiation [Common Talent] - Most enemies will hesitate a moment longer to execute you.
  + Whenever you are getting gripped, your character will say "WAIT WAIT WAIT WAIT!!!", which has a chance to automatically cancel the grip attempt, forcing the target to attempt a grip again. This also slightly slows down the grip attempt.
    - Does not work in PVE.
  + Prerequisites: 55 Charisma, all Silvertongue Talents

### Thief

***"I steal from others."***

These Talents are meant to reap the reward of your latest hunt or trick your enemies.

* Cap Artist [Common Talent, Agility] - Pressing R while crouching allows you to fake being dead. (+2 Passive Agility)
  + Your eyes are still open, your name is still visible and you do not leave a loot bag.
  + Cancelled by pressing R again.
  + Using Cap artist in the depths makes you have normal gravity.
  + **Disabled with Brick Wall.**
  + Prerequisites: 25 Agility, 5 Charisma
* Master Thief [Common Talent, Agility, Charisma] - Gain more notes when mugging a player.
  + Prerequisites: Pickpocket, 25 Charisma
* Pickpocket [Common Talent, Agility, Charisma] - Gain the ability to pickpocket by pressing N. (+2 Passive Agility)
  + The target need to be knocked to be able to pickpocket them.
  + Prerequisites: 5 Agility, 10 Charisma
* ***Another Man's Trash*** [Advanced Talent] - Take unequipped [equipment](https://deepwoken.fandom.com/wiki/Equipment" \o "Equipment) when mugging a player. (+2 Passive Agility)
  + Prerequisites: 10 Agility, 35 Charisma, All Thief Talents
  + Cap Artist requires 25 Agility despite the 10 Agility requirement of this Talent.
  + If the player you are mugging doesn't have any notes, you will still take any unequipped equipment.
  + Does not take enchanted items.

### Thunder Brawler

***"My fists are imbued with lighting."***

* Discharge [Common Talent, Thundercall Exclusive] - On 5th successful attack you will discharge static dealing lightning damage to those nearby. (+7 Carry Load)
  + Damage scales with thundercall investment. ~5 base damage, with 5 thundercall scaling (0.025 per point)
  + The effect lasts for 30 seconds.
  + Prerequisites: 20 Light Weapon, 15 Thundercall
  + Does not work with Hero Blades

### Thunder Caster

***"I electrocute my foes from afar."***

* Jolt Cast [Common Talent, Thundercall Exclusive] - Every Perfect Casted Thundercall Mantra builds a stack of Jolt Cast. At 3 stacks, your next Lightning Mantra will take less time to cast. (+7 Carry Load)
  + Requirement: 30 Thundercall, 30 Intelligence
* Rain of Static [Common Talent, Thundercall Exclusive] - After successfully casting lightning impact, strike down countless thunder at those below. In return your Lightning Impact will require more time to cast. (+7 Carry Load)
  + When casting Lightning Impact, hover above the ground and fire multiple projectiles. Afterward, you strike down normally.
  + Prerequisite: [Lightning Impact](https://deepwoken.fandom.com/wiki/Lightning_Impact" \o "Lightning Impact) (Mantra)

### Thunderblade

***"My blade conducts the skies wrath."***

* Gathering Electricity [Common Talent, Thundercall Exclusive] - Reaching 5 Static Blade charges will now consume the stacks and apply a lightning buff to your blade. 60 second cooldown. (+10 Carry Load)
  + Prerequisites: 65 Thundercall, 25 Strength / 25 Agility, Static Blade, Any Medium Weapon (Cannot obtain with Rifle)
* Overcharge [Common Talent, Thundercall Exclusive] - Your next dash after activating Static Blade is enhanced by lightning.
  + Prerequisite: Gathering Electricity
* Static Blade [Common Talent, Thundercall Exclusive] - Hitting blocks, blocking or parrying hits will now generate an electric charge in your blade, granting a small speed buff. Charges can stack up to 5 times.
  + Prerequisites: 40 Thundercall, 20 Medium Weapon
  + Works with Hero Blades

### Thundercaller

***"I speak to lightning."***

* Adept Thundercaller [Common Talent, Thundercall Exclusive] - You can now obtain 1-star Thundercaller mantras.
  + Prerequisite: 20 Thundercall
* Discovery Of Fire [Common Talent, Thundercall Exclusive] - Flints and Flamecharm are for simpletons.
  + Grants the tool "Discovery of Fire", which uses ether to light up all nearby campfires.
  + Using this ability will light nearby downed enemies aflame.
  + Can be parried
  + Prerequisite: 50 Thundercall
* Expert Thundercaller [Common Talent, Thundercall Exclusive] - You can now obtain 2-star Thundercaller mantras.
  + Prerequisite: 30 Thundercall
* Master Thundercaller [Common Talent, Thundercall Exclusive] - You can now obtain 3-star Thundercaller mantras.
  + Prerequisite: 50 Thundercall
* Shocking Finish [Common Talent, Thundercall Exclusive] - Following a flourish up with a lightning beam causes it to be casted instantly.
  + Does not work on monsters
  + Prerequisite: [Lightning Beam](https://deepwoken.fandom.com/wiki/Lightning_Beam" \o "Lightning Beam) (Mantra)
* *Static Fakeout* [Rare Talent, Thundercall Exclusive] - Roll cancelling immediately after a parry will cause you to teleport behind your opponent.
  + Prerequisites: 30 Agility, 35 Thundercall
* Static Flash Clone [Common Talent, Thundercall Exclusive] - When using lightning clones you instead disappear leaving behind a static clone for a short duration.
  + Prerequisites: [Lightning Clones](https://deepwoken.fandom.com/wiki/Lightning_Clones" \o "Lightning Clones) (Mantra), 30 Agility, 35 Thunder
* Static Withdraw [Common Talent, Thundercall Exclusive] - If you get knocked for the first time, if someone tries to carry you, you can discharge and damage them, goes on cooldown after use. Bodies of knocked enemies will be charged with electricity which will stun people who attempt to carry them.
  + Very tight activation window + delayed activation. If you successfully hit the shock the moment someone tries to carry you, you immediately get back up and trigger the related Talents.
  + Prerequisite: 25 Thundercall
* Stratoshock [Common Talent, Thundercall Exclusive] - Your lightning deals an additional +5% damage when in the rain.
  + Prerequisite: 35 Thundercall
* Thundercaller [Common Talent, Thundercall Exclusive] - Grants you the ability to command Lightning as a Thundercaller.
  + Prerequisite: Thundercall with [Power](https://deepwoken.fandom.com/wiki/Power" \o "Power) 1 (1 Thundercall) or obtain from Thundercall trainer (Funke)

### Toxic Personality

***"I seek the qualities of Toxic Personality."***

* Manipulator [Common Talent, Charisma Exclusive] - Deal 20% more critical attack damage to charmed enemies, but the effect is removed on impact.
  + Works insanely well with Talent "Unnecessary Theatrics" as it reapplies the charm.
  + 10s CD.
  + Prerequisites: Charismatic Cast, 60 Charisma
* Narcissist [Common Talent, Charisma Exclusive] - Charming an already Charmed opponent Overcharms you briefly. Guess you really were always that great.
  + Overcharms for 4 seconds.
  + Mutual Exclusives: Tough Love
  + Prerequisites: Charismatic Cast, 60 Charisma

### Transitory Vitality

***"I use my blood's plasma to better defend myself."***

* *Sow and Mend* [Rare Talent] - Sacrifice 17.5% of your blood for temporary health. (15s CD)
  + Gives ~8% temporary health.
  + Prerequisites: 60 Bloodrend, Master Bloodrender
* Cyclical Exsanguination [Common Talent] - Whenever you deal more than 20 damage to an enemy in an instance, pause your temporary health decay for 3 seconds.
  + Prerequisite: 65 Bloodrend, Sow and Mend
* Embolism [Common Talent] - If an enemy is guardbroken while you have temporary health, convert your temporary health into additional damage.
  + Prerequisite: 65 Bloodrend, Sow and Mend
* Hypovolemic Focus [Common Talent] - While you have temporary health, your opponent regains far less posture from parrying you
  + Prerequisite: 65 Bloodrend, Sow and Mend

### Trickster

***"I often like to play pranks on others."***

* *Cheap Shot* [Rare Talent, Agility] - Your attacks gain 10% PEN multiplicatively when you have an active speed boost. (+6 Passive Agility)
  + It multiplies your PEN by 1.1x. IE: if you are at 30% PEN, Cheap Shot will give you an additional 3% PEN. This can bypass the 50% PEN cap.
  + Prerequisite: 65 Agility
* Down Comes the Claw [Common Talent, Agility] - Landing a Critical while you have a speed boost prevents your opponent from being able to dodge twice in a row for 5s. (+1 Passive Agility)
  + 5s CD per target.
  + Prerequisite: 75 Agility
* Pursuit [Common Talent, Agility Exclusive] - If you land your Revenge, clear the cooldown immediately. (25s cooldown) (+1 Passive Agility)
  + Procs even if Revenge is blocked, parried, dodged, or vented.
  + Prerequisites: Revenge (Agility Mantra), 90 Agility
* Crippling Comeuppance [Common Talent, Agility] - Landing Revenge puts your opponent's Mobility slot Mantras on CD for 15s. 30s CD. (+1 Passive Agility)
  + Prerequisites: Revenge, 100 Agility
* Maiming Claws [Common Talent, Agility] - Down Comes the Claw now disables your opponent's posture regeneration for 3s on proc. (+1 Passive Agility)
  + In the 30/05/2024 update, the duration of Maiming Claws was increased to 4s, but the Talent description was never updated.
  + Prerequisites: 100 Agility, Down Comes the Claw

### Twinblade

* *Turning of the Wheel* [Rare Talent] [Twinblades] - After perfect dodging a swing or critical attack, step backwards and ramp up your swingspeed.
  + Prerequisites: 75 Medium Weapon, Twinblade equipped.
* *Face Cutter* [Rare Talent] [Twinblades] - Your Spine Cutter now deals an additional hit.
  + Prerequisites: Spine Cutter, 75 Medium Weapon, Twinblade equipped.

### Twisted Puppets

***"I seek the qualities of twisted puppets."***

* Wraith Path: Twisted Puppets [Common Talent, Dual Attunement] - Your Flamecharm mantras summon puppets of shadow and flame. Your flames are now black.
  + Turns [Hero Blade of Flame](https://deepwoken.fandom.com/wiki/Hero_Blade_of_Flame" \o "Hero Blade of Flame), [Ysley's Pyre Keeper](https://deepwoken.fandom.com/wiki/Ysley's_Pyre_Keeper" \o "Ysley's Pyre Keeper), [Pleeksty's Inferno](https://deepwoken.fandom.com/wiki/Pleeksty's_Inferno" \o "Pleeksty's Inferno), [Rosen's Hellflame](https://deepwoken.fandom.com/wiki/Rosen's_Hellflame" \o "Rosen's Hellflame), [Blazing](https://deepwoken.fandom.com/wiki/Enchantments" \o "Enchantments), and [Railblade's](https://deepwoken.fandom.com/wiki/Railblade" \o "Railblade) criticals and all Flamecharm mantras black. Additionally, the orange on the [Hero Blade of Flame](https://deepwoken.fandom.com/wiki/Hero_Blade_of_Flame" \o "Hero Blade of Flame)'s and [Ysley's Pyre Keeper](https://deepwoken.fandom.com/wiki/Ysley's_Pyre_Keeper" \o "Ysley's Pyre Keeper)'s models change to black. And the orange on [Pleeksty's Inferno](https://deepwoken.fandom.com/wiki/Pleeksty's_Inferno" \o "Pleeksty's Inferno)'s model changes to purple.
  + Twisted Puppets has two different burn types. They both look identical and they **both** scale on your Flamecharm investment and *drain* ether from affected players.
    - Shadow damage from any source applies **Shadow Burn**. Shadow Burn does less damage than base Flamecharm burn, but more than Puppet Burn.
    - Anything that would normally apply burn applies **Puppet Burn**. Puppet Burn does less damage than Shadow Burn and significantly less damage than base Flamecharm burn. Puppet Burn allows you to spawn Puppets.
  + Puppets deal 20 **typeless** damage with **no** innate investment scaling. Because Puppets deal typeless damage, they **bypass** armor resistances and Everchanging Aegis. They do **NOT** do True Damage however, as general resistances still work on them.
  + Puppet damage can be increased with damage modifiers. Additionally, Puppet damage is reduced when it's raining unless you have the Unyielding Inferno Talent.
  + Puppets deal 11 posture damage.
  + Puppets have a 4 second cooldown between spawns.
  + Prerequisites: 40 Flamecharm & 40 Shadowcast
  + Mutual Exclusives: Eruption Path: Lava Serpent, Azure Flames
* Burning Puppets [Common Talent, Dual Attunement] - Your puppets can now inflict burn and fire-based Talents when they explode.
  + Grants Puppets Flamecharm scaling, increasing their damage by 0.1 per point in Flamecharm.
    - Your Puppets will deal 30 damage at 100 Flamecharm with this talent.
  + Your Puppets apply Puppet burn, allowing you to spawn more Puppets.
  + Prerequisites: Wraith Path: Twisted Puppets, 40 Flamecharm & 40 Shadowcast
* *Burning Sacrifice* [Rare Talent, Dual Attunement] - Sacrifice puppets who have been alive for half of their lifetime and burn purple for Emperor Flame Stacks, a damage boost per puppet, and a slight speed boost.
  + Gives you a Talent tool that must be actively used to proc this Talent.
  + Grants +4% M1 damage and a speed boost per Puppet for 6s. Caps off at +12% Damage.
  + Puppets turn purple after being alive for 15 seconds.
  + Prerequisites: Wraith Path: Twisted Puppets, 40 Flamecharm & 40 Shadowcast, Emperor Flame
* Explosive Rage [Common Talent, Dual Attunement] - Causing explosion will make your puppets go into a frenzy - speeding up and dealing 50% more damage.
  + The buff is signified by an orange swirling aura around your Puppets.
  + Buffs all currently alive Puppets and all Puppets that spawn within the next 10 seconds.
  + The damage buff is bugged and does not work.
  + The following abilities and Talents proc Explosive Rage: Explosive Finish, Emperor Flame, The Final Act, and the [Detonation](https://deepwoken.fandom.com/wiki/Enchantments" \l "Blessings" \o "Enchantments) enchant.
  + Prerequisites: Wraith Path: Twisted Puppets, 40 Flamecharm & 40 Shadowcast
* Moths to a Flame [Common Talent, Dual Attunement] - You summon a puppet of black flames that homes onto enemies with black flames.
  + Your Puppets home onto the closest entity (excluding yourself) who is burning from either of the Twisted Puppets burn types.
    - This can include allies.
  + Puppets move significantly faster when they get close to a burning target.
  + Prerequisites: Wraith Path: Twisted Puppets, 40 Flamecharm & 40 Shadowcast

### Tyrant

***"I seek the qualities of Tyrant."***

* ***Audacity*** [Advanced Talent] - Once you've brought down your prey, instill fear into all those who would separate you from claiming it. Charmed or nearby enemies will fear for longer. Nearby allies gain a 10% damage buff (40s). (+1 Posture)
  + 25 second cooldown.
  + You create an AoE stun and slow around you when you start gripping someone.
  + Makes you immune to Defiant Until the End and Last Second Negotiation when it procs. (Bugged on NPCS)
  + The damage buff is indicated by a white glowing halo effect surrounding the affected player's head.
  + Prerequisites: 100 Charisma, 50 Strength
* No Survivors [Common Talent, Charisma] - Your allies and yourself execute faster when affected by Overcharm.
  + Reduces grip time by 0.5 seconds (16.67% faster)
  + Prerequisites: 80 Charisma, 45 Strength
* *Rule Through Fear* [Rare Talent, Charisma] - Executing an enemy applies Overcharm to nearby allies and yourself.
  + Overcharms for 10 seconds.
  + Prerequisites: 85 Charisma, 50 Strength

### Undying Ember

***"My spirit is forever burning."***

* *Denial Repulse* [Rare Talent, Flamecharm Exclusive] - You now emit a delayed burst of flames after coming close to death.
  + When Flame of Denial activates, release an explosion around you.
  + Prerequisite: 40 Willpower, 40 Flamecharm, [Flame of Denial](https://deepwoken.fandom.com/wiki/Flame_of_Denial" \o "Flame of Denial) (Mantra)
* *Undying Flame* [Rare Talent, Flamecharm Exclusive] - Your Graceful Flame burns brightly even underwater. Those that gather around it are soothed and regain sanity.
  + Graceful Flame can now be casted in the [First Layer](https://deepwoken.fandom.com/wiki/First_Layer" \o "First Layer). Graceful Flame passively restores sanity and health to those around it.
  + Merged with the old Soundness of Mind Talent.
  + Prerequisites: 40 Willpower, 40 Flamecharm, [Graceful Flame](https://deepwoken.fandom.com/wiki/Graceful_Flame" \o "Graceful Flame) (Mantra)

### Unstable Capacitor

***"I seek to embrace the instability of lightning as a source of power."***

* Surge Path: Unstable Capacitor [Common Talent, Thundercall Exclusive] - Your lightning no longer applies Shock, instead apply Surge. At maximum stacks of Surge, your opponents will Overload, sending arcs of lightning in every direction.
  + Turns all Thundercall mantras, Jumpstart, [Stormseye](https://deepwoken.fandom.com/wiki/Stormseye" \o "Stormseye), [Hero Blade of Lightning](https://deepwoken.fandom.com/wiki/Hero_Blades" \o "Hero Blades) and [Boltcrusher](https://deepwoken.fandom.com/wiki/Boltcrusher" \o "Boltcrusher) blurple. May affect Arcwarder and Saintsworn in the future.
  + Each Surge stack lasts 30 seconds.
  + You need to apply 5 Surge stacks and then land another attack that would apply a Surge stack to cause an Overload.
    - This is reduced to 4 Surge stacks with the [Charged Ring](https://deepwoken.fandom.com/wiki/Charged_Ring" \o "Charged Ring).
  + Surge Overload deals 2.5 damage per Surge stack with 5 Thundercall scaling to Overloaded target.
  + Surge Overload AoE deals 2 damage per Surge stack.
    - Surge Overload can be resisted by Thundercall armor.
  + Surge stacks are a global status effect, meaning anyone with Surge path can utilize them, with the effects changing based on who caused the Overload.
  + Prerequisite: 40 Thundercall
* Battery Sapper [Common Talent, Dual Attunement] - If your Human Battery targets have Ether, it will drain their Ether to help pay for your Mantras. 10s cooldown.
  + This Talent is currently bugged and does nothing.
  + Prerequisites: Surge Path: Unstable Capacitor, 60 Thundercall, 25 Shadowcast
* Catalytic Strike [Common Talent, Thundercall Exclusive] - Posture breaking an enemy will Overload their Surge stack.
  + Prerequisites: Surge Path: Unstable Capacitor, 50 Thundercall
* Closed Circuit [Common Talent, Thundercall Exclusive] - Surge Overloads that fail to arc to other opponents will deal additional damage to the Overloaded enemy.
  + Adds 5 damage to the Overload with 5 Thundercall scaling.
  + Prerequisites: Surge Path: Unstable Capacitor, 50 Thundercall
* Fried Circuits [Common Talent, Thundercall Exclusive] - Overloading an enemy applies Sapped for 5s.
  + Sapped effect causes the duration of mantra cooldowns to increase, which acts similar to [Thunder Wisp](https://deepwoken.fandom.com/wiki/Thundercall" \o "Thundercall).
  + Prerequisites: Surge Path: Unstable Capacitor, 60 Thundercall
* Human Battery [Common Talent, Thundercall Exclusive] - When you are out of Ether, convert the Surge stacks of nearby enemies into Ether to pay the cost of your Mantras.
  + Every Surge stack equates to 10 Ether.
  + Works on Surge stacks that weren't applied by you.
  + Does not work on Surge stacks applied to yourself.
  + Prerequisites: Surge Path: Unstable Capacitor, 60 Thundercall

### Vigil Swordsman

***"I fight for Maestro Evengarde Rest."***

* Bear Trap [Common Talent] - Landing a hit with your critical against an opponent makes your opponent unable to jump for a duration. Also slows your opponent. (+1 Passive Agility)
  + The status effect is represented by blood pouring from the legs.
  + Prerequisites: 20 Strength, 20 Agility
* Blade Dancer [Common Talent] - Landing an M1 removes your roll cooldown. (+1 Passive Agility)
  + Prerequisite: 25 Agility
  + The head equipment "[Monastery Cowl](https://deepwoken.fandom.com/wiki/Monastery_Cowl" \o "Monastery Cowl)" has this Talent.
* *Speed Demon* [Rare Talent] - Your attacks now inflict a reduced-strength bleed while you have a speed boost. 1s cooldown. (+1 Passive Agility)
  + Bleed is not accounted for in the damage modifier cap and bypasses armor.
  + "Bleed" from Speed Demon gives a 15% damage bonus.
    - Bleed from other sources is a 30% damage bonus.
  + Works with M1s and criticals.
  + Prerequisite: 25 Agility
* Action Surge [Common Talent] - Adrenaline Surge now increases your swing speed by 0.04 for its duration. (+1 Passive Agility)
  + Prerequisites: 70 Agility, [Adrenaline Surge](https://deepwoken.fandom.com/wiki/Adrenaline_Surge" \o "Adrenaline Surge) (Mantra)
* *Air Counter* [Rare Talent] - You can now 'Aerial Attack' to catch enemies who have recently jumped in the air above you as an anti-air attack with reduced Light Attack damage. Upon hitting the opponent briefly hinder them. (+5 Passive Agility)
  + 5 Seconds Cooldown.
  + Prerequisite: 60 Agility
* Spinning Swordsman [Common Talent] - Running attacks do +15% extra damage when you have a speed boost. (+1 Passive Agility)
  + Prerequisite: 20 Agility

### Visionshaper

***"I speak to the Owls."***

* Cheap Trick [Common Talent, Visionshaper Exclusive] - When hit below half health briefly disappear, leaving behind an illusion clone to keep your enemy occupied for a short duration. Briefly disappear after knocking an enemy.

### Vocalist

***"I seek the qualities of vocalist."***

* *Encore* [Rare Talent, Charisma Exclusive] - Your sing will stun opponents who are already charmed.
  + On proc, apply 0.4s of "full stun". This can interrupt enemy attacks.
  + Doesn't affect allies.
  + Prerequisites: 40 Charisma, [Sing](https://deepwoken.fandom.com/wiki/Sing" \o "Sing) (Mantra)
* Propagandist [Common Talent, Charisma Exclusive] - Your Sing will now stir your allies into a frenzy, causing them to become Overcharmed for 15s, applying Charmed to enemies they hit with basic attacks.
  + Prerequisites: 75 Charisma, [Sing](https://deepwoken.fandom.com/wiki/Sing" \o "Sing) (Mantra)

### Vow of Mastery

***"I create my own vows."***

* Vow of Mastery [Common Talent] - The [Vow of Mastery](https://deepwoken.fandom.com/wiki/Vow_of_Mastery" \o "Vow of Mastery) grants the Master the power to command their Subject. To initiate a vow you must ask the other player if they'd like to make the vow. e.g. "wanna make a vow of mastery?"
  + Players who take the vow are considered allies with their master and others who take the vow.
  + Commands Given: "Sleep", "Drop", "Run", "Eat", "Say (Text)", "Use", "Locate", "Leech" at base, "Fight", "Sacrifice" at 50 Charisma, "Return" at 60 Charisma and "Explode" at 75 Charisma.
  + Prerequisite: 20 Charisma
* Command: Live [Common Talent] - Once per hour, command a servant to defy all odds and obey your command - live.
  + Prerequisites: 75 Charisma, Vow of Mastery
  + Effect: Will fully heal your servant if they have lower than 40% hp
  + 10 Minutes for Master and 40 Minutes for Subject cooldown. 60 if less than 75 Сharisma
* ***Command: Summon*** [Advanced Talent] - Command your servant to obey your summons and appear before you no matter the distance.
  + Prerequisites: 80 Charisma, Vow of Mastery
  + Effect: Teleports the subject to the master regardless of distance. Teleportation takes a few seconds to complete, and any hit will cancel it
  + 30 Second for Master and 2 Minutes for Subject

### Warrior

***"I enjoy fighting."***

* *Chronostasis* [Rare Talent] - Landing an M1 or Critical Strike puts target [Resonance](https://deepwoken.fandom.com/wiki/Resonance" \o "Resonance) on cooldown for a short duration. (+1 Posture)
  + Prerequisites: [Power](https://deepwoken.fandom.com/wiki/Power" \o "Power) 13, Engage
* Critical Attack [Common Talent] [Quest Talent] - Landing a hit with your critical restores 30% of your posture. (+1 Posture)
  + Prerequisite: Arthur quest right outside of the Garden reservoir
* Engage [Common Talent] [Quest Talent] - Landing an M1 slightly restores some of your Ether. (+1 Posture)
  + Prerequisite: Arthur quest right outside of the Garden reservoir

### Waterborne

***"Water is my home."***

* Conditioned Swimmer [Common Talent] - You lose less hunger and thirst while swimming. (+1 Passive Agility)
  + Prerequisite: [Power](https://deepwoken.fandom.com/wiki/Power" \o "Power) 1
* *Scuba Drowner* [Rare Talent] - You won't always drown to death when downed in water. (+3 Passive Agility, +5 Health)
  + Prevent death by drowning.
  + Prerequisite: [Power](https://deepwoken.fandom.com/wiki/Power" \o "Power) 5

### Weapon Master

***"I am a master of all weapons."***

* Brutal Momentum [Common Talent] - [Heavy Weapons] Successfully dodging will give your next swing hyperarmor.
  + Prerequisites: 50 Heavy Weapon, Heavy equipped.
  + Since 30 November 2024 update, earlier inability to proc Hyperarmor weapons: Pyrekeeper, Railblade and Greataxes now have return Hyperarmor swings on parry, which means that Brutal Momentum works on them.
* Matador [Common Talent] - Deal +20% more damage to human enemies with hyperarmor.
  + Doesn't work on Non-Humanoid [Monsters](https://deepwoken.fandom.com/wiki/Monsters" \o "Monsters).
  + Prerequisites: 20 Strength, 5 Agility
* Mercy Kill [Common Talent] - When you flourish an enemy much weaker than you, you kill them instantly. Enemies that are greatly weaker than you die instantly from a single hit.
  + Prerequisite: [Unbounding](https://deepwoken.fandom.com/wiki/Attributes_Unbound" \o "Attributes Unbound) either weapons (HVY, MED or LHT), your attunement, or a physical stat (STR, FTD or AGL) for the first time ever.
* *Showstopper* [Rare Talent] - When an enemy would roll through one of your physical attacks, stomp the ground, dazing anyone nearby. Removes speed buffs from target upon landing.
  + Prerequisite: 40 Strength
* ***Switchblade*** [Advanced Talent] - You can now utilize Dagger Talents when not wielding a dagger.
  + Prerequisites: 50 Light Weapon, 50 Medium Weapon/50 Heavy Weapon
* Warrior's Swing [Common Talent] - [Heavy Weapons] Reduces incoming damage by 20% if hit during Heavy swing hyperarmor.
  + Prerequisite: 30 Heavy Weapon

### Whisper

***"A whisper in the dark."***

* Haunted Gale [Common Talent] - Every 3 hits landed by perfectly casted Galebreathe mantras will cause the target to be quickly struck by a phantom of wind.
  + Prerequisites: 40 Galebreathe, [Power](https://deepwoken.fandom.com/wiki/Power" \o "Power) 8
  + 3 hits landed is reduced to 2 if Gale Wisp is active.
  + There is a cap of 2 strikes per mantra, per enemy.

### Windrunner

***"I move like water."***

* Agility Unbounded [Common Talent] - You have gained the ability to surpass your limits and train your agility to its fullest.
  + Prerequisite: 75 Agility

### [Oath](https://deepwoken.fandom.com/wiki/Oaths" \o "Oaths)

* [Oath: Arcwarder](https://deepwoken.fandom.com/wiki/Oath:_Arcwarder" \o "Oath: Arcwarder) - You vow to be a shield for your comrades, to wear your regalia with pride and serve the greater collective. From each according to their ability, to each according to their needs. (+1 Wildcard Mantra Slot, +2 Combat Mantra Slot)
  + Prerequisites: 20 Fortitude, 20 Flamecharm, 20 Thundercall, Complete [Alpha](https://deepwoken.fandom.com/wiki/Alpha" \o "Alpha)'s quest.
* [Oath: Bladeharper](https://deepwoken.fandom.com/wiki/Oath:_Bladeharper" \o "Oath: Bladeharper) - You vow to carry your blades as an instrument, to lend yourself to any cause it guides you to. Collapse the infinite number of possibilities ahead of you into just one. The blade keeps you as much as you keep it. (+2 Combat Mantra Slot)
  + Prerequisites: 25 Agility OR 25 Strength, 75 MED OR a total of 90 in LHT/HVY, defeat yourself after interacting with a [Sky Statue](https://deepwoken.fandom.com/wiki/Sky_Statue" \o "Sky Statue).
* [Oath: Blindseer](https://deepwoken.fandom.com/wiki/Oath:_Blindseer" \o "Oath: Blindseer) - You vow to not let the horrors of the world pierce your tightly fastened blindfold. Everything is simply as we choose to perceive it. (+10 Sanity, +1 Support Mantra Slot, +1 Wildcard Mantra Slot)
  + Prerequisites: 40 Willpower, all 3 Mental Fortress Talents, Blindfold, and read the inscriptions in The [Temple of the Forgotten Flame](https://deepwoken.fandom.com/wiki/Temple_of_the_Forgotten_Flame" \o "Temple of the Forgotten Flame).
* [Oath: Contractor](https://deepwoken.fandom.com/wiki/Oath:_Contractor" \o "Oath: Contractor) - Your heart is forever now eternally tied to Zi'eer, the 4th Prophet of the Ministry. You swear to serve under his will, no matter the cost. (+10 Ether, +2 Combat Mantra Slot)
  + Prerequisites: Etrea Reputation, Ministry Reputation, learn what happened from Yun'Shul then return to [Lord Regent](https://deepwoken.fandom.com/wiki/Lord_Regent" \o "Lord Regent).
* [Oath: Chainwarden](https://deepwoken.fandom.com/wiki/Oath:_Chainwarden" \o "Oath: Chainwarden) - You vow to be the chain that binds the wicked and drags them back where they belong. There are those in this world who should not be free. (+1 Wildcard Mantra Slot, +2 Combat Mantra Slot)
  + Prerequisites: Combined total of 40 in Strength/Fortitude/Willpower, Authority reputation, defeat [Emar Vend](https://deepwoken.fandom.com/wiki/Emar_Vend" \o "Emar Vend).
* [Oath: Dawnwalker](https://deepwoken.fandom.com/wiki/Oath:_Dawnwalker" \o "Oath: Dawnwalker) - You vow to forever reach towards the brilliant Light. There is no shadow that your radiance cannot expunge. (+2 Combat Mantra Slot)
  + Prerequisites: Have 30 Kyrsan Medalions and speak to [Klaris](https://deepwoken.fandom.com/wiki/Klaris_Llfiend,_Mother_of_Lights" \o "Klaris Llfiend, Mother of Lights).
* [Oath: Fadetrimmer](https://deepwoken.fandom.com/wiki/Oath:_Fadetrimmer" \o "Oath: Fadetrimmer) - You vow to forever hone your precision with the scissors. There will never be another fringe incident again. (+1 Wildcard Mantra Slot, +1 Combat Mantra Slot)
  + Prerequisites: [Power](https://deepwoken.fandom.com/wiki/Power" \o "Power) 12, Change your hair 12 times at any [Barber](https://deepwoken.fandom.com/wiki/Barber" \o "Barber). (Does not have to be a unique haircut)
* [Oath: Jetstriker](https://deepwoken.fandom.com/wiki/Oath:_Jetstriker" \o "Oath: Jetstriker) - You vow to flow with the Song itself, drifting across where the trails may take you. If the Song permeates everything, then let it be your conduit, and you its master. (+1 Wildcard Mantra Slot, +1 Mobility Mantra Slot, +8 Passive Agility)
  + Prerequisites: 50 Agility, beat [Alirian](https://deepwoken.fandom.com/wiki/Alirian" \o "Alirian) in a race.
* [Oath: Linkstrider](https://deepwoken.fandom.com/wiki/Oath:_Linkstrider" \o "Oath: Linkstrider) - You vow to give up your own life for the sake of others. Stepping out of the fray, you become a foundation of your allies' strength. (+1 Wildcard Mantra Slot, +2 Support Mantra Slot)
  + Prerequisites: Sacrifice 4 players with Oaths OR 4 [Scarlet Lotuses](https://deepwoken.fandom.com/wiki/Pristine_Lotus" \o "Pristine Lotus) in [The Entropy Catalyst](https://deepwoken.fandom.com/wiki/The_Entropy_Catalyst" \o "The Entropy Catalyst).
* [Oath: Oathless](https://deepwoken.fandom.com/wiki/Oath:_Oathless" \o "Oath: Oathless) - You vow to never be bound to any Oath; to live your life free of restraint. If free will is an illusion, why not make it a convincing one? (+2 Wildcard Mantra Slot, +10 Health, +20% Oath Resistance)
  + Prerequisite: Talk to [Cerulean](https://deepwoken.fandom.com/wiki/Cerulean" \o "Cerulean) in the cave near [Miner's Landing](https://deepwoken.fandom.com/wiki/Miner's_Landing" \o "Miner's Landing) docks.
* [Oath: Saltchemist](https://deepwoken.fandom.com/wiki/Oath:_Saltchemist" \o "Oath: Saltchemist) - You vow to dedicate body and mind to the furthering of the Material Arts. Your body is a conduit through which true knowledge shall be siphoned. Knowledge is power, and you shall be its vessel. (+1 Wildcard Mantra Slot, +1 Support Mantra Slot, +20 Carry Load)
  + Prerequisites: 75 Intelligence, complete [Ciea](https://deepwoken.fandom.com/wiki/Ciea" \o "Ciea)'s quest once.
* [Oath: Silentheart](https://deepwoken.fandom.com/wiki/Oath:_Silentheart" \o "Oath: Silentheart) - You vow to reject the Words of the Song, denying yourself of mantras in pursuit of your own path to true strength, no matter the cost. You can wield weapons with half the usual requirements. (+2 Posture, +10 Health)
  + Prerequisites: 25 Strength, 25 Agility OR 25 Charisma, 75 in any Weapon stat, be attunement-less, get gripped by any attunement user, go to the [Beloved Zofia](https://deepwoken.fandom.com/wiki/Beloved_Zofia" \o "Beloved Zofia) and talk to [The Dreadstar](https://deepwoken.fandom.com/wiki/The_Dreadstar" \o "The Dreadstar).
* [Oath: Starkindred](https://deepwoken.fandom.com/wiki/Oath:_Starkindred" \o "Oath: Starkindred) - You vow to feel the knowledge of all that is, all at once. Your heart beats with the world itself, as the Stars above watch over you. (+2 Combat Mantra Slots, +8 Health)
  + Prerequisites: 40 Strength, 1 player grip, talk to Samael in the [Derelict Highchurch](https://deepwoken.fandom.com/wiki/Derelict_Highchurch" \o "Derelict Highchurch) (Songseeker Wilds) and kill [Iblis, The Fallen Angel](https://deepwoken.fandom.com/wiki/Iblis,_The_Fallen_Angel" \o "Iblis, The Fallen Angel), then return to [Samael](https://deepwoken.fandom.com/wiki/Samael" \o "Samael).
* [Oath: Visionshaper](https://deepwoken.fandom.com/wiki/Oath:_Visionshaper" \o "Oath: Visionshaper) - You vow to only see that which you wish to see. Reality itself is malleable, pliable to your deft hands. (+1 Support Mantra Slot, +2 Combat Mantra Slots)
  + Prerequisites: 50 Charisma, Complete [Aelita's Encounter](https://deepwoken.fandom.com/wiki/Aelita" \o "Aelita), Bring a Dark Feather to Surge.
* [Oath: Saintsworn](https://deepwoken.fandom.com/wiki/Oath:_Saintsworn" \o "Oath: Saintsworn) - A vow to the fallen heroes. Press L to swap to Saintsblade. (+2 Combat Mantra Slots, +2 Support Mantra Slots, +1 Wildcard Mantra Slot)
  + Prerequisites: 20 Flamecharm, 20 Galebreathe, 20 Shadowcast, 20 Frostdraw, 20 Thundercall, resonate with the Flamecharm pillar at [Saramaed Summit](https://deepwoken.fandom.com/wiki/Saramaed_Summit" \o "Saramaed Summit) and talk to Jace, resonate with the Galebreathe pillar at [The Garden Reservoir](https://deepwoken.fandom.com/wiki/The_Garden_Reservoir" \o "The Garden Reservoir) and talk to Trinity Galenwarde, resonate with the Shadowcast pillar at [Moon's Eyrie](https://deepwoken.fandom.com/wiki/Moon's_Eyrie" \o "Moon's Eyrie) and talk to Urek Felhand, resonate with the Frostdraw pillar atop the [Crypt of the Unbroken](https://deepwoken.fandom.com/wiki/Crypt_of_the_Unbroken" \o "Crypt of the Unbroken) and talk to Faust, and resonate with the Thundercall pillar at [Boatman's Watch](https://deepwoken.fandom.com/wiki/Boatman's_Watch" \o "Boatman's Watch) and talk to Tessa, in any order.
* [Oath: Soulbreaker](https://deepwoken.fandom.com/wiki/Oath:_Soulbreaker" \o "Oath: Soulbreaker) - The sum of your fragments is greater than the whole. Though your very being is splintered and threatening to drift apart, every shard of you Vows to remain One. Your Oath is a solvent that joins all of your distinct selves into the gestalt you (+2 Combat Mantra Slot, +1 Mobility Mantra Slot.)
  + Prerequisites: 50 charisma/willpower total (aka can be 1 wp 49 charisma or 25 wp and 25 charisma) Total hero reputation with [Etris](https://deepwoken.fandom.com/wiki/Etris" \o "Etris) Any [murmur](https://deepwoken.fandom.com/wiki/Murmur" \o "Murmur) Bell + have a Yun'shul wish Step 1: Talk to [Theadre](https://deepwoken.fandom.com/wiki/Theadre" \o "Theadre) about The King being a God. Step 2: Talk to [Bookkeeper Andros](https://deepwoken.fandom.com/wiki/Bookkeeper_Andros" \o "Bookkeeper Andros) about The King's ardour Step 3: Go to [Yun'shul](https://deepwoken.fandom.com/wiki/Shrine_of_Yun'Shul,_Keeper_of_Hearts" \o "Shrine of Yun'Shul, Keeper of Hearts) and unlock it "For now I am one, but I wish to be three."
  + To progress oath just interact with any [deep shrine](https://deepwoken.fandom.com/wiki/Deep_Shrines" \o "Deep Shrines).

### Miscellaneous

***"Uh..."***

* Berserker [Common Talent] - Knocking an enemy grants you 20% damage resistance for 15 seconds. (+10 Carry Load)
  + This **does** work on non humanoid monsters, granting you the damage resistance buff on kill.
  + Prerequisites: 35 Fortitude, 30 Strength
* Blinded [Common Talent] - Your vision is obscured by something. Somehow, you feel safer. You remember the warmth of your youth. (+20 Sanity)
  + Makes everything darker and creates fog at long distances
  + While the Blindseer Oath grants full vision even with a blindfold, the Talent still works.
  + The Talent grants immunity to the Flame Blind mantra.
  + The face equipment "[Blindfold](https://deepwoken.fandom.com/wiki/Blindfold" \o "Blindfold)" have this Talent.
* Coldseep Reactor [Common Talent, [Equipment](https://deepwoken.fandom.com/wiki/Equipment" \o "Equipment) Exclusive] - By cultivating the localized chemosynthetic microorganisms within the Depths and utilizing them as a power source, your helm thrums with a protective field of static electricity and heat.
  + Grants full immunity to the [Second Layer's](https://deepwoken.fandom.com/wiki/Second_Layer" \o "Second Layer) Parasites.
  + Obtained from [Grand Fisher Helm](https://deepwoken.fandom.com/wiki/Grand_Fisher_Helm" \o "Grand Fisher Helm)
  + Requirements for equipment: [Power](https://deepwoken.fandom.com/wiki/Power" \o "Power) 13
* Diver's Resilience [Common Talent, [Equipment](https://deepwoken.fandom.com/wiki/Equipment" \o "Equipment) Exclusive] - You can parry unparryable attacks from giant monsters, but due to the heft of the plate, you have slightly reduced speed.
  + 10 second cooldown.
  + Allows you to parry most unparryable mob attacks at the cost of reducing your mobility.
  + Obtained from [Grand Fisher Plate](https://deepwoken.fandom.com/wiki/Grand_Fisher_Plate" \o "Grand Fisher Plate)
* Full Reset [Common Talent] - Knocking an enemy resets your [resonance](https://deepwoken.fandom.com/wiki/Resonance" \o "Resonance) cooldowns. This effect has a 60 second cooldown.
  + Prerequisites: [Power](https://deepwoken.fandom.com/wiki/Power" \o "Power) 16, Obtain resonance
* Gourmand [Common Talent] - Your hunger and thirst gain from eating increased. (+2 Carry Load, +1 Posture)
  + Prerequisite: [Power](https://deepwoken.fandom.com/wiki/Power" \o "Power) 5
* Grotesque Resilience [Common Talent, [Equipment](https://deepwoken.fandom.com/wiki/Equipment" \o "Equipment) Exclusive] - Reduces all damage from "Damage Over Time" effects.
  + Reduces Burn damage by 50%
    - If you are utilizing Flame Within, the DoT damage reduction will be reduced down to 25%.
  + Reduces Bleed damage by 25%
  + Does not work on all Damage over Time effects.
    - Does **not** work on: Poison (hp drain) [Corrupt Resonance](https://deepwoken.fandom.com/wiki/Resonance" \l "Corrupted_Resonances" \o "Resonance) Downside, [Deep Widow](https://deepwoken.fandom.com/wiki/Deep_Widow" \o "Deep Widow) Poison, [Bladeharper's](https://deepwoken.fandom.com/wiki/Oath:_Bladeharper" \o "Oath: Bladeharper) Reveal, [Viscosity](https://deepwoken.fandom.com/wiki/Enchantments" \l "Equipment" \o "Enchantments), Rush Hour from Bloodrend
  + Obtained from: [Parasol Planter](https://deepwoken.fandom.com/wiki/Parasol_Planter" \o "Parasol Planter)
  + Requirements for Equipment: [Power](https://deepwoken.fandom.com/wiki/Power" \o "Power) 10
* Heavy Haul [Common Talent, Fortitude] - Enemies who carry you move significantly slower.
  + Prerequisite: 15 Strength
* Martyr [Common Talent] - Enemies gain less health and posture when knocking you.
  + Enemies who knock you restore only half of the posture and health they would normally obtain (50% -> 25%).
  + If the enemy have the Talent Replenishing Knockout, both Talents negate each other, resulting in a normal health pack.
  + Prerequisite: [Power](https://deepwoken.fandom.com/wiki/Power" \o "Power) 3
* Pack Mule [Common Talent] - The max quantity for food you can hold is increased by 5. (+1 Carry Load)
  + Prerequisite: 5 Fortitude
* Polite Awakening [Common Talent] - Recover 15% of your max health after getting up from being downed. (Only Procs when below 20% HP) (+1 Passive Agility)
  + Prerequisite: [Power](https://deepwoken.fandom.com/wiki/Power" \o "Power) 1
* Ready or Not [Common Talent] - The first attack to hit you while out of combat has its damage cut in half.
  + Prerequisites: [Power](https://deepwoken.fandom.com/wiki/Power" \o "Power) 1, 20 Fortitude
* Replenishing Knockout [Common Talent] - You gain more health and posture from downing enemies.
  + Knocking enemies will replenish 1.5x more of your health and posture (50% -> 75%).
  + If the target has the Talent Martyr, both Talents negate each other, resulting in a normal health pack.
  + Prerequisite: [Power](https://deepwoken.fandom.com/wiki/Power" \o "Power) 3
* *Return to the Dark Ages* [Rare Talent] - Your mantra damage is cut by 20%, but your incoming mantra damage is cut by 20% too. (+5 Health)
  + Also reduces burn dealt by 20%.
  + Prerequisite: [Power](https://deepwoken.fandom.com/wiki/Power" \o "Power) 10
  + Works well with [Silentheart](https://deepwoken.fandom.com/wiki/Oath:_Silentheart" \o "Oath: Silentheart).
  + Mutual Exclusive: Everchanging Aegis
* Star Duster [Common Talent, [Equipment](https://deepwoken.fandom.com/wiki/Equipment" \o "Equipment) Exclusive] - You take 10% less damage from airborne enemies.
  + Obtained from [Star Duster](https://deepwoken.fandom.com/wiki/Star_Duster" \o "Star Duster)
  + Requirements for Equipment: [Power](https://deepwoken.fandom.com/wiki/Power" \o "Power) 10
* Surestep [Common Talent, [Equipment](https://deepwoken.fandom.com/wiki/Equipment" \o "Equipment) Exclusive] - Your boots secure your footing in all forms of terrain by digging into the ground with metal spikes.
  + Makes you immune to the ragdoll and movement speed debuff of the Wind from the [Second Layer](https://deepwoken.fandom.com/wiki/Second_Layer" \o "Second Layer) and [Moon's Eyrie](https://deepwoken.fandom.com/wiki/Moon's_Eyrie" \o "Moon's Eyrie).
  + Obtained from [Delver Boots](https://deepwoken.fandom.com/wiki/Delver_Boots" \o "Delver Boots)
* Temple Guard [Common Talent, [Equipment](https://deepwoken.fandom.com/wiki/Equipment" \o "Equipment) Exclusive] - For the first 0.3s of your Critical Attack's windup, you take 90% less damage from any attacks that cancel your windup.
  + Procs even if your critical cannot be canceled (Hyper Armor).
  + Obtained from [Monastery Champion Robes](https://deepwoken.fandom.com/wiki/Monastery_Champion_Robes" \o "Monastery Champion Robes)
  + Requirements for Equipment: Power 13
* Wormwarder [Common Talent, [Equipment](https://deepwoken.fandom.com/wiki/Equipment" \o "Equipment) Exclusive] - Your lantern generates a shroud of static electricity around you that the flesh-burrowing parasites of the Eternal Gale detest. It's not exactly the lightest thing to lug around, though.
  + Makes you entirely immune to the [Second Layer's](https://deepwoken.fandom.com/wiki/Second_Layer" \o "Second Layer) Parasites, but at a cost of granting you a mobility debuff.
  + Obtained from [Wormwarder Lantern](https://deepwoken.fandom.com/wiki/Wormwarder_Lantern" \o "Wormwarder Lantern)