

Fate's Edge: Expanded Talents Compendium

New Abilities for Character Advancement

General Talents

Battle Instincts (6 XP)

Once per scene, re-roll a failed defense roll.

Silver Tongue (4 XP)

Gain +1 die when persuading or deceiving through speech.

Iron Stomach (3 XP)

Immune to mundane poisons and spoiled food; halve Complications from toxic sources.

Exceptional Coordination (8 XP)

One follower can provide +4 assist dice.

Hardened Resolve (5 XP)

Once per session, ignore the first CP generated against you from fear or intimidation.

Keen Observer (4 XP)

Gain +1 die on rolls to notice hidden details or read social situations.

Lucky Break (3 XP)

Once per session, convert one failed roll to a partial success by spending 1 Boon.

Quick Reflexes (5 XP)

Once per scene, take an additional minor action when initiative allows.

Steady Hand (4 XP)

Immune to penalties from environmental factors on ranged attacks (wind, darkness, etc.).

Tireless March (6 XP)

Ignore the first level of Fatigue gained from travel or sustained activity.

Racial and Cultural Talents

Stone-Sense (Dwarves)

Detect flaws in stone or earth; gain +1 die on Engineering or Craft rolls underground.

Backlash Soothing (Wood Elves)

Once per session, reduce a magical Backlash Complication by 2 points when in natural terrain.

Blood Memory (Ykrul)

After a battle, meditate to gain one temporary Skill die reflecting a foe's tactics for the next scene.

Hearth Wisdom (Halflings)

Once per session, gain +2 dice on rolls involving domestic tasks, hospitality, or community knowledge.

Storm's Child (Linn)

Gain +1 die on all rolls involving maritime activities or weather prediction.

Desert Walker (Ikari)

Ignore penalties for desert or arid environment travel; +1 die on survival rolls in such terrain.

Mountain Born (Rabellan)

No penalty for high altitude or mountain terrain; +1 die on climbing and stonecraft.

Steppe Whisperer (Tulkani)

Communicate basic concepts with steppe animals; gain +1 die when tracking or surviving on plains.

Shadow Step (Gnomes)

Once per session, move unseen in dim light for one scene without rolling.

High Speech (High Elves)

Speak and understand any language for one scene; gain +2 dice on scholarly or magical research.

Combat Talents

Blade Dancer (8 XP)

When fighting with light weapons, convert one CP into a counterattack that deals +1 effect.

Shield Wall (7 XP)

Once per battle, grant +1 die to defense rolls for all allies within close range for one scene.

Precise Shot (6 XP)

Ignore the first range penalty when making ranged attacks; +1 effect on called shots.

Disarming Strike (7 XP)

On a successful melee hit, you may attempt to disarm your opponent as a free action.

Rapid Reload (5 XP)

Reduce reload time for crossbows and firearms by one step; ignore penalties for hasty reloading.

Combat Momentum (9 XP)

After a successful attack, gain +1 die on your next action if it's also an attack.

Defensive Stance (6 XP)

Once per scene, convert a risky position to controlled for one defensive action.

Flanking Master (8 XP)

Gain +1 effect when attacking enemies that are flanked or surrounded by allies.

Iron Skin (7 XP)

Reduce all physical harm by one level (severe becomes moderate, etc.).

Second Wind (9 XP)

Once per battle, remove one level of Fatigue and clear one CP immediately after taking harm.

Social Talents

Charismatic Aura (8 XP)

Gain +1 die on all Presence-based rolls when dealing with crowds or groups.

Silver-Tongued Diplomat (7 XP)

Once per session, re-roll a failed negotiation or diplomacy roll with a detailed description.

Intimidating Presence (6 XP)

Gain +1 die on rolls to intimidate or coerce; opponents may generate 1 CP from fear.

Empathic Insight (7 XP)

Read surface emotions and intentions of others; gain +1 die on Insight rolls.

Cultural Savant (5 XP)

Gain +1 die when interacting with cultures different from your own; learn basic phrases quickly.

Liar's Mask (8 XP)

Gain +2 dice on deception rolls; others must generate 2 CP to see through your lies.

Inspiring Leader (9 XP)

Once per session, allow all allies to re-roll one failed die during a group activity.

Haggler's Wit (4 XP)

Gain +1 die on all trading, bargaining, and negotiation rolls involving goods or services.

Courtly Manners (6 XP)

Navigate complex social hierarchies with ease; gain +1 die on etiquette and protocol rolls.

People Person (5 XP)

Remember faces and names easily; gain +1 die on rolls involving social connections or recognition.

Exploration Talents

Trailblazer (6 XP)

Ignore difficult terrain penalties when leading a group; others gain +1 die on travel rolls.

Night Vision (5 XP)

Ignore darkness penalties for vision-based rolls; see twice as far in low-light conditions.

Cartographer's Eye (7 XP)

Create accurate maps from memory; gain +2 dice on navigation rolls in explored areas.

Weather Sense (6 XP)

Predict weather changes up to 24 hours in advance; gain +1 die on weather-related survival rolls.

Trap Finder (8 XP)

Notice traps and hazards automatically; gain +2 dice on rolls to disarm or avoid them.

Climber's Grip (5 XP)

Ignore penalties for climbing and vertical movement; +1 die on acrobatics and balance rolls.

Swimmer's Grace (5 XP)

Move at full speed underwater; ignore penalties for aquatic movement and combat.

Tracker Supreme (9 XP)

Follow any trail regardless of age or conditions; gain +2 dice on tracking rolls.

Forager's Knowledge (4 XP)

Identify edible plants, safe water, and useful materials in wilderness environments.

Beast Whisperer (7 XP)

Communicate basic concepts with animals; gain +1 die when handling or calming beasts.

Lore and Knowledge Talents

Lorekeeper (4 XP)

Recall obscure history or magic without rolling once per session.

Weave Anchor (8 XP)

Reduce magical Backlash by 1 when casting Intricate spells.

Echo-Walker's Step (20 XP)

Step briefly into the Ways Between; once per arc, turn a Complication into a boon.

Blood Frenzy (4 XP)

When reduced to half health, gain +1 die on melee rolls.

Blood Memory (7 XP)

After battle, gain 1 temporary Skill die reflecting a foe's tactics in the next scene.

Warglord (18 XP)

Rally scattered warbands; once per campaign, unify tribes under one banner.

Arcane Savant (10 XP)

Gain +1 die on all Arcana rolls; reduce spell casting time by one step.

Forbidden Knowledge (12 XP)

Access one Forbidden Art with reduced backlash (−1 CP on all backlash effects).

Ritual Master (15 XP)

Lead ritual castings with up to 5 assistants; reduce ritual time by half.

Elemental Affinity (8 XP)

Choose one element; gain +1 die on all spells of that element and reduce its backlash by 1.

Regional Talents

Silkstrand Duelist (9 XP)

Gain +1 die in formal duels; Bravos recognize your skill and may offer favorable odds.

Mistlands Navigator (8 XP)

Navigate the fog-choked waterways of the Mistlands without penalty; gain +1 die on bell-line travel.

Valewood Wayfarer (10 XP)

Move through the shifting forests without becoming lost; gain +1 die on survival rolls in fae territory.

Steppe Rider (7 XP)

Gain +1 die when riding and +1 effect on mounted combat actions.

Dwarven Hospitality (6 XP)

Gain +1 die on all social rolls with dwarves; access to under-vault services at reduced cost.

Kahfagian Pilot (9 XP)

Gain +2 dice on all maritime navigation and pilotage rolls; lantern-law shifts favor you.

Theona Taboo-Keeper (8 XP)

Understand and navigate the "No Ninth" customs; gain +1 die on social rolls in Theona.

Aeler Breath-Brother (7 XP)

Gain +1 die on all rolls in dwarven holds; breath-measure allotments extended by 50%.

Linn Sea-Sense (6 XP)

Predict sea conditions and hazards; gain +1 die on all maritime survival and navigation rolls.

Ubral Hill-Fortune (5 XP)

Gain +1 die on all rolls involving guest-right customs and hill-clan traditions.

Craft and Trade Talents

Master Artisan (12 XP)

Create items of exceptional quality; gain +2 dice on all crafting rolls and reduce material costs by 25%.

Alchemical Genius (10 XP)

Brew potions and create alchemical items with reduced material costs; gain +1 die on alchemy rolls.

Smith's Forge (8 XP)

Create weapons and armor of superior quality; gain +1 die on all metalworking rolls.

Merchant's Eye (7 XP)

Identify valuable items and fair prices automatically; gain +2 dice on appraisal rolls.

Shipwright's Hand (9 XP)

Build and repair vessels with exceptional quality; reduce construction time by 25%.

Tinker's Touch (6 XP)

Repair broken items with improvised materials; gain +1 die on all repair rolls.

Engineer's Mind (11 XP)

Design and construct complex mechanical devices; gain +2 dice on engineering projects.

Glassworker's Vision (8 XP)

Create glass items of exceptional clarity and beauty; gain +1 die on all glassworking rolls.

Leatherworker's Craft (5 XP)

Create leather goods of superior quality and durability; reduce material waste by 50%.

Stonemason's Art (7 XP)

Carve and shape stone with precision; gain +1 die on all stoneworking rolls.

Stealth and Infiltration Talents

Shadow Walker (10 XP)

Move silently in any environment; gain +2 dice on all stealth rolls.

Lockpick's Touch (6 XP)

Open locks without tools using improvised methods; gain +1 die on all lockpicking rolls.

Face in the Crowd (8 XP)

Blend into urban environments; gain +1 die on all disguise and infiltration rolls in cities.

Safe House Network (12 XP)

Maintain a network of secure locations in major cities; gain +1 die on all urban escape rolls.

Eavesdropper's Ear (5 XP)

Hear conversations from great distances; gain +1 die on all listening rolls.

Escape Artist (9 XP)

Escape from bindings and restraints automatically; gain +2 dice on all escape rolls.

False Identity (11 XP)

Maintain multiple believable cover identities; others must generate 2 CP to see through your disguise.

Urban Tracker (7 XP)

Follow people through crowds and urban environments; gain +1 die on urban pursuit rolls.

Infiltrator's Grace (8 XP)

Bypass security systems and guards with ease; gain +1 die on all infiltration rolls.

Dead Drop Master (10 XP)

Establish and use covert communication systems; gain +2 dice on espionage-related rolls.

Healing and Medicine Talents

Battle Surgeon (12 XP)

Perform emergency medical procedures in combat; heal injuries one level faster than normal.

Herbalist's Knowledge (6 XP)

Identify and prepare healing herbs; create basic remedies without rolling.

Empathic Healing (9 XP)

Sense the nature of injuries and ailments; gain +2 dice on all healing rolls.

Preventive Medicine (7 XP)

Diagnose potential health issues before they become serious; gain +1 die on medical prevention rolls.

Surgical Precision (10 XP)

Perform complex medical procedures with exceptional skill; reduce surgery time by 50%.

Plague Doctor (11 XP)

Treat and prevent disease outbreaks; gain +2 dice on rolls involving epidemic control.

Pain Management (8 XP)

Reduce the effects of pain and discomfort; allies ignore first level of Fatigue from injury.

Regenerative Touch (13 XP)

Accelerate natural healing processes; patients recover twice as fast from rest.

Antidote Brewer (9 XP)

Create antidotes for poisons and toxins; gain +1 die on all antidote preparation rolls.

Spiritual Healer (10 XP)

Treat spiritual and psychological trauma; gain +1 die on rolls involving mental healing.