

# 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.