

BLESSING

Once per session, you can bless another PC, giving her a +3 to one action. The receiver of the blessing must be within Close range of you. In combat, imparting the blessing is a slow action. The GM gets 1 DP per use.

COMBAT VETERAN

You can make your initiative roll (page 82) with two dice, and choose the best one. If you also have Accelerated Reflexes, you get to roll your initiative roll with three dice and choose the best one.

DEFENSIVE

You are as nimble as a cat, and can easily evade close combat attacks. You get a +2 to melee combat when defending (page 87).

EXECUTIONER

You know where to strike to make the enemy fall and not get up again. Ever. When you inflict a critical injury, you can – if you want to – switch the dice in the D66 roll, turning the tens die into ones and vice versa. If your victim has the talent Nine Lives, the effects cancel each other out – roll normally for the critical injury.

EXO SPECIALIST

You get a +2 to dexterity or force when handling an exo of some kind – from loaders to battle exos.

FACTION STANDING

You belong to a faction or a gang and can use its reputation to get a +2 to manipulation when trying to scare or threaten someone – given that the person you are threatening knows of the faction, and that the faction has some influence in the location where you are.

FIELD MEDICURG

You know the delicate art of stopping a bleeding wound or treating grave injuries. You get a +2 to medicurg when treating someone who is about to die from a critical injury. The talent has no effect on stress.

GEAR HEAD

You love tinkering with gear and equipment. With a successful technology test, you can repair an item or jury-rig a one-use contraption for a specific task. The number of sixes on your roll determines the gear bonus of the item.

INTIMIDATING

You can test FORCE instead of manipulation when you are threatening someone. If you achieve a limited success, you don't have to accept your opponent's conditional demand – your opponent may then refuse the deal, but if she does, she must immediately attack you.

JUDGE OF CHARACTER

You can tell if someone is lying or telling the truth without testing manipulation. It takes about a minute and you can't tell any details, only whether the person is lying or not. Half-truths also read as lies. Each use gives the GM 1 DP.

LICENSED

You have the proper licenses to buy restricted gear and weapons (Chapter 6). You can purchase the items if you can afford them, and if they are available at your location. Being licensed is not the same as being permitted to carry all kinds of weaponry in public, however. Local regulations can still stop you from carrying weapons you are allowed to own.

MACHINE GUNNER

Firing full-auto is the only way to get the job done, in your opinion. Ignore the first 1 when rolling for automatic fire (page 89). Firing a weapon with the High Capacity feature, you get to ignore the first two 1s.

MALICIOUS

When you successfully manipulate someone and inflict at least 1 point of stress, she takes 1 additional point of stress.

NINE LIVES

No matter how bad it looks, you always seem to come out of situations alive. When you suffer a critical injury, you get to switch the dice – turning the tens digit into the ones and vice versa (page 94). If your attacker has the talent Executioner, the effects neutralize each other – roll the critical injury normally.

POINT BLANK

When you shoot someone and hit, you automatically add an extra six to your roll – but only if you attack from Close Range.

RAPID RELOAD

You can reload a weapon as a fast action, rather than as a normal one (page 83).

RUGGED

You are used to extreme weather and other natural hazards (cold, storms, strong gravity, fire, etc.). The talent counts as “armor” with an Armor Rating of 3 against natural damage.

SEDUCTIVE

You have an eye for romance, and get a +2 to manipulation in situations when you try to achieve something through seduction.

SPRINTER

Your Movement Rate (page 84) is increased from 10 to 12 meters. You can learn this talent up to three times, for a maximum Movement Rate of 16 meters. This talent can be combined with the Quick talent, but not with Cybernetic Muscles.

SOOTHING

You read others as if they were open books, and possess a natural quality that makes people open up to you. You get a +2 to medicurgy when treating someone who has been broken by stress (page 92).

TALISMAN MAKER

You know how to create and bless talismans. The process takes D6 hours and requires a chapel or an altar. A talisman provides a +1 to one skill test, then the blessing wears off.

THE HASSASSIN'S THRUST

You are a highly trained assassin. When you make a sneak attack (page 85) using a small weapon, you get +2 to melee combat.

THIRD EYE

You have the ability to sense an ambush, and once per session you can avoid the effects of being surprised. The talent also gives you a constant +2 to observation when trying to detect a sneak attack or an ambush.

TOUGH

You are used to taking a beating. You get 2 additional Hit Points.

WEALTHY FAMILY

You can use the rumors of your family's vast riches to give yourself a +2 to manipulation in any situation where the GM deems it relevant. Whether the rumors are true or not doesn't matter. You can only choose this talent if you come from a Privileged background (page 21).

ZERO-G TRAINING

Your sense of balance is well adapted to an environment without gravity. You get a +2 to dexterity when in zero-G.