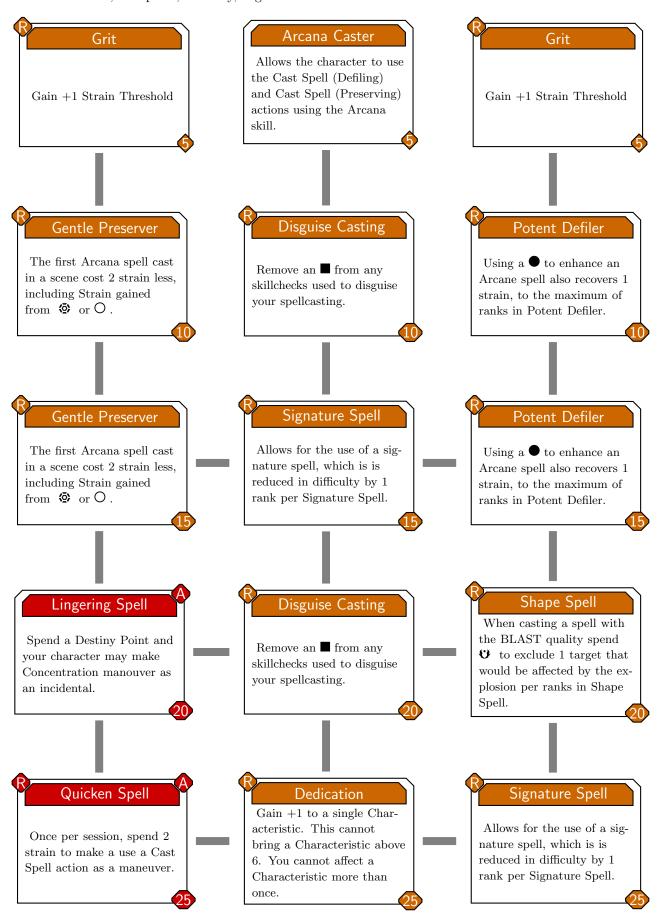
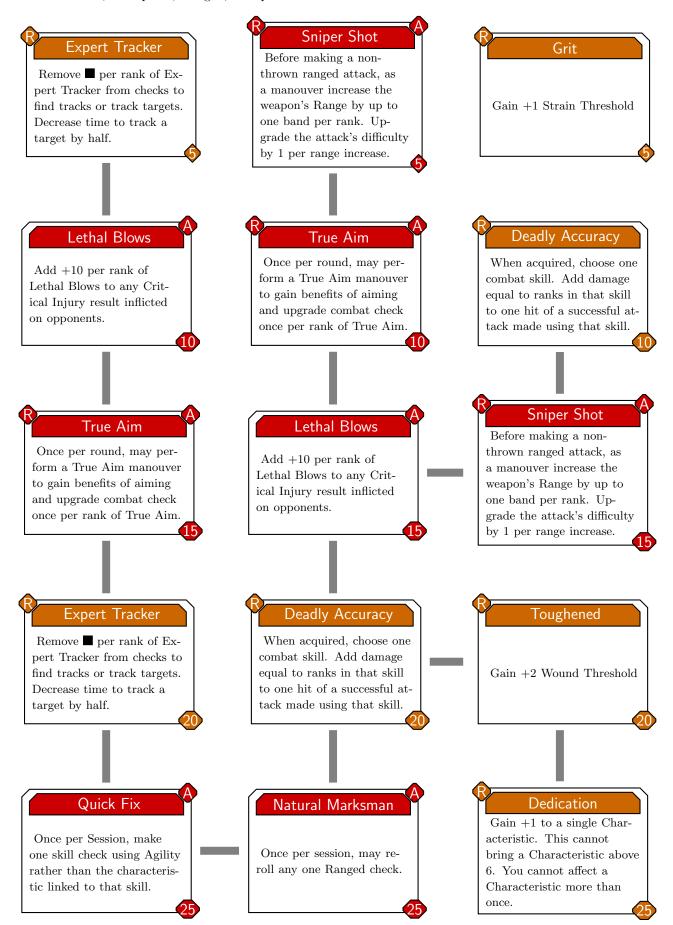
Arcana Talent Tree

Class Skills: Arcana, Deception, Alchemy, Vigilance



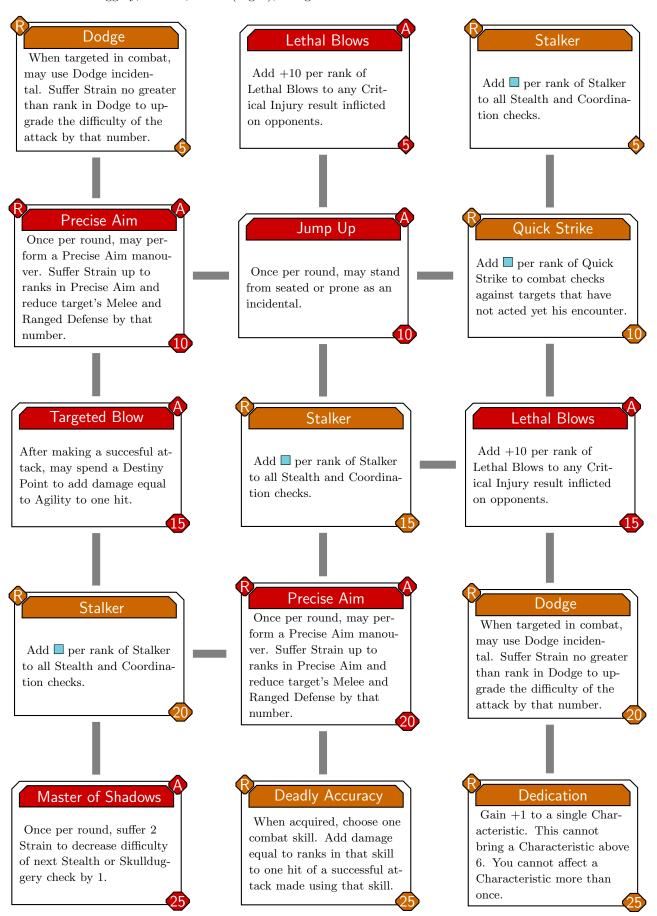
Archer Talent Tree

Class Skills: Cool, Perception, Ranged, Discipline



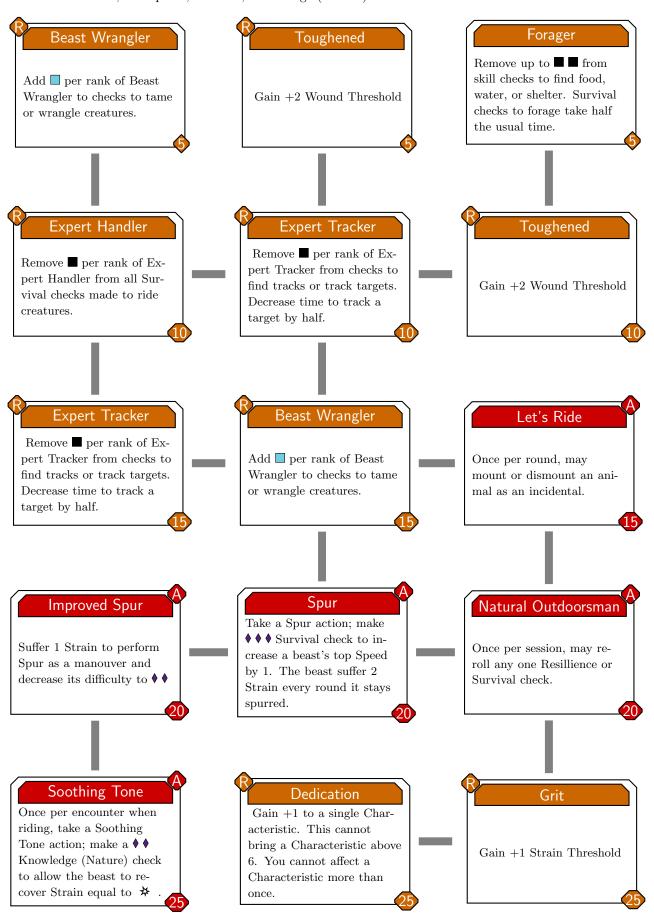
Assassin Talent Tree

Class Skills: Skulduggery, Stealth, Melee (Light), Ranged



Beast Rider Talent Tree

Class Skills: Athletics, Perception, Survival, Knowledge (Nature)



Charmer Talent Tree

Class Skills: Charm, Cool, Leadership, Negotiation

Smooth Talker

When acquired, choose 1 skill; Charm, Coercion, Deception, Negotiation. When using that skill, spend ♥ to gain additional ❤ equal to ranks in Smooth Talker.

Kill With Kindness

Remove ■ per rank of Kill with Kindness from Charm and Leadership checks.

Disarming Smile

Take the Disarming Smile action; succeed at an opposed Charm check to lower the target's Melee Defense by ranks in Charming Smile untill the end of the encounter.

Smooth Talker

When acquired, choose 1 skill; Charm, Coercion, Deception, Negotiation. When using that skill, spend ♥ to gain additional ♯ equal to ranks in Smooth Talker.

Natural Charmer

Once per Session, may reroll any one Charm or Deception check.

Inspiring Rhetoric

Take the Inspiring Rhetoric Acion; make a ♦ ♦ Leadership check. One ally for each ≯ in Short range recovers 1 Strain. Spend ♥ for one affected ally to recover 1 additional Strain.

I. Inspiring Rhetoric

Each ally affected by Inspiring Rhetoric gains ■ on all skill checks for a number of round equal to ranks in Leadership

Works Like a Charm

Once per session, make one skill check using Presence rather than the Characteristic linked to that skill.

Grit

Spend 1 Destiny Point to recover strain equal to Presence rating.

Dedication

Gain +1 to a single Characteristic. This cannot bring a Characteristic above 6. You cannot affect a Characteristic more than once.

Grit

Gain +1 Strain Threshold

Congenial

May suffer strain equal or lower to ranks Congenial to downgrade difficulty of Charm/Negotiation or upgrade difficulty when targeted by those checks, by an equal number.

Disarming Smile

Take the Disarming Smile action; succeed at an opposed Charm check to lower the target's Melee Defense by ranks in Charming Smile untill the end of the encounter.

Just Kidding

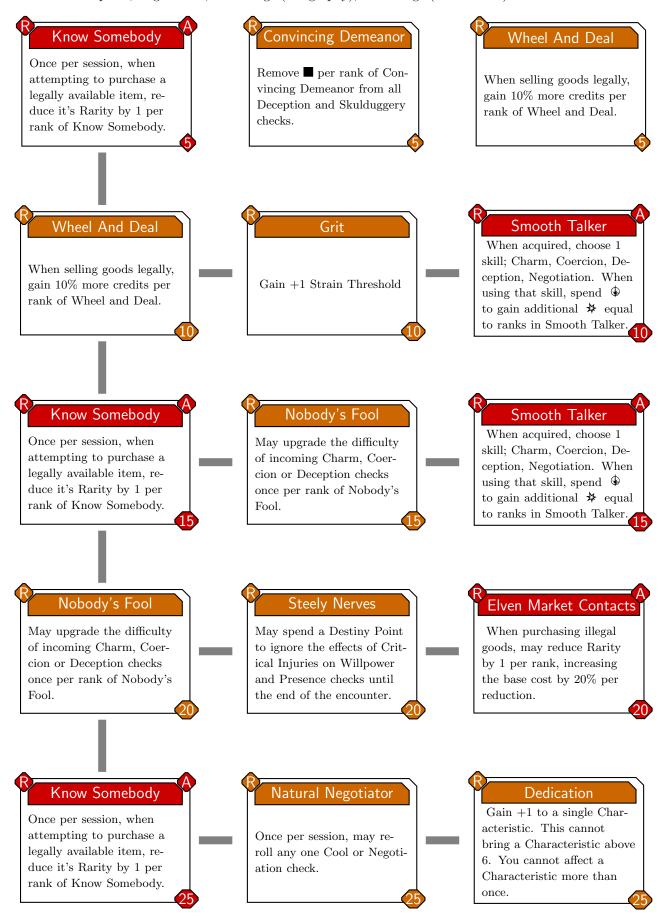
Once per round as an incidental, spend a Destiny Point to ignore \mathfrak{P} generated on a social check by the character or an ally in Short range.

Don't Shoot

Once per session, take a Don't Shoot action; make a ♦ ♦ ♦ Charm check. On success, cannot be the target of combat checks untill the end of the encounter or untill making a combat check.

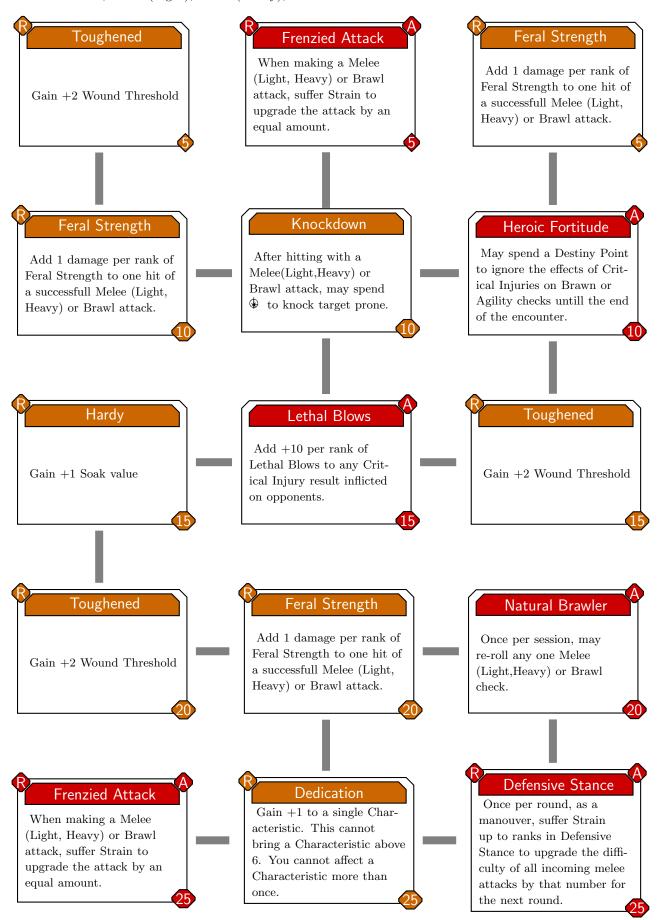
Dune Trader Talent Tree

Class Skills: Deception, Negotiation, Knowledge (Geography), Knowledge (Underworld)



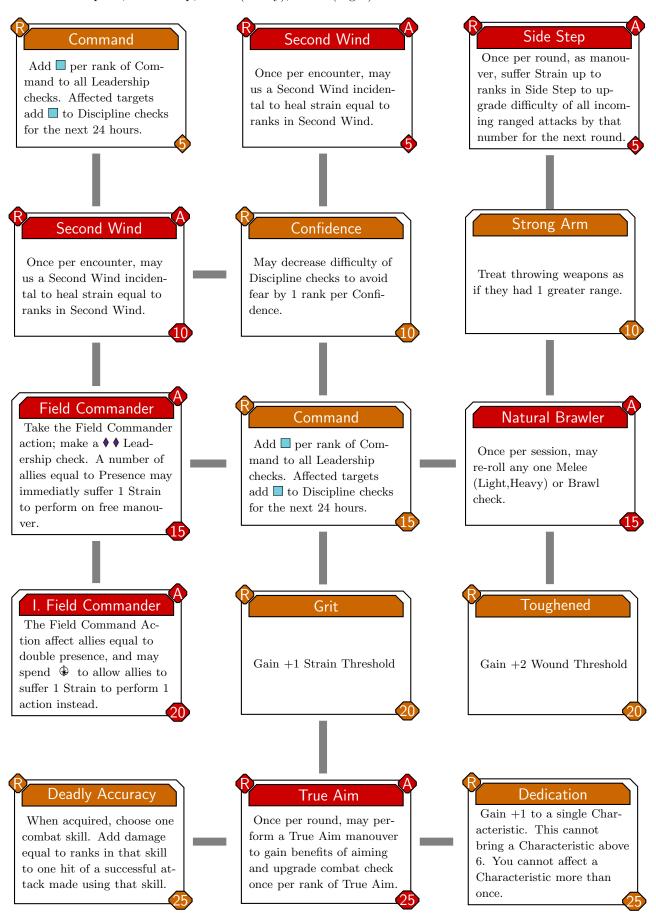
Gladiator Talent Tree

Class Skills: Brawl, Melee (Light), Melee (Heavy), Charm



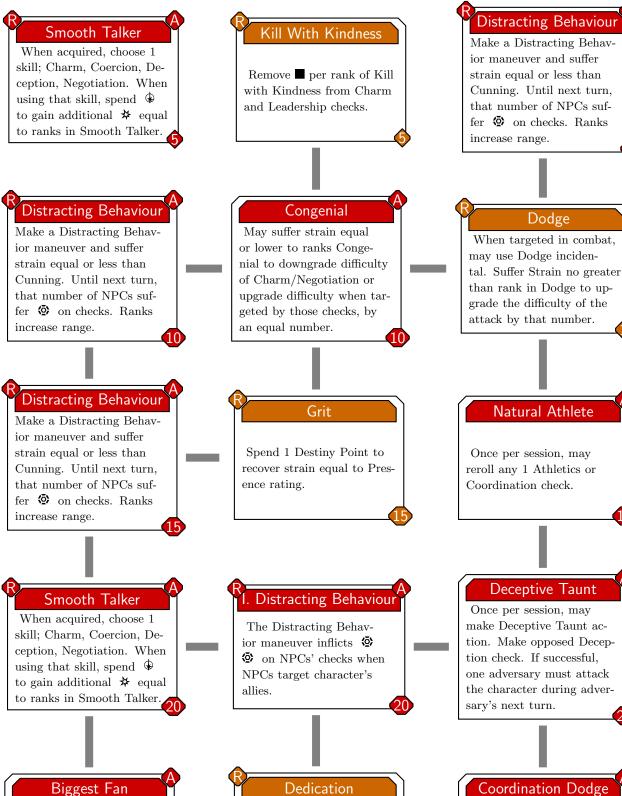
Mercenary Talent Tree

Class Skills: Discipline, Leadership, Melee (Heavy), Melee (Light)



Performer Talent Tree

Class Skills: Charm, Coordination, Deception, Streetwise



Biggest Fan

Once per session, may take a Biggest Fan action; make a Hard (♦ ♦ ♦) Charm check to turn one NPC into the character's biggest fan.

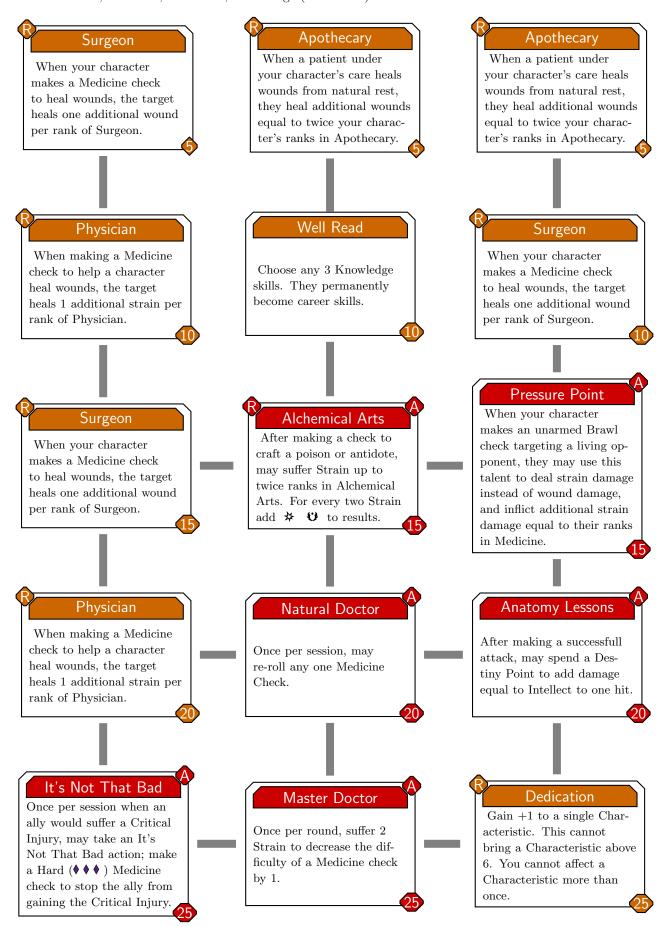
Dedication

Gain +1 to a single Characteristic. This cannot bring a Characteristic above 6. You cannot affect a Characteristic more than once.

When targeted by a combat check, may spend 1 Destiny Point to add \(\neg \) equal to ranks in Coordination to check.

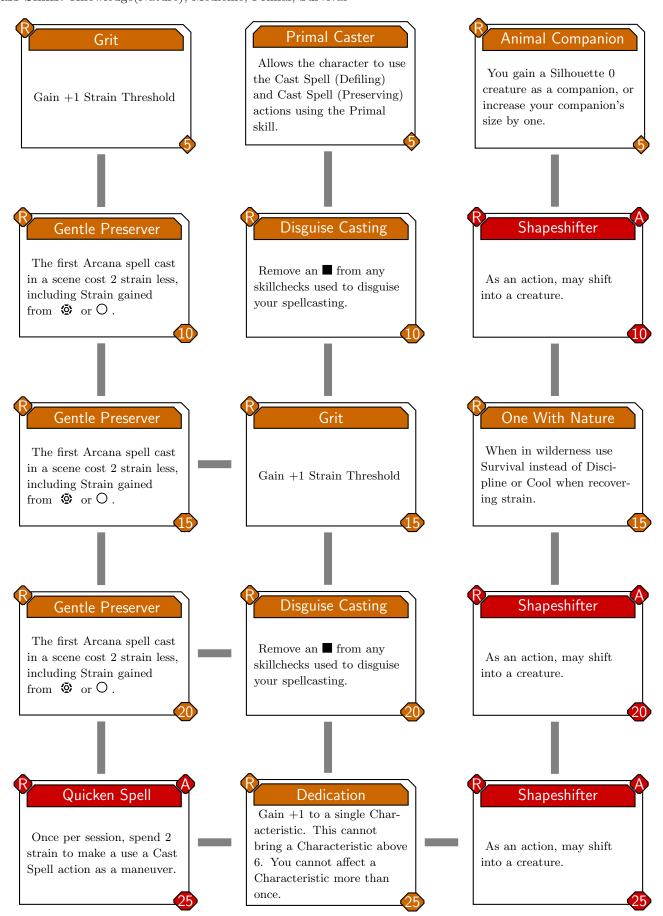
Doctor Talent Tree

Class Skills: Cool, Medicine, Resilience, Knowledge (Education)



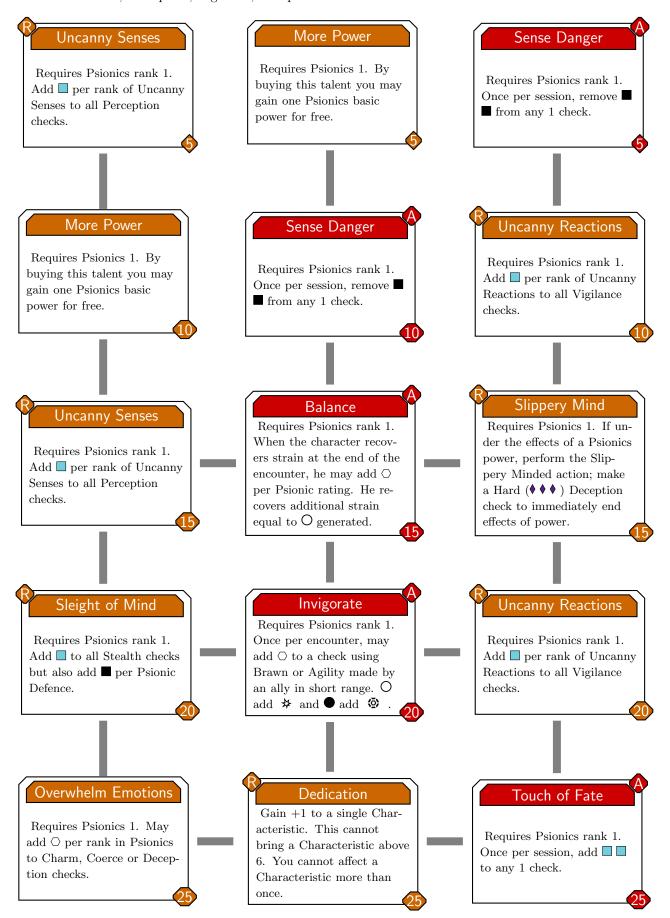
Primal Talent Tree

Class Skills: Knowledge(Nature), Medicine, Primal, Survival



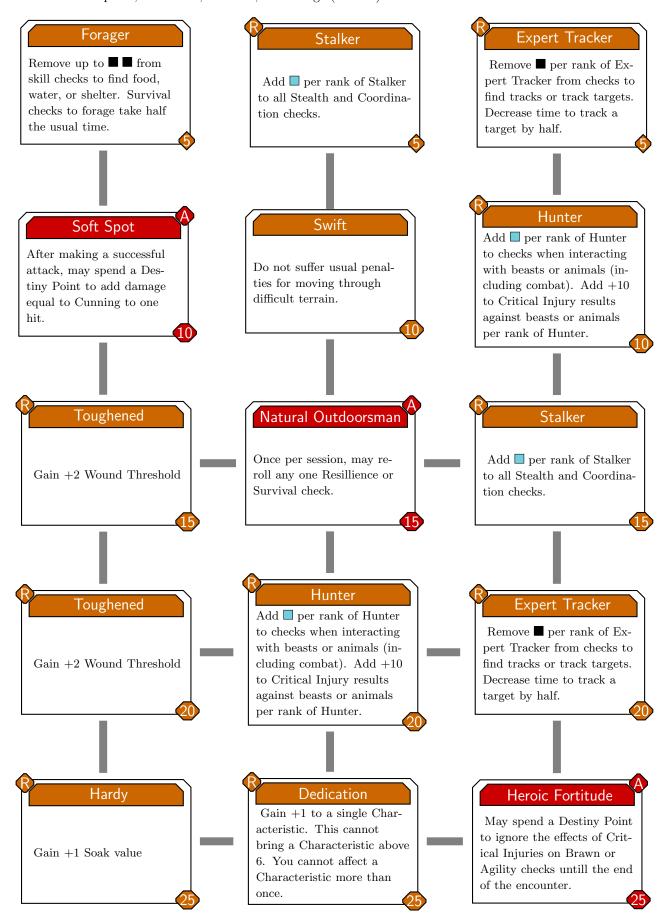
Psion Talent Tree

Class Skills: Psionics, Perception, Vigilance, Discipline



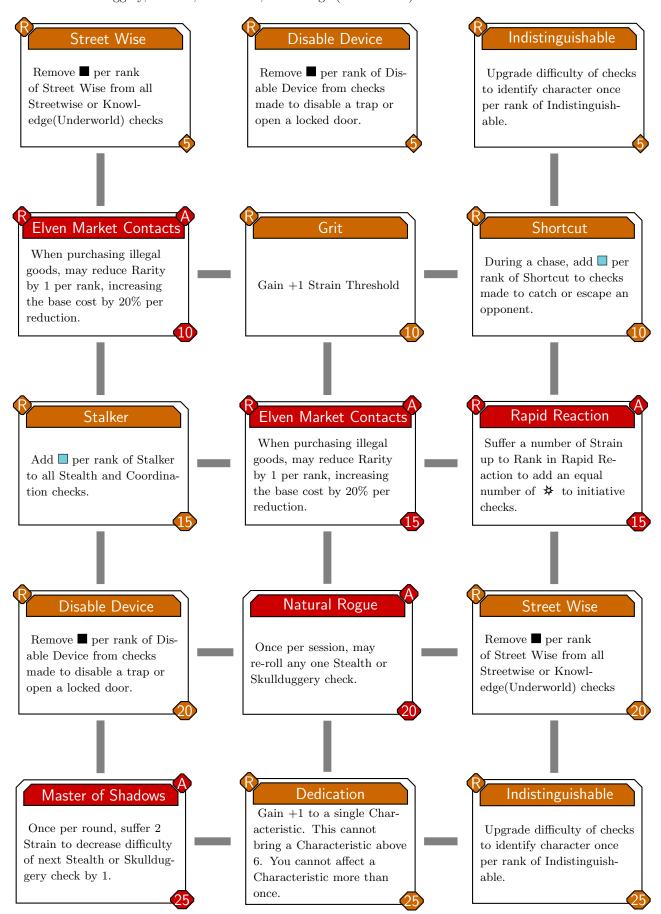
Scout Talent Tree

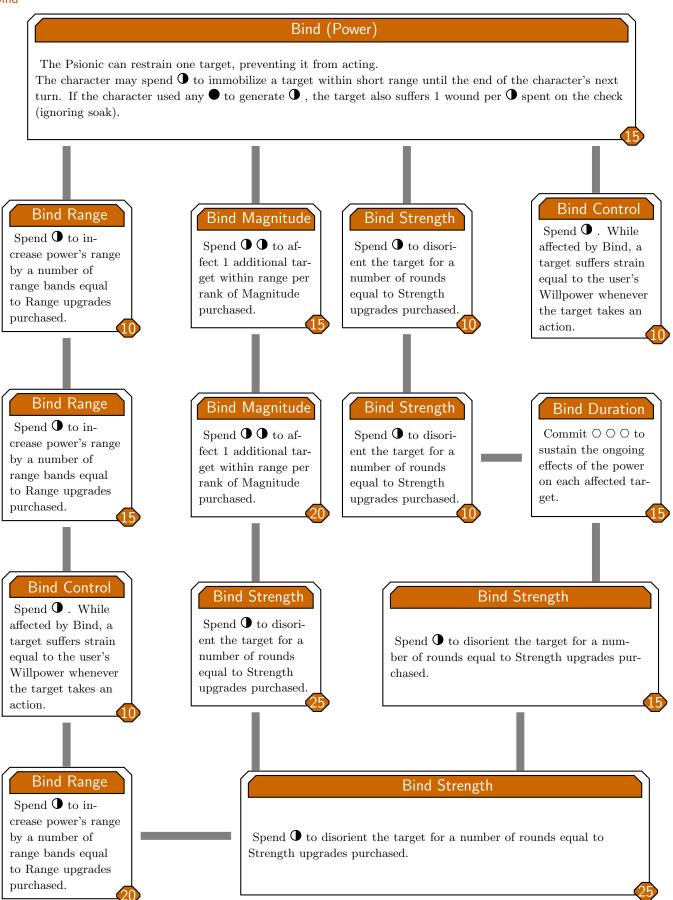
Class Skills: Perception, Resilience, Survival, Knowledge (Nature)

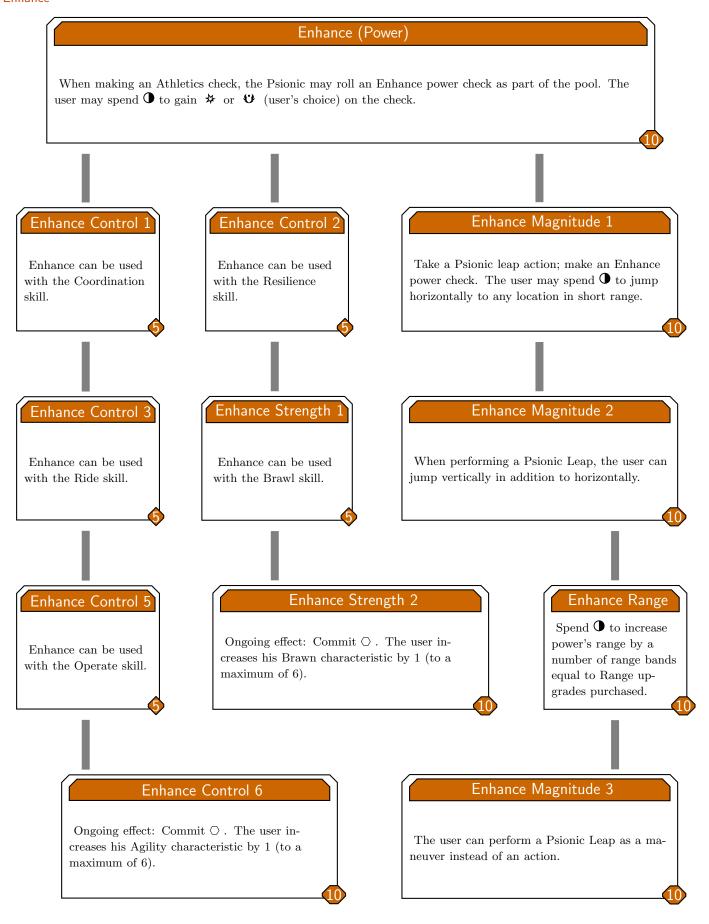


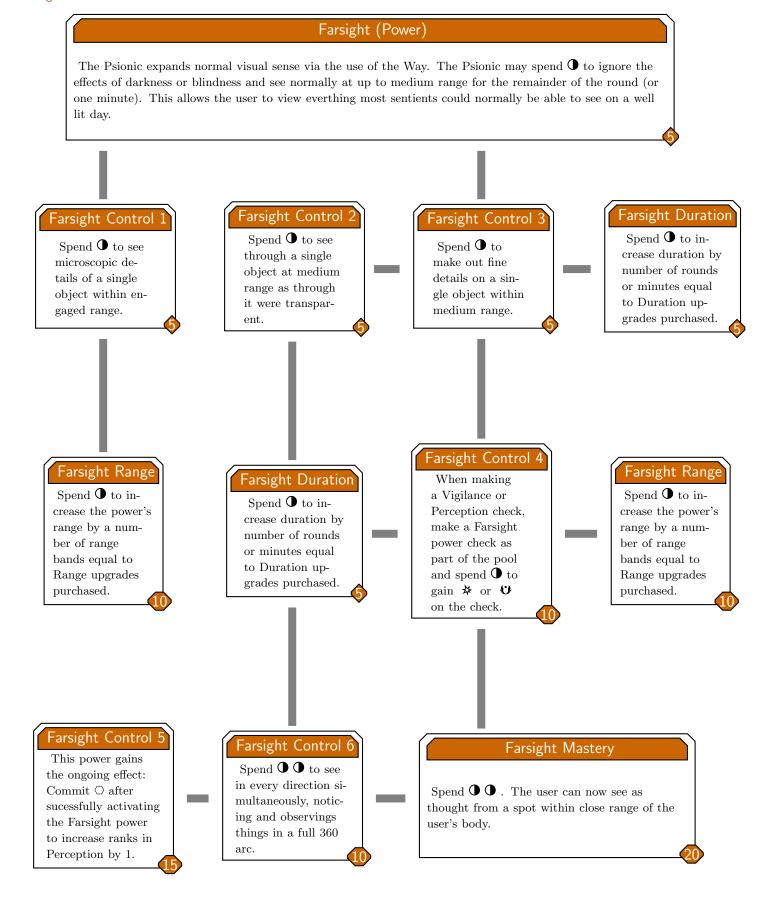
Thief Talent Tree

Class Skills: Skullduggery, Stealth, Streetwise, Knowledge (Underworld)







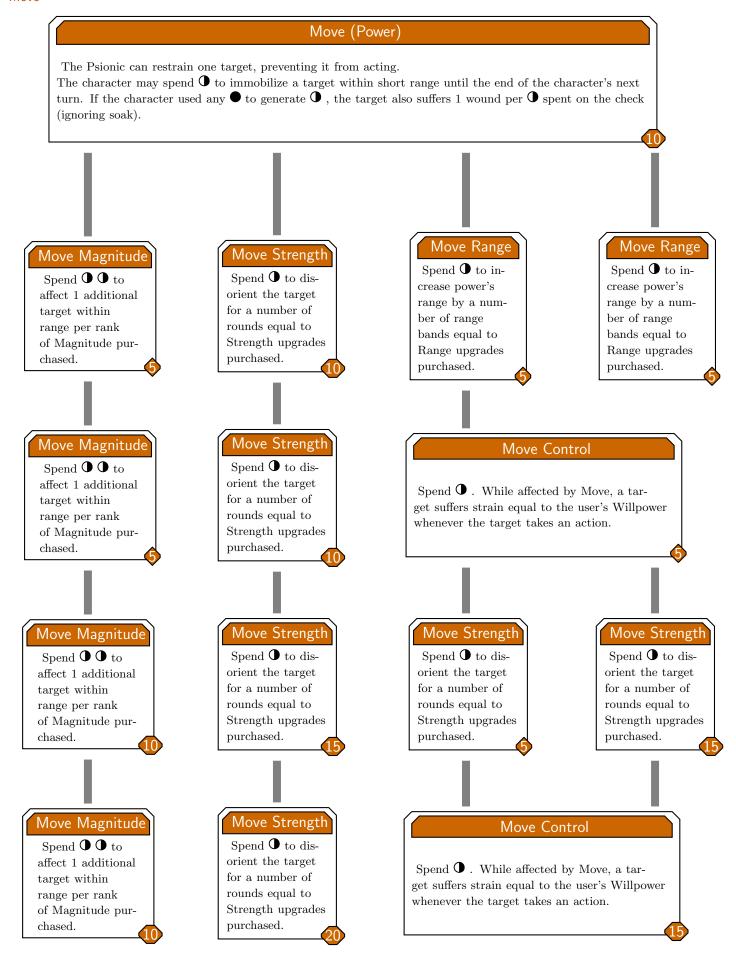


purchased.

Influence (Power) The character may attempt to guide, shape, and even twist the thoughts and feelings of others. The character may also spend **0** to stress the mind of one living target he is engaged with, inflicting 1 strain. Influence Range Influence Magnitude Influence Control 1 Spend **0** to in-The Psionic may make an opposed Discipline vs Dis-Spend **①** to increase power's cipline checks combined with an Influence Power check range by a numcrease targets af-. If the user spends • and succeeds on the check, he ber of Range fected equal to can force the target to adopt an emotional state or bands equal to Magnitude upbelieve something untrue, lasting for 1 round or 5 minrange upgrades grades purchased. purchased. Influence Strength Influence Control 2 When making a Coercion, Charm, Deception, Lead-When stressing ership, or Negotiation check, the Psionic may roll an the mind of a tar-Influence Power check as part of his dice pool. He get, the character may spend **①** to gain ***** or **①** (user's choice) on inflicts 2 strain. the check. Influence Range Influence Duration Influence Duration Influence Magnitude Spend **①** to in-Spend **0** to in-Spend **0** to in-Spend **O** to increase power's crease duration by crease duration by range by a numcrease targets afnumber of rounds number of rounds ber of Range fected equal to (or minutes) equal (or minutes) equal Magnitude upbands equal to to Duration upto Duration uprange upgrades grades purchased. grades purchased. grades purchased. purchased. Influence Range Influence Duration Influence Duration Influence Magnitude Spend **0** to in-Spend **0** to in-Spend **①** to in-Spend **0** to increase power's crease duration by crease duration by range by a numcrease targets afnumber of rounds number of rounds ber of Range fected equal to (or minutes) equal (or minutes) equal bands equal to Magnitude upto Duration upto Duration uprange upgrades grades purchased.

grades purchased.

grades purchased.



Sense (Power) The Psionic can sense the world around him. The user may spend **①** to sense all living things within short range (including sentient and non-sentient beings). The user may spend $\mathbf{0}$ to sense the current emotional state of one living target with whom he is engaged. Sense Control 1 Sense Control 2 Ongoing effect: Commit \bigcirc . Once per Effect: Spend **①** . The Psionic senses the round, when an attack targets the Psionic, current thoughts of one living target with he upgrades the difficulty of the pool once. whom he is engaged. Sense Range Sense Magnitude Sense Duration Spend • to in-Spend **0** to increase number of crease power's range Sense's ongoing effects may be triggered by a number of targets affected one additional time per round. range bands equal by power equal to Range upgrades to Magnitude uppurchased. grades purchased. Sense Magnitude Sense Range Sense Strength Spend **0** to in-Spend **0** to increase power's range crease number of by a number of When using Sense's ongoing effects, uptargets affected grade the pool twice, instead of once. range bands equal by power equal to Range upgrades to Magnitude uppurchased. grades purchased. Sense Magnitude Sense Range Sense Control 3 Spend • to in-Spend • to in-

Ongoing effect: Commit \bigcirc . Once per

round, when making a combat check, he

upgrades the ability of that check once.

Spend **①** to increase power's range by a number of range bands equal to Range upgrades purchased.

Spend • to increase number of targets affected by power equal to Magnitude upgrades purchased.