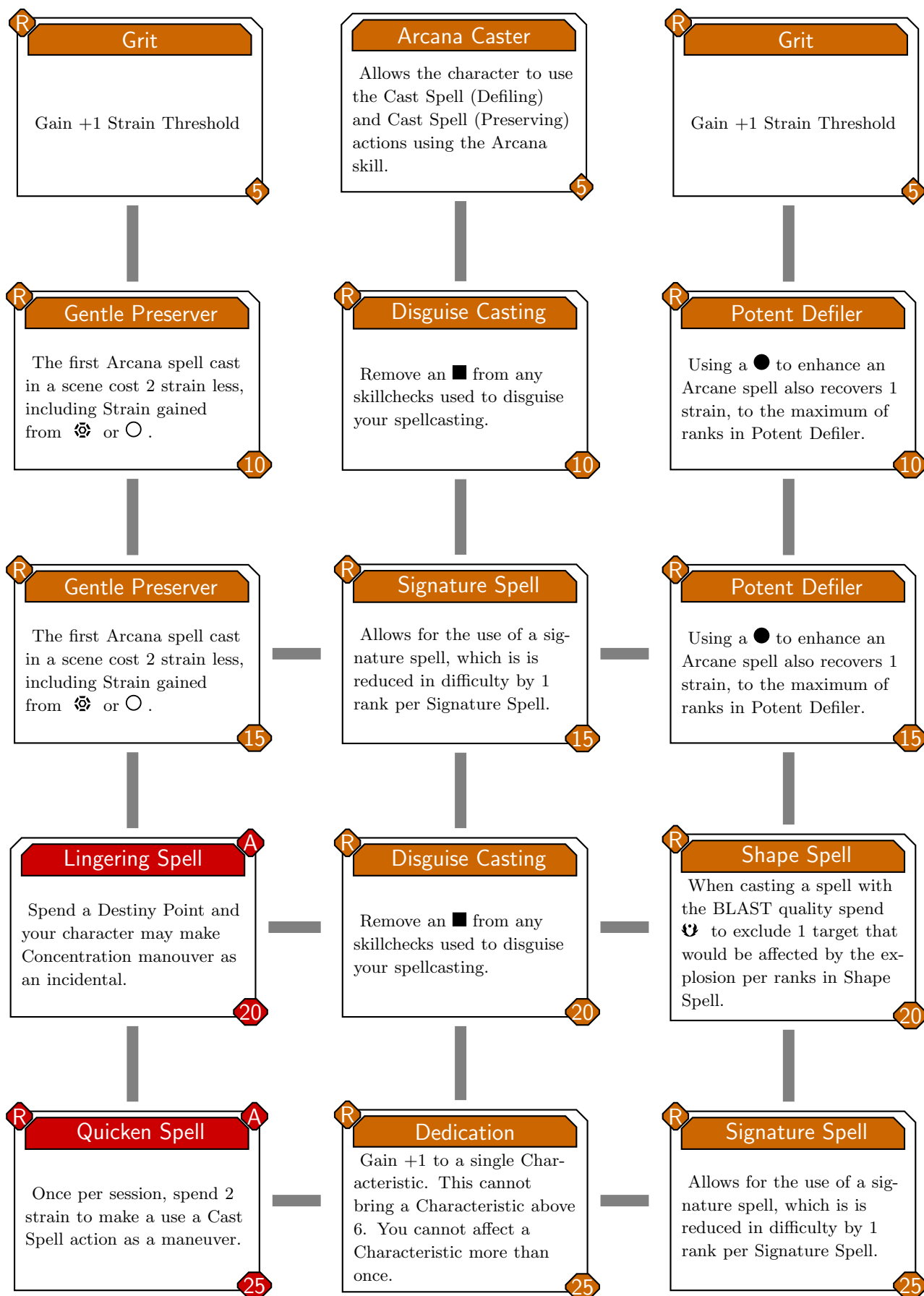


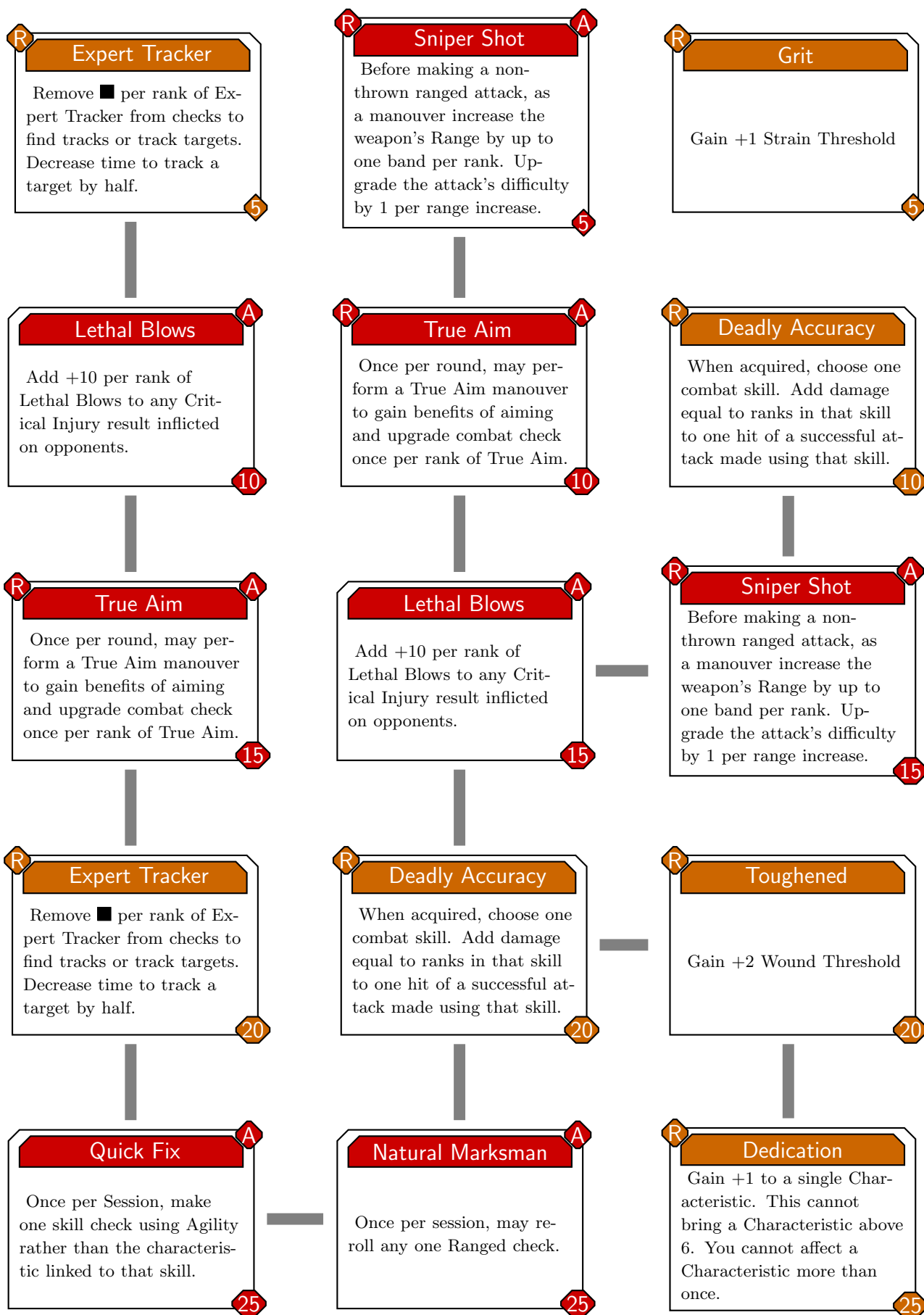
## Arcana Talent Tree

**Class Skills:** Arcana, Deception, Alchemy, Vigilance



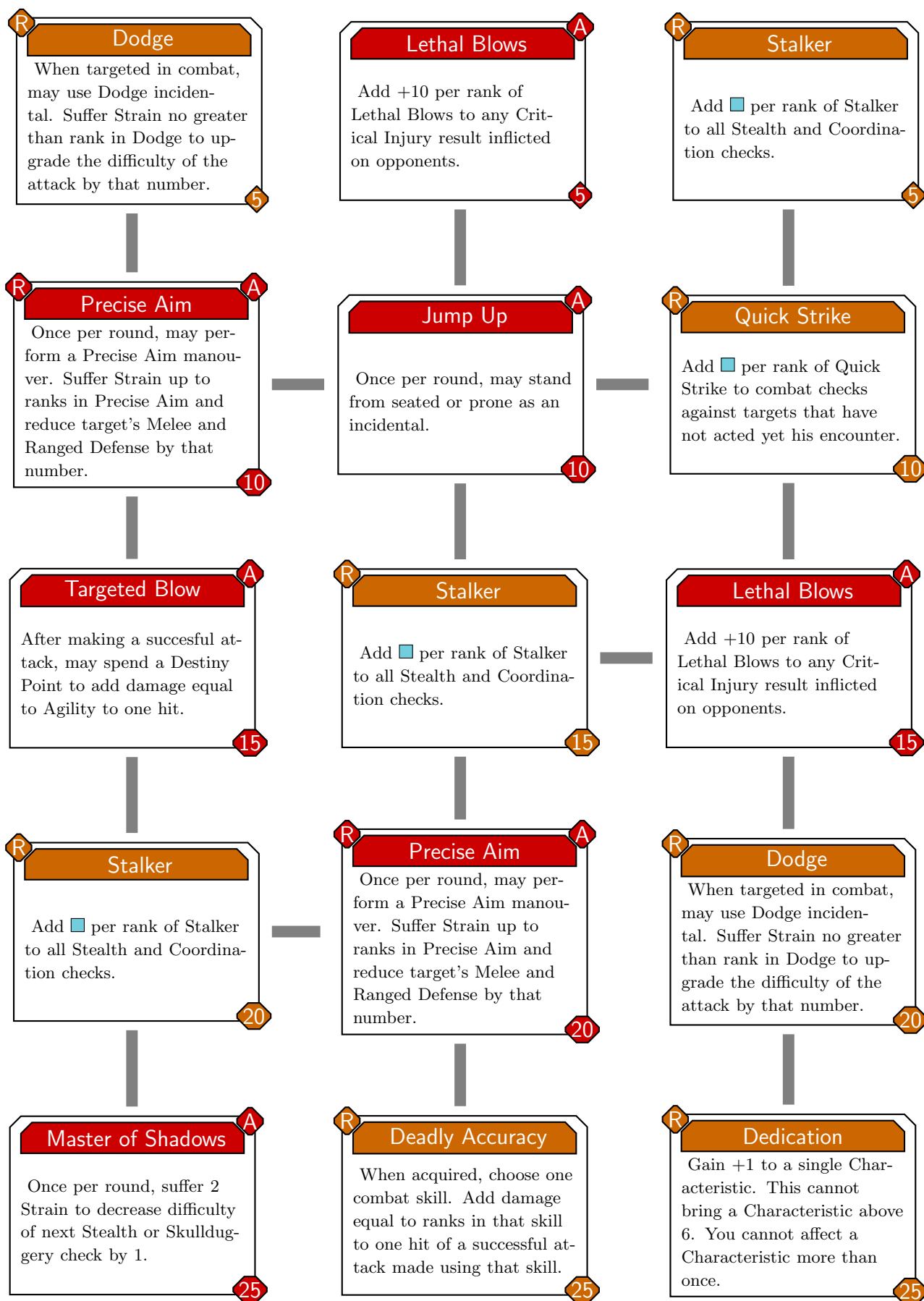
## Archer Talent Tree

**Class Skills:** Cool, Perception, Ranged, Discipline



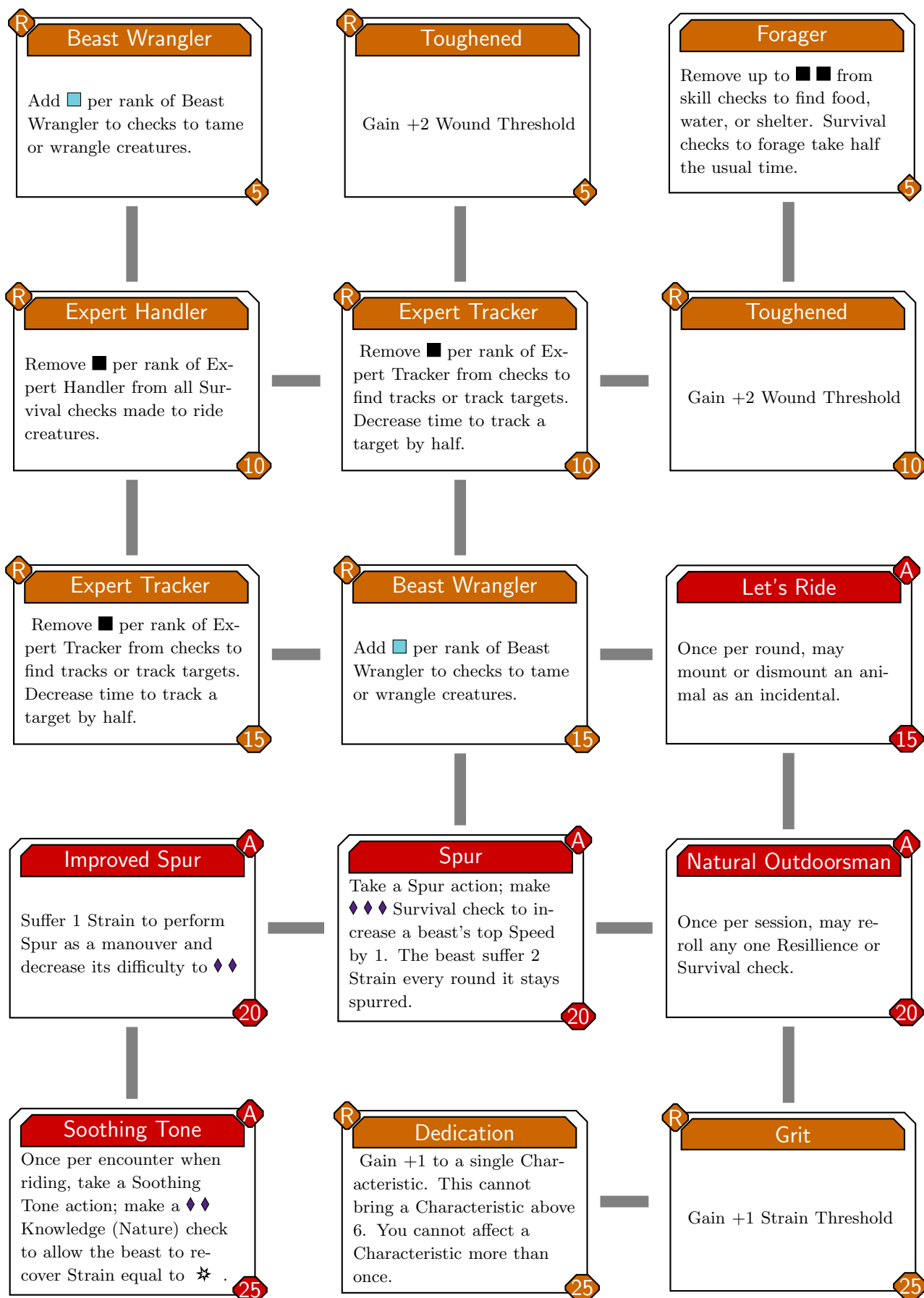
## Assassin Talent Tree

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



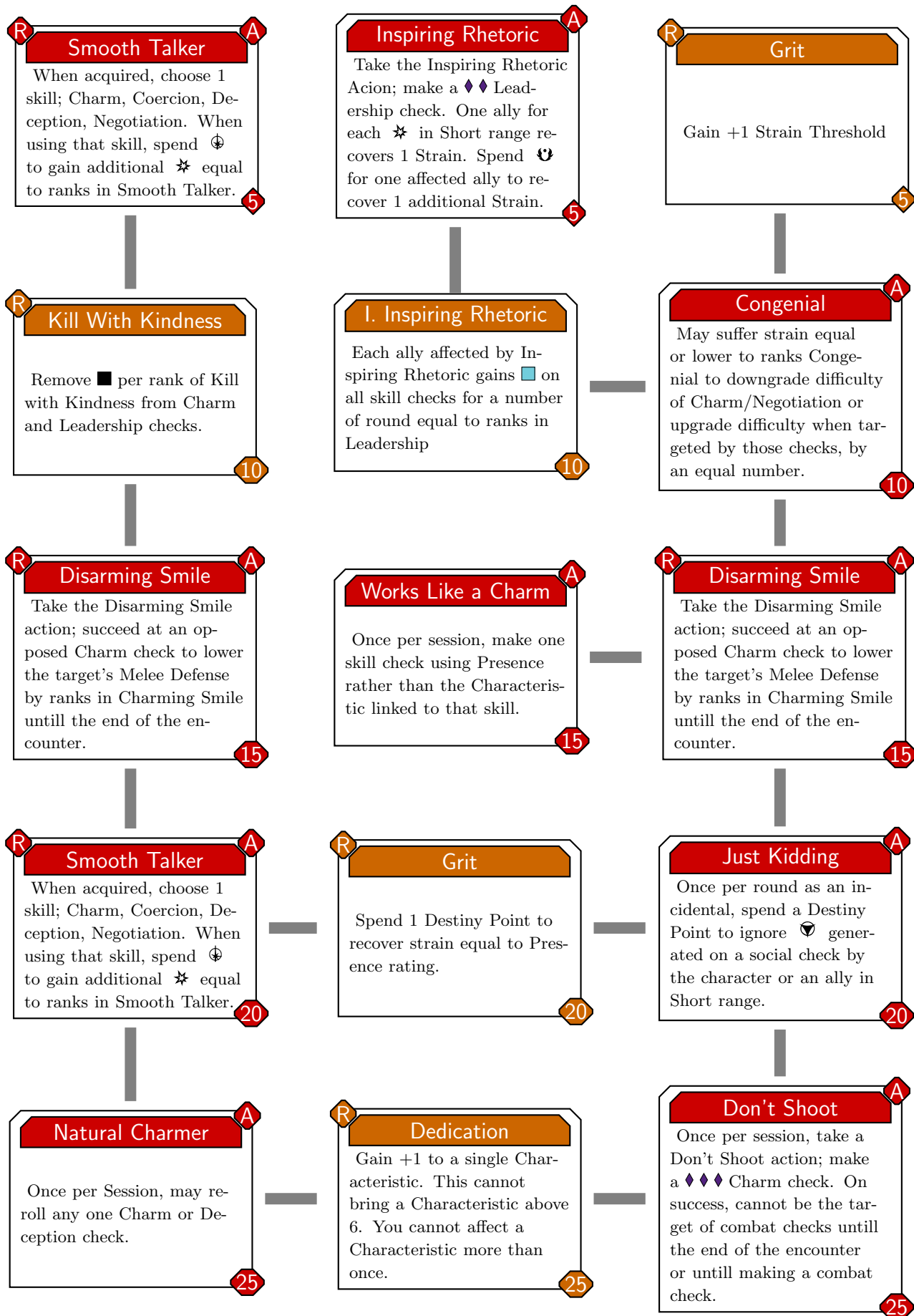
## Beast Rider Talent Tree

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



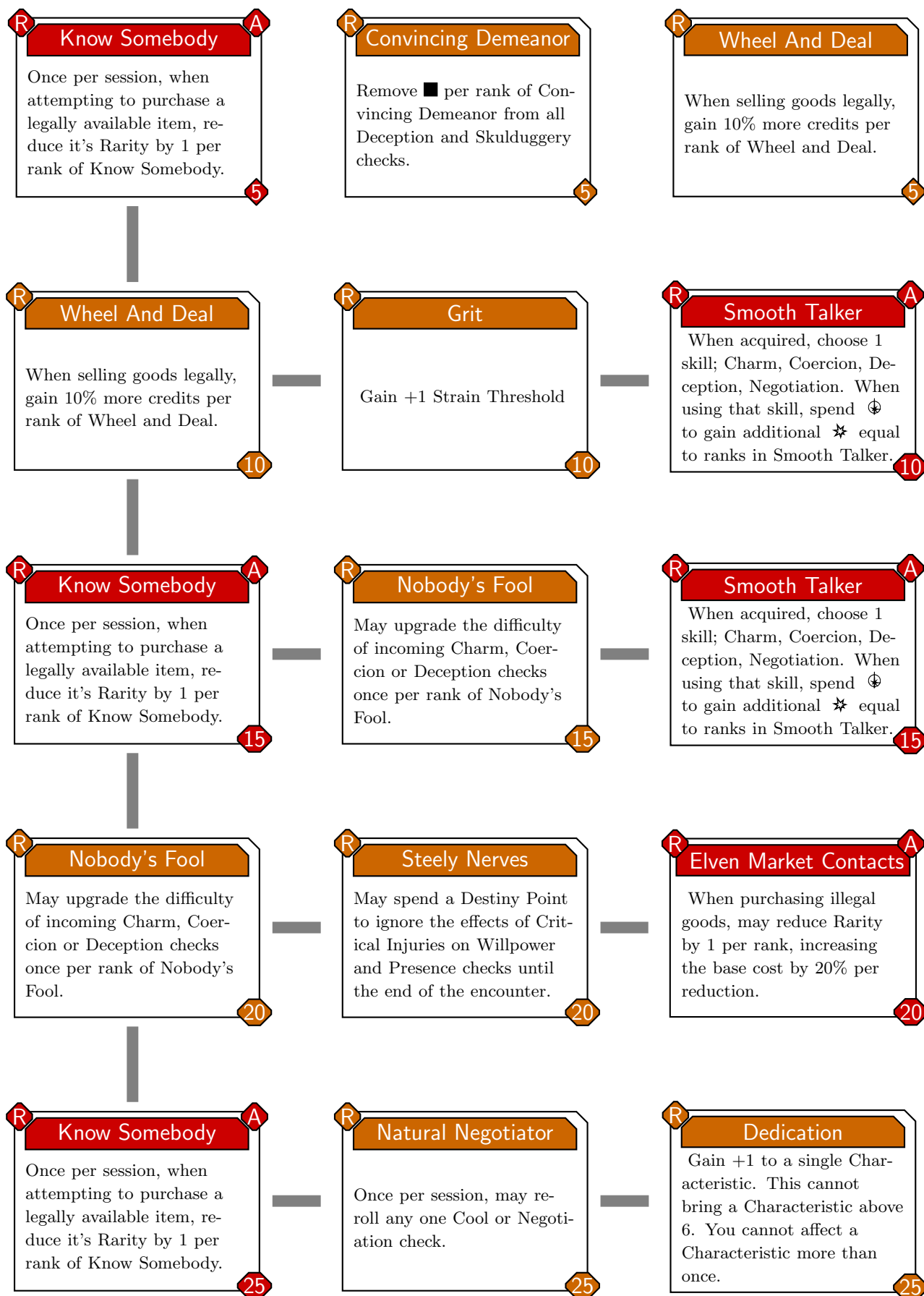
## Charmer Talent Tree

**Class Skills:** Charm, Cool, Leadership, Negotiation



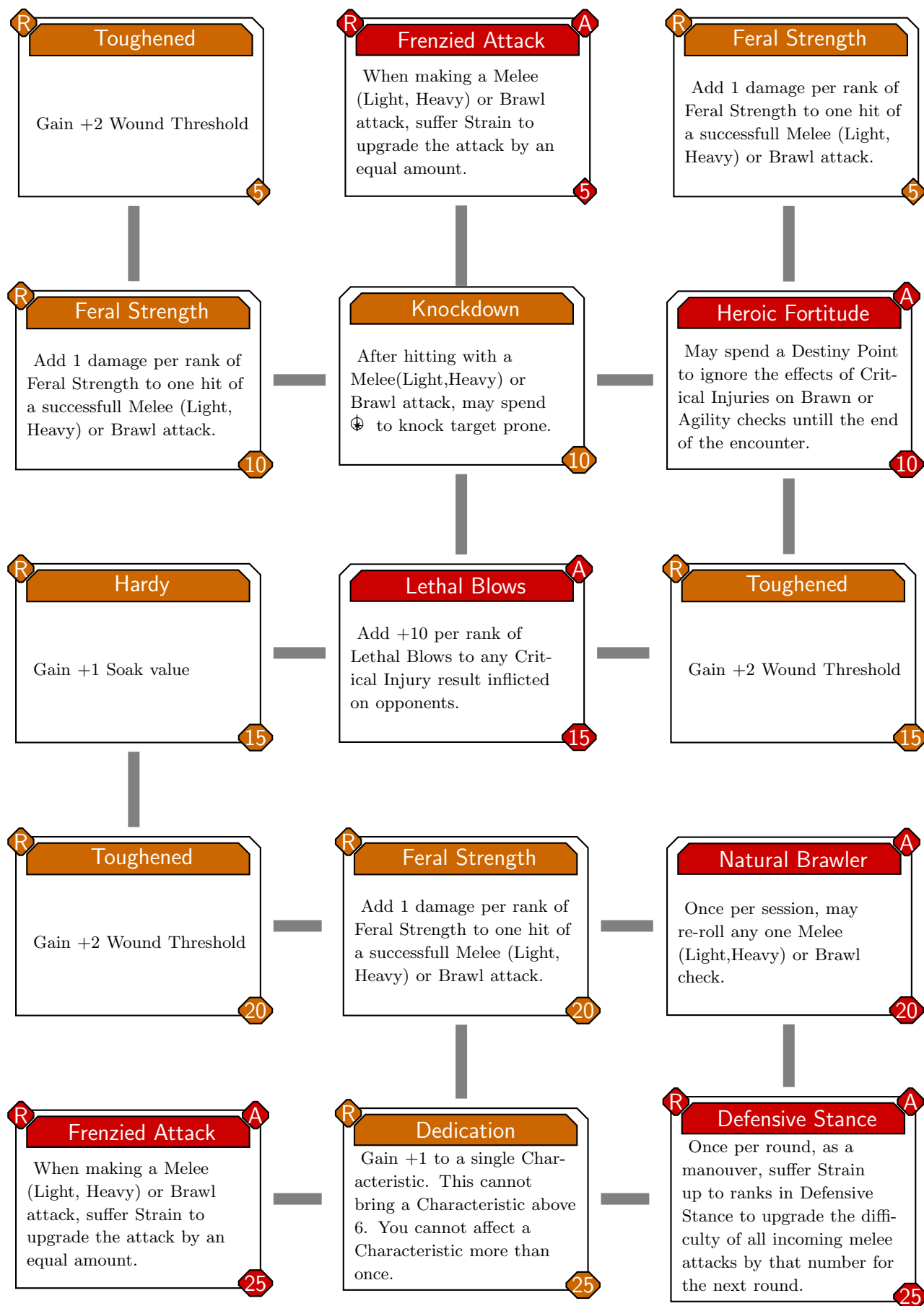
## Dune Trader Talent Tree

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



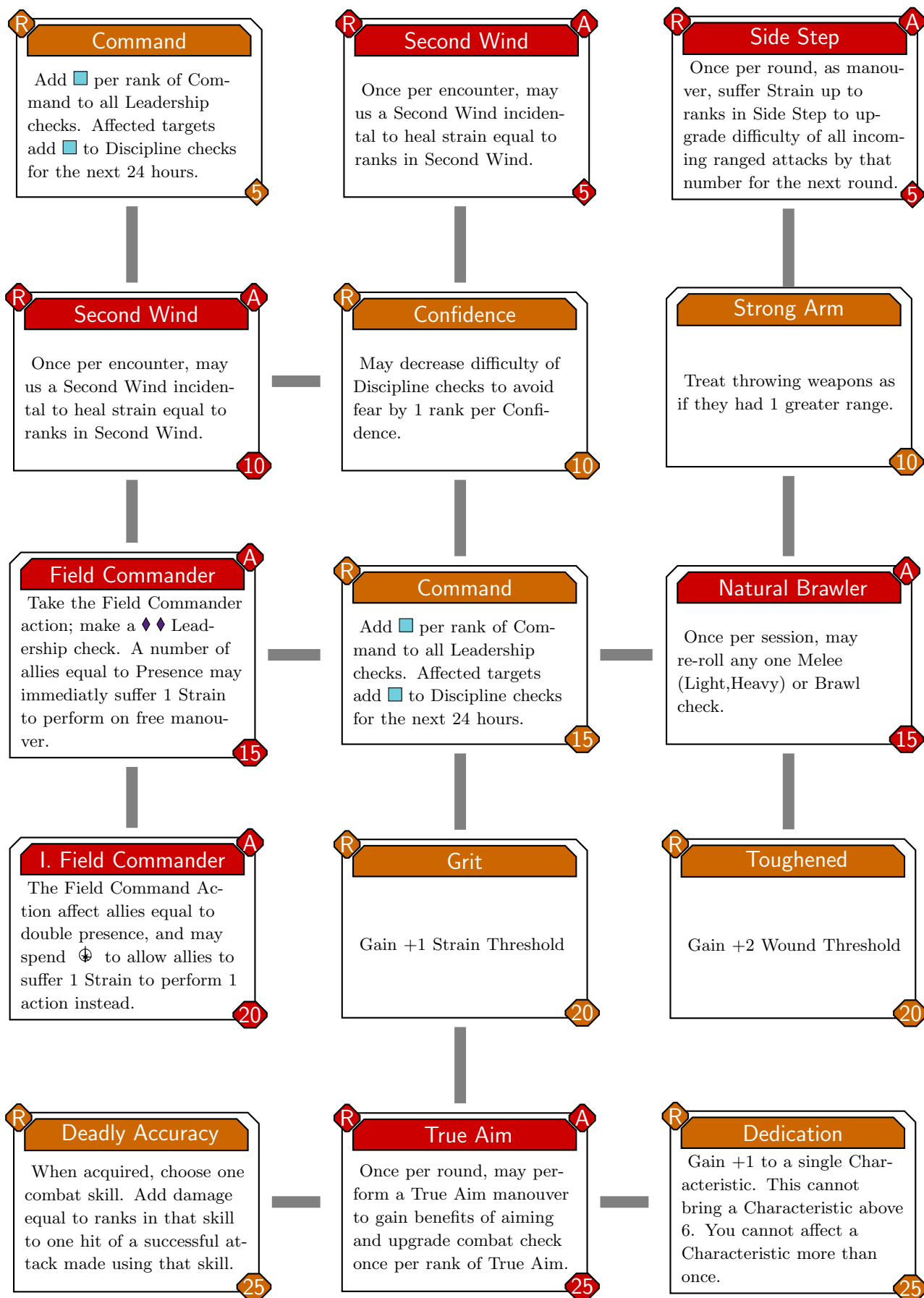
## Gladiator Talent Tree

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



## Mercenary Talent Tree

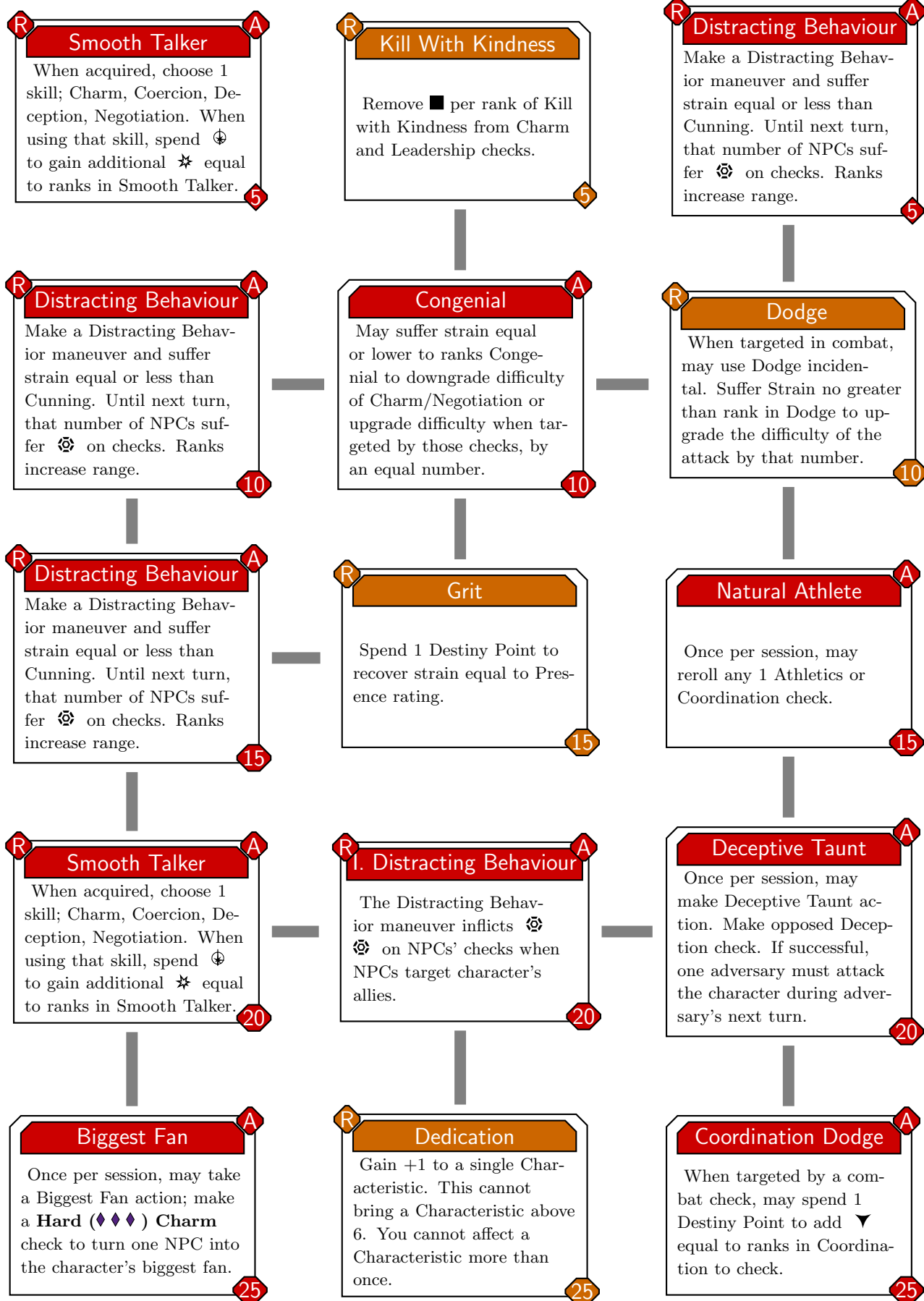
**Class Skills:** Discipline, Leadership, Melee (Heavy), Melee (Light)





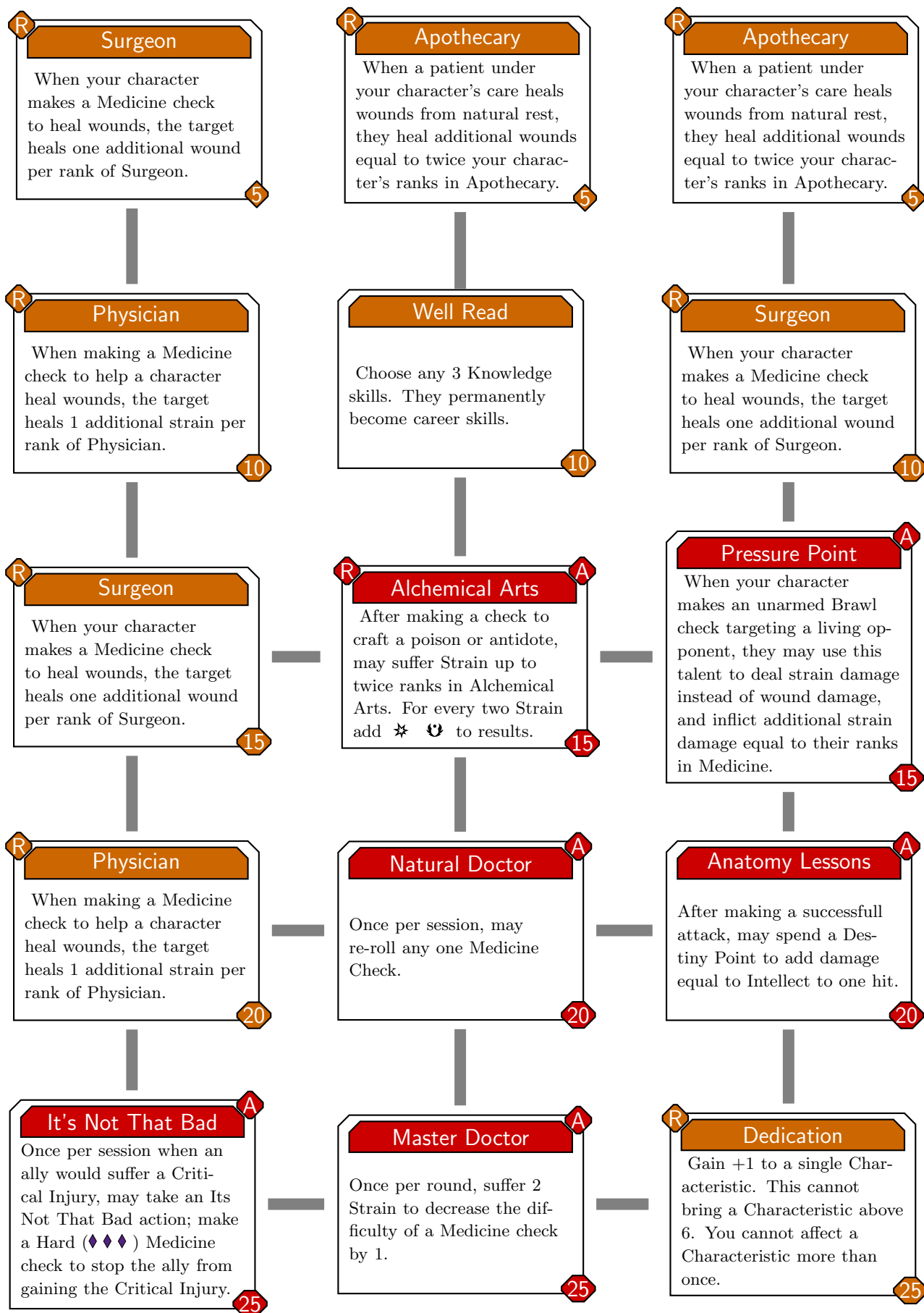
## Performer Talent Tree

**Class Skills:** Charm, Coordination, Deception, Streetwise



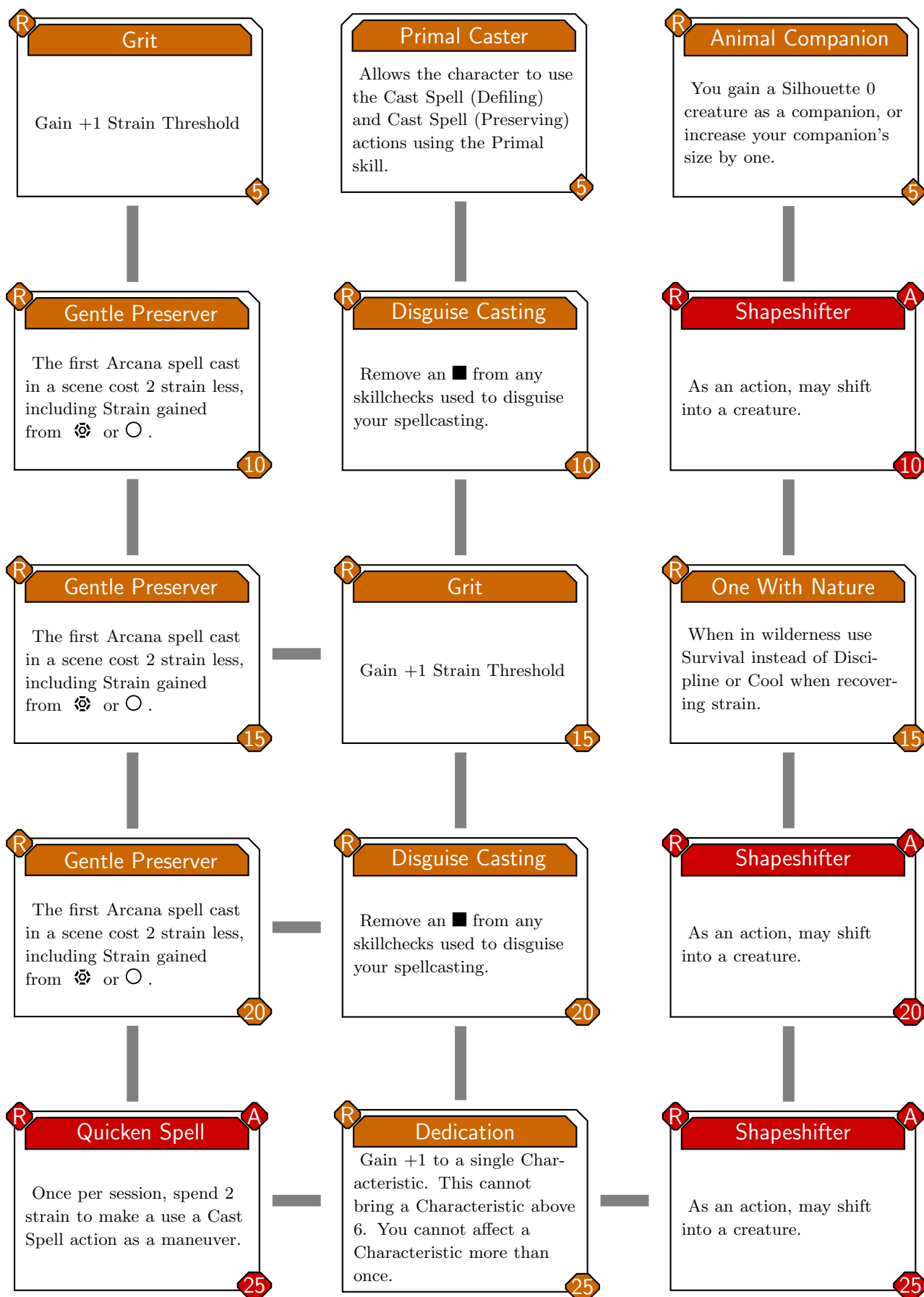
## Doctor Talent Tree

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



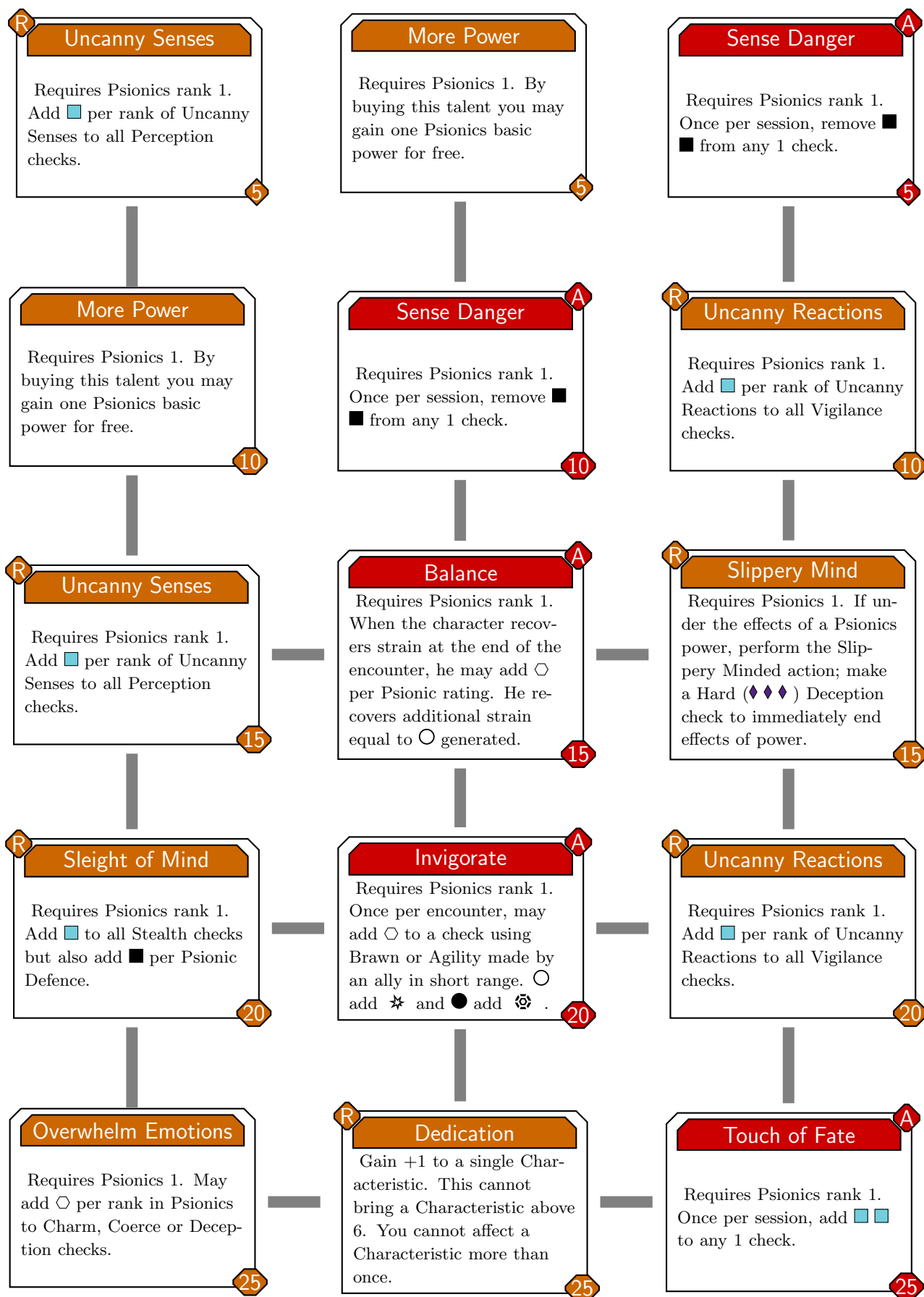
## Primal Talent Tree

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



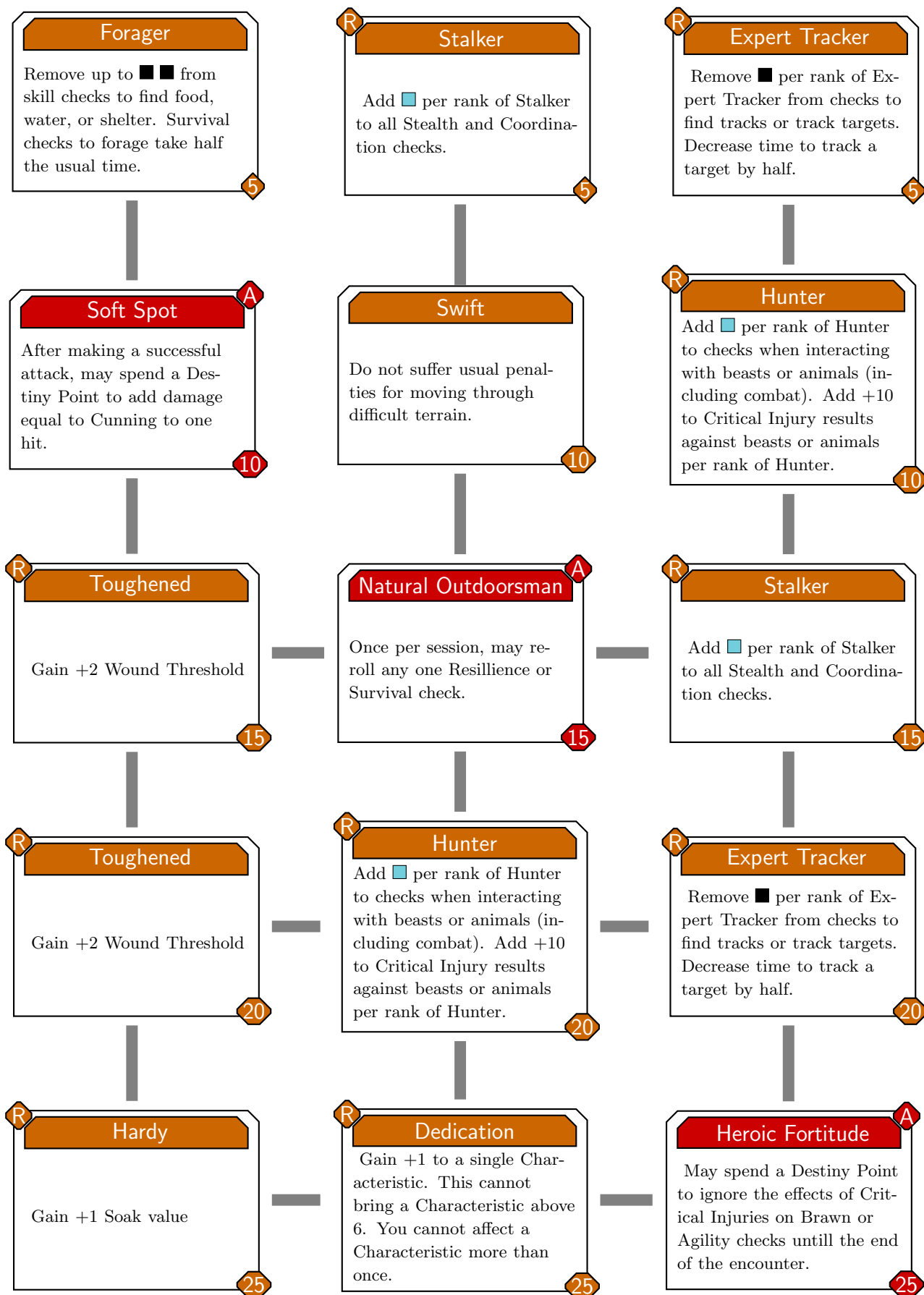
## Psion Talent Tree

**Class Skills:** Psionics, Perception, Vigilance, Discipline



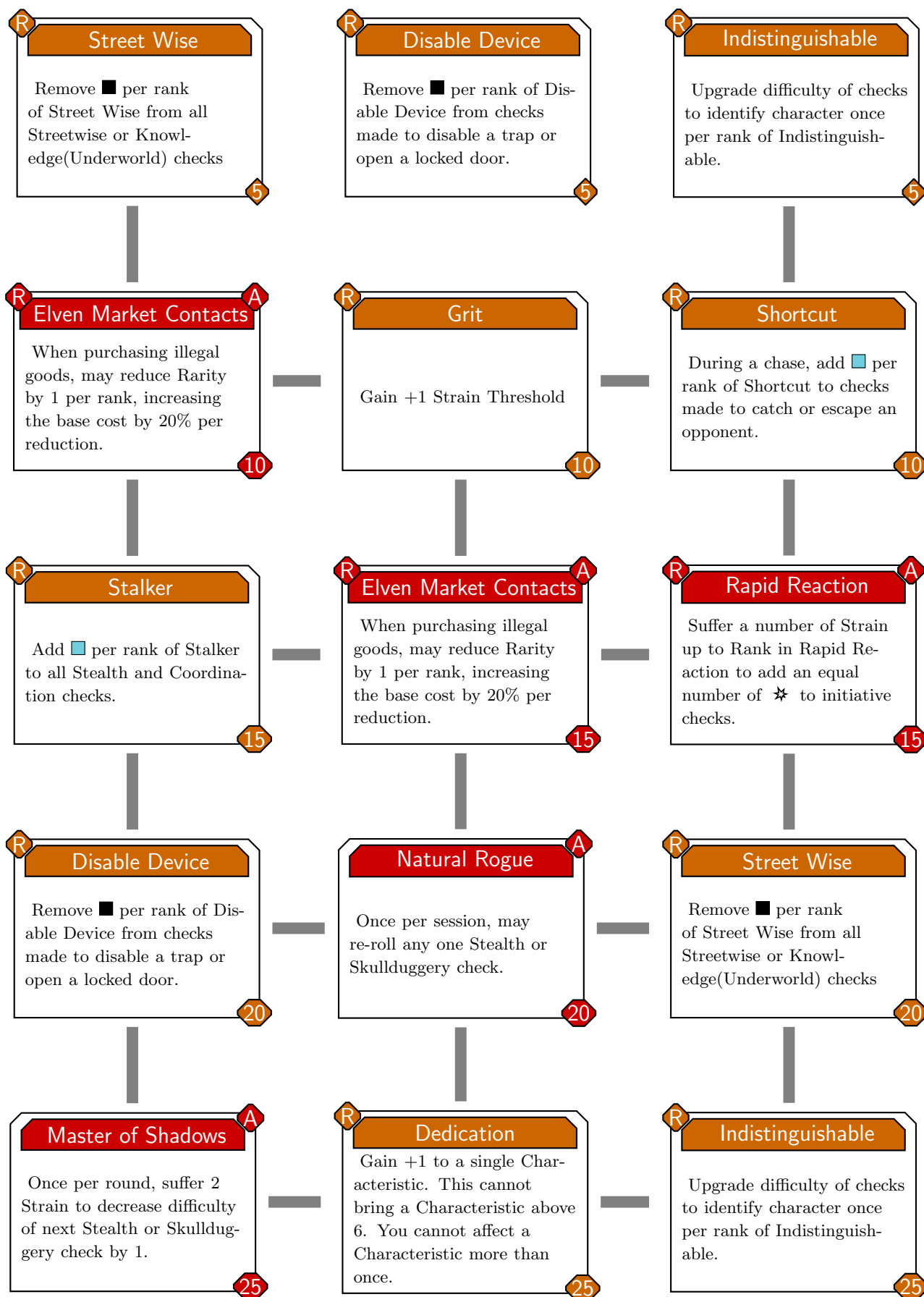
## Scout Talent Tree

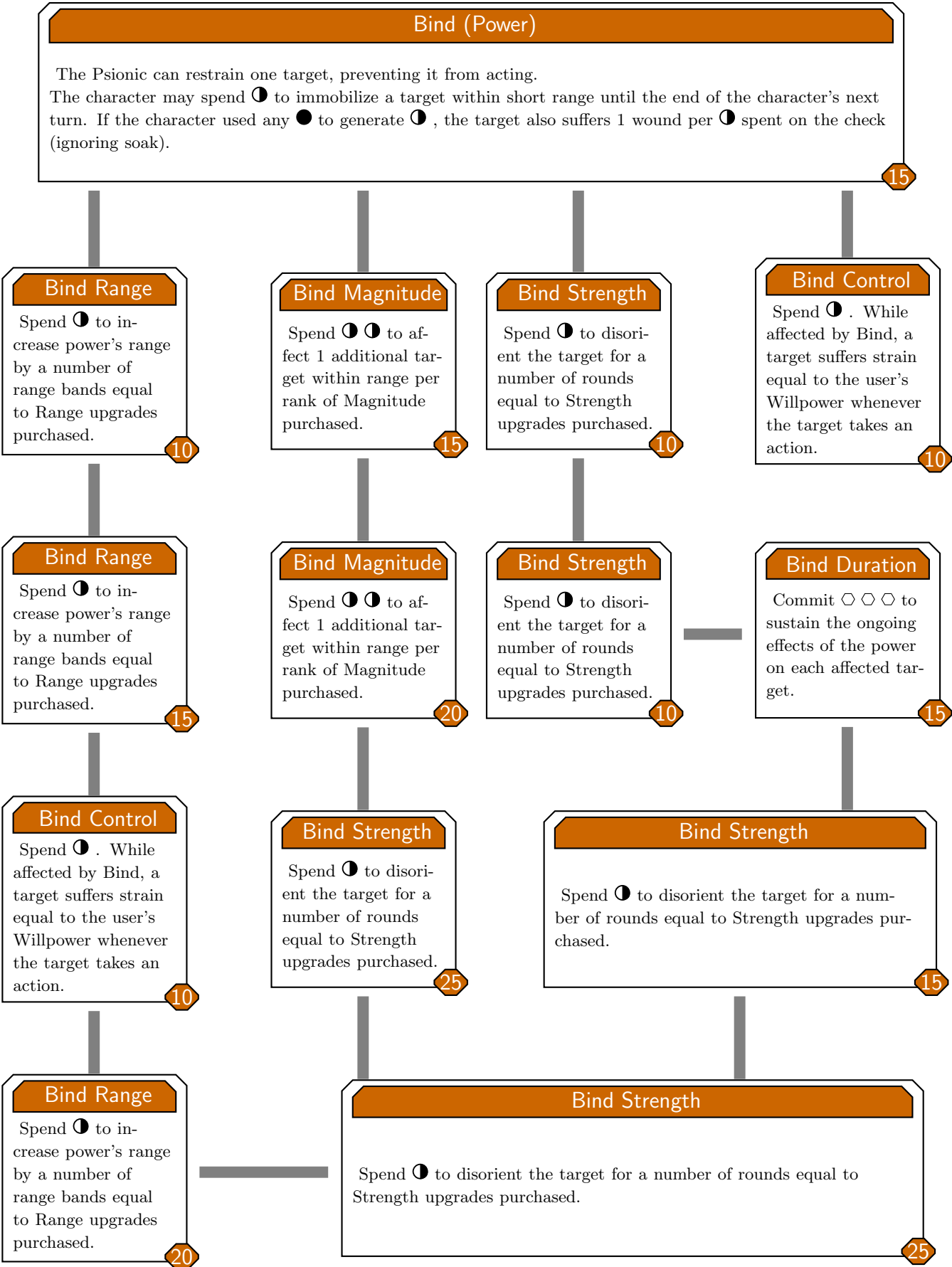
**Class Skills:** Perception, Resilience, Survival, Knowledge (Nature)



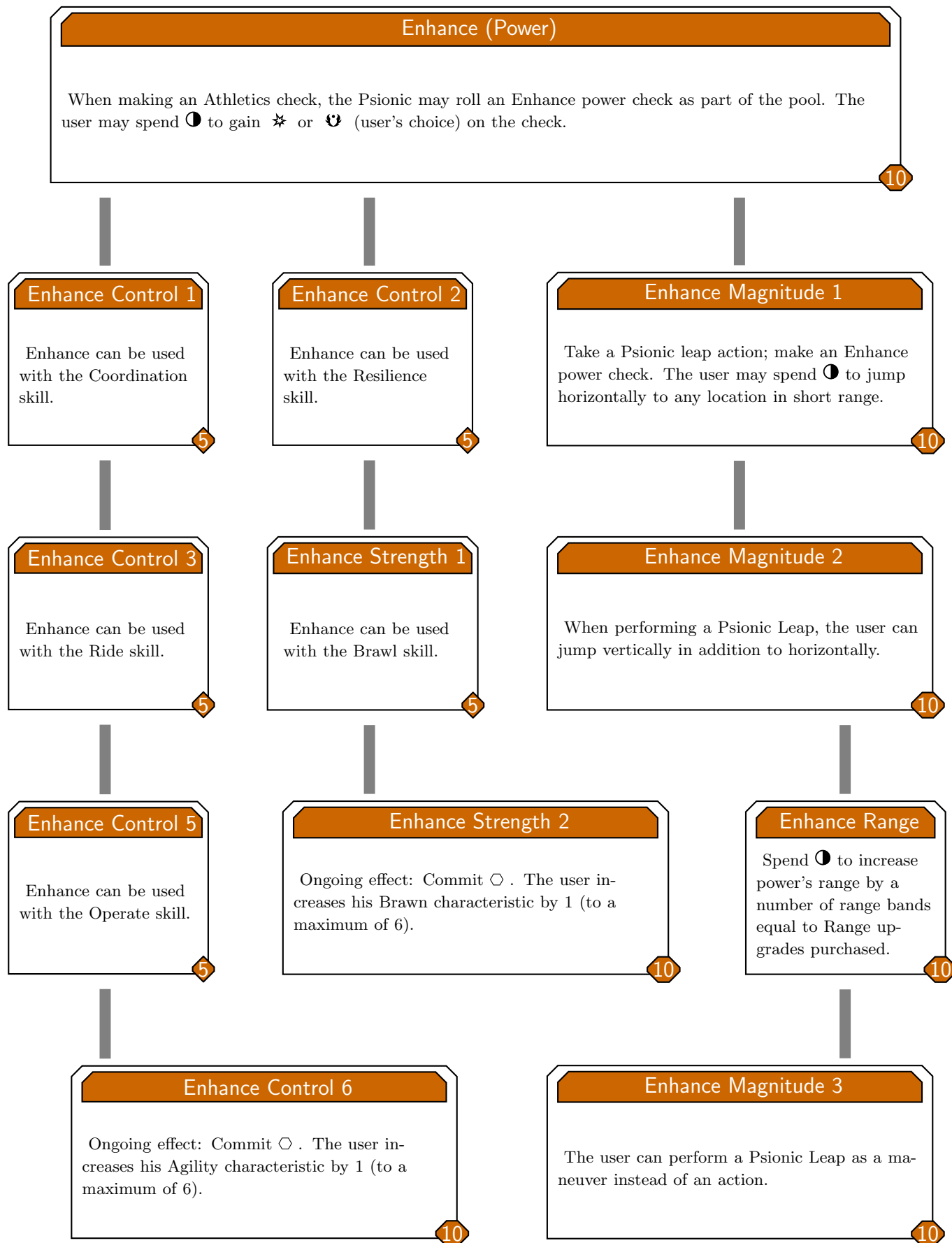
## Thief Talent Tree

**Class Skills:** Skulduggery, Stealth, Streetwise, Knowledge (Underworld)





## Enhance





## Farsight (Power)

The Psionic expands normal visual sense via the use of the Way. The Psionic may spend 1 to ignore the effects of darkness or blindness and see normally at up to medium range for the remainder of the round (or one minute). This allows the user to view everything most sentients could normally be able to see on a well lit day.

5

### Farsight Control 1

Spend 1 to see microscopic details of a single object within engaged range.

5

### Farsight Control 2

Spend 1 to see through a single object at medium range as through it were transparent.

5

### Farsight Control 3

Spend 1 to make out fine details on a single object within medium range.

5

### Farsight Duration

Spend 1 to increase duration by number of rounds or minutes equal to Duration upgrades purchased.

5

### Farsight Range

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

10

### Farsight Duration

Spend 1 to increase duration by number of rounds or minutes equal to Duration upgrades purchased.

5

### Farsight Control 4

When making a Vigilance or Perception check, make a Farsight power check as part of the pool and spend 1 to gain ★ or ☹ on the check.

10

### Farsight Range

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

10

### Farsight Control 5

This power gains the ongoing effect: Commit ☐ after successfully activating the Farsight power to increase ranks in Perception by 1.

15

### Farsight Control 6

Spend 1 1 to see in every direction simultaneously, noticing and observing things in a full 360 arc.

10

### Farsight Mastery

Spend 1 1. The user can now see as though from a spot within close range of the user's body.

20

