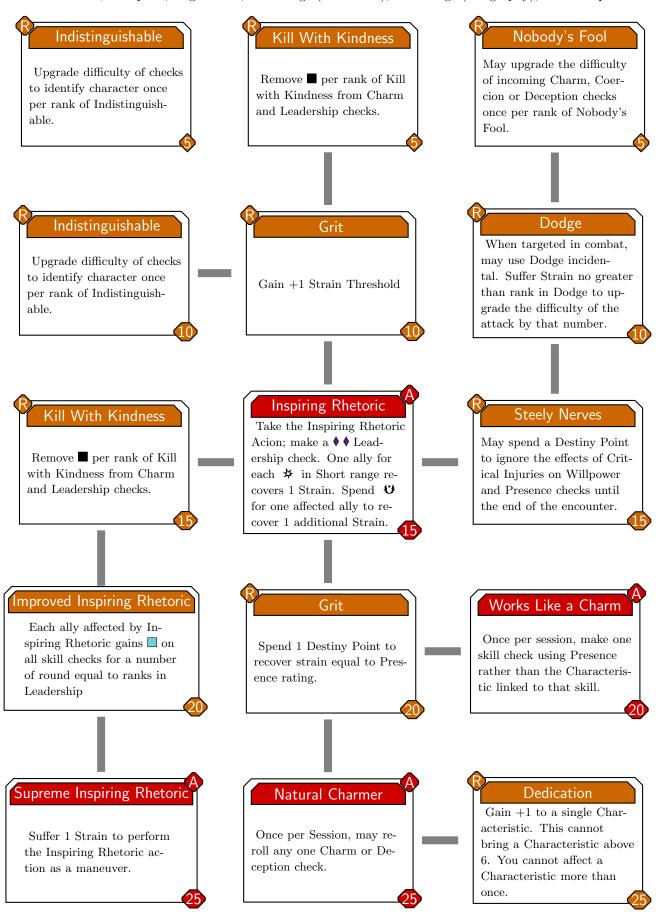
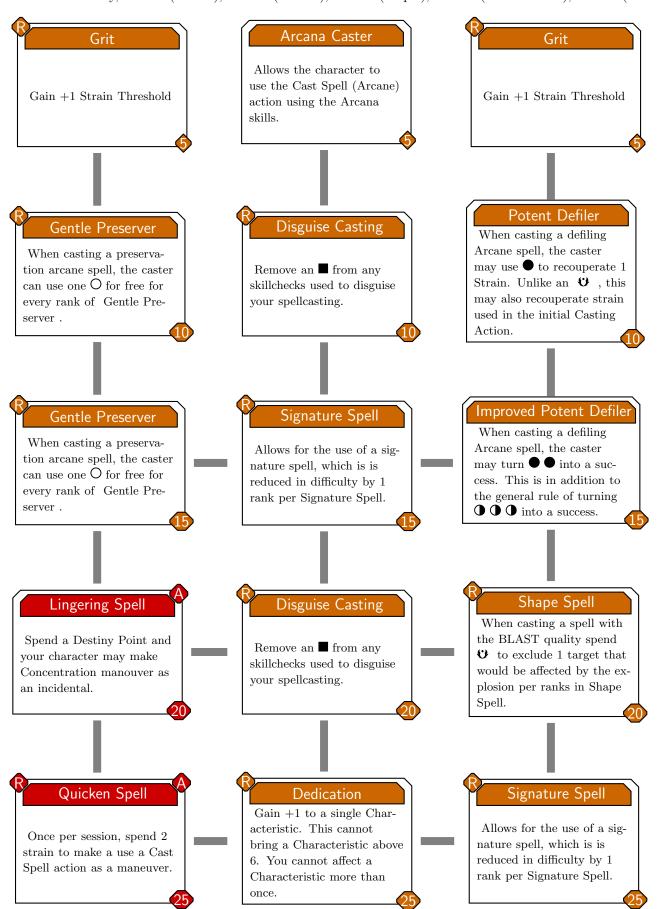
Ambassador Talent Tree

Class Skills: Charm, Discipline, Negotiation, Knowledge (Education), Knowledge (Geography), Leadership



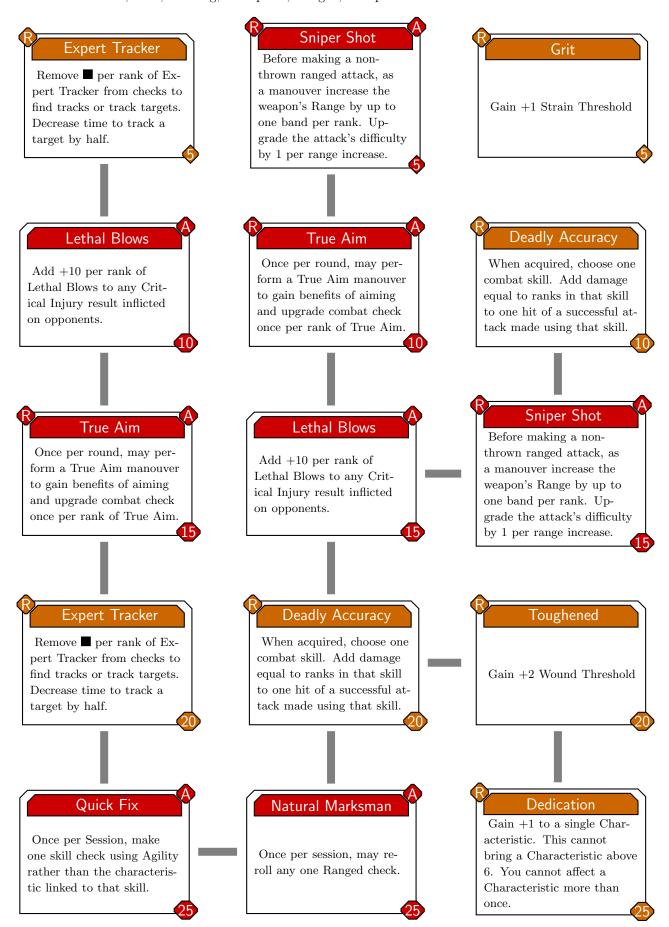
Arcana Talent Tree

Class Skills: Alchemy, Arcana (Attack), Arcana (Barrier), Arcana (Dispel), Arcana (Enchantment), Arcana (Illusion)



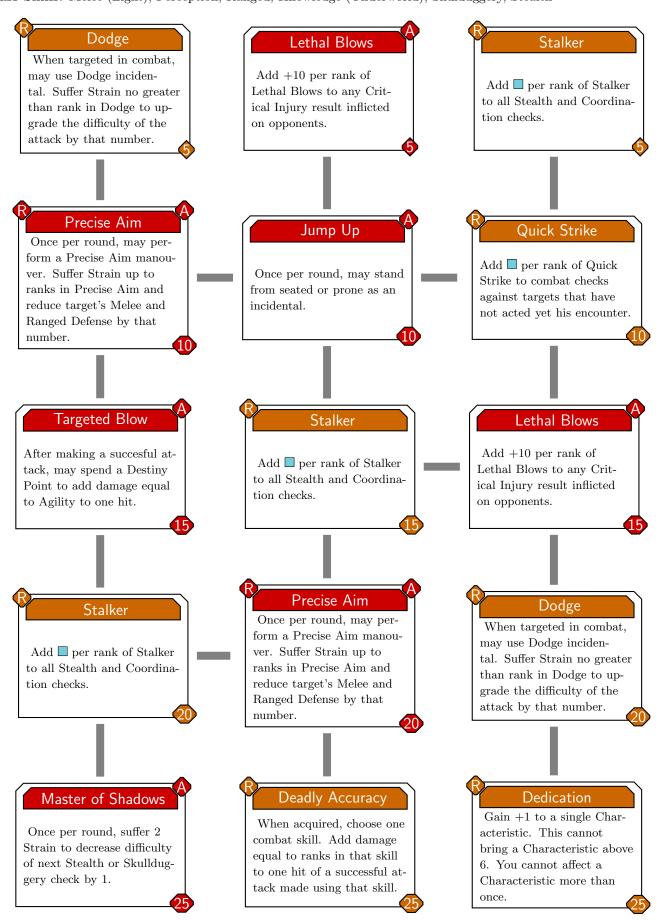
Archer Talent Tree

Class Skills: Athletics, Cool, Crafting, Perception, Ranged, Discipline



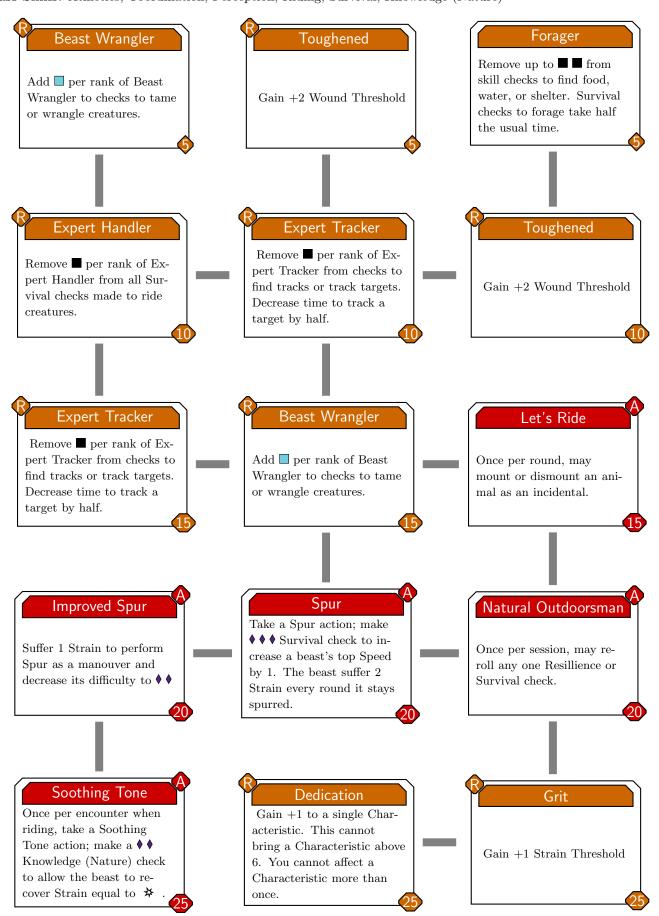
Assassin Talent Tree

Class Skills: Melee (Light), Perception, Ranged, Knowledge (Underworld), Skulduggery, Stealth



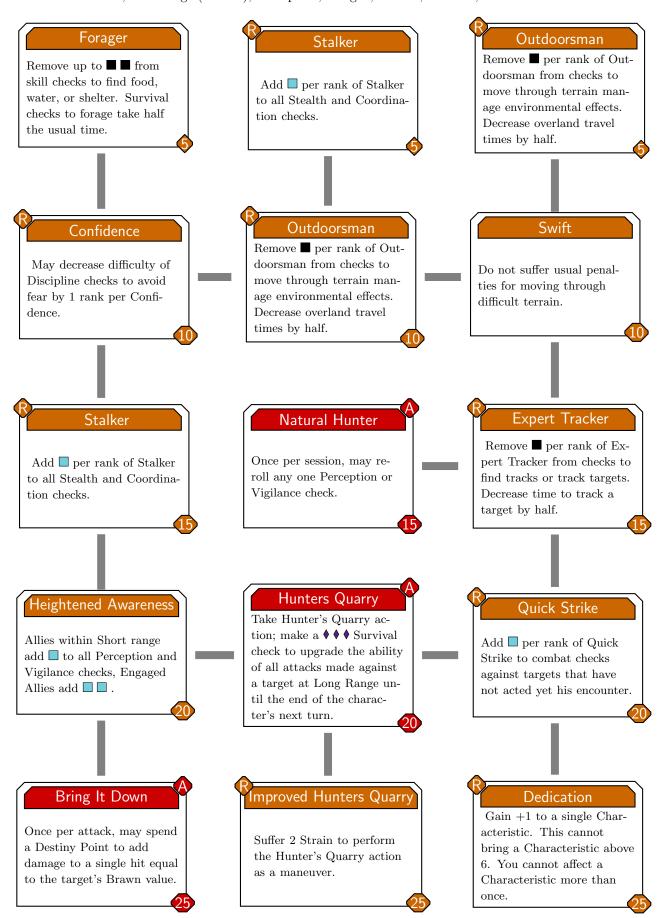
Beast Rider Talent Tree

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



Big Game Hunter Talent Tree

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



Charmer Talent Tree

Class Skills: Charm, Cool, Deception, Leadership, Negotiation, Streetwise Inspiring Rhetoric Smooth Talker Take the Inspiring Rhetoric When acquired, choose 1 Acion; make a ♦ ♦ Leadskill; Charm, Coercion, Deership check. One ally for ception, Negotiation. When each ♯ in Short range reusing that skill, spend \Phi covers 1 Strain. Spend 😲 to gain additional * equal for one affected ally to reto ranks in Smooth Talker. cover 1 additional Strain. Improved Inspiring Rhetoric Kill With Kindness Each ally affected by Inspiring Rhetoric gains on Remove per rank of Kill all skill checks for a number with Kindness from Charm of round equal to ranks in and Leadership checks. Leadership Disarming Smile Works Like a Charm Take the Disarming Smile action; succeed at an op-Once per session, make one posed Charm check to lower skill check using Presence the target's Melee Defense rather than the Characterisby ranks in Charming Smile tic linked to that skill. untill the end of the encounter. Smooth Talker Grit When acquired, choose 1 skill; Charm, Coercion, De-Spend 1 Destiny Point to ception, Negotiation. When

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 \bigcirc generated on a social check by the character or an ally in Short range.

Grit

Natural Charmer

using that skill, spend •

to gain additional * equal to ranks in Smooth Talker

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

Dedication

recover strain equal to Pres-

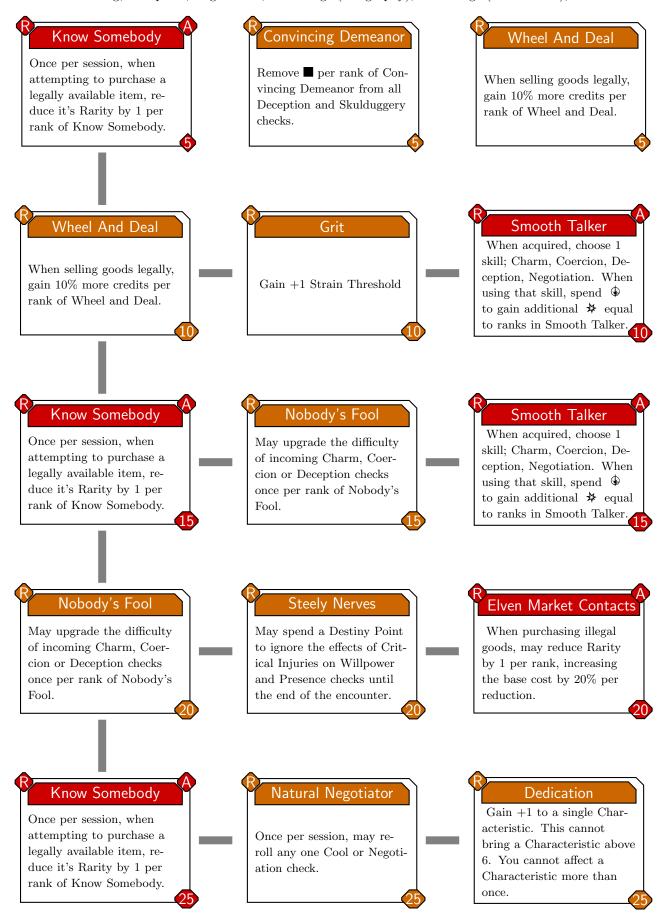
ence rating.

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

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.

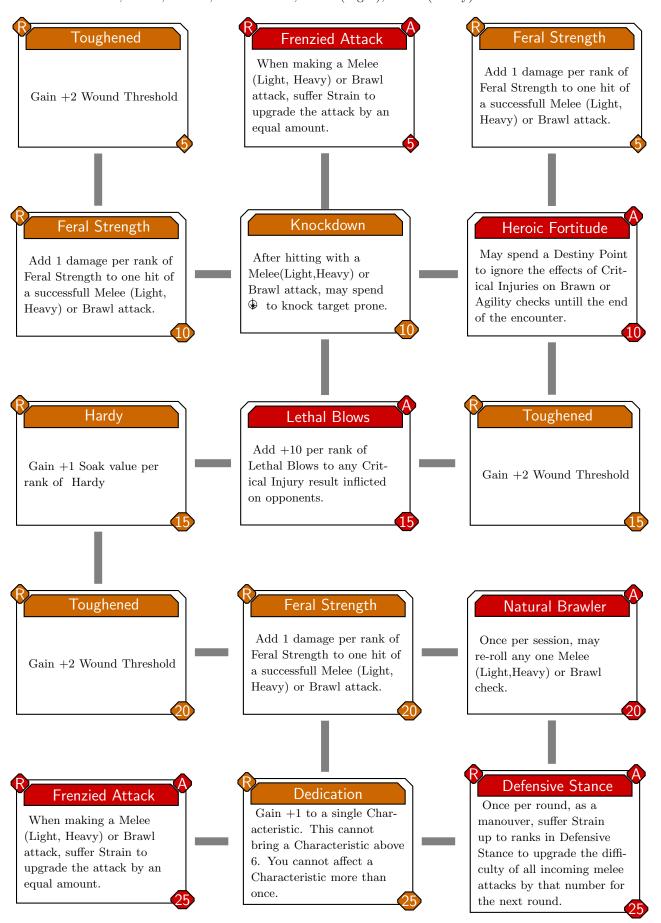
Dune Trader Talent Tree

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



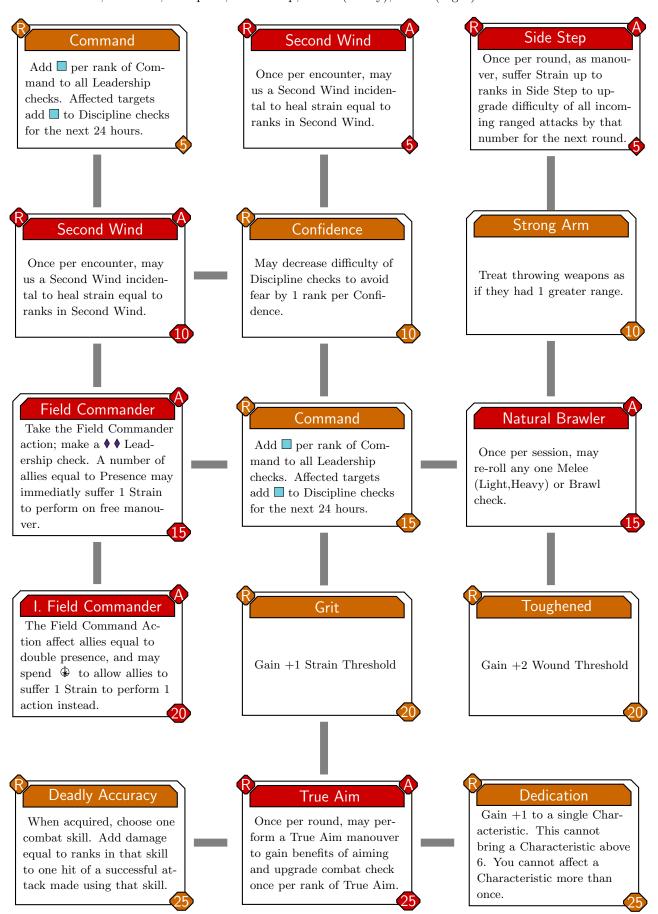
Gladiator Talent Tree

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



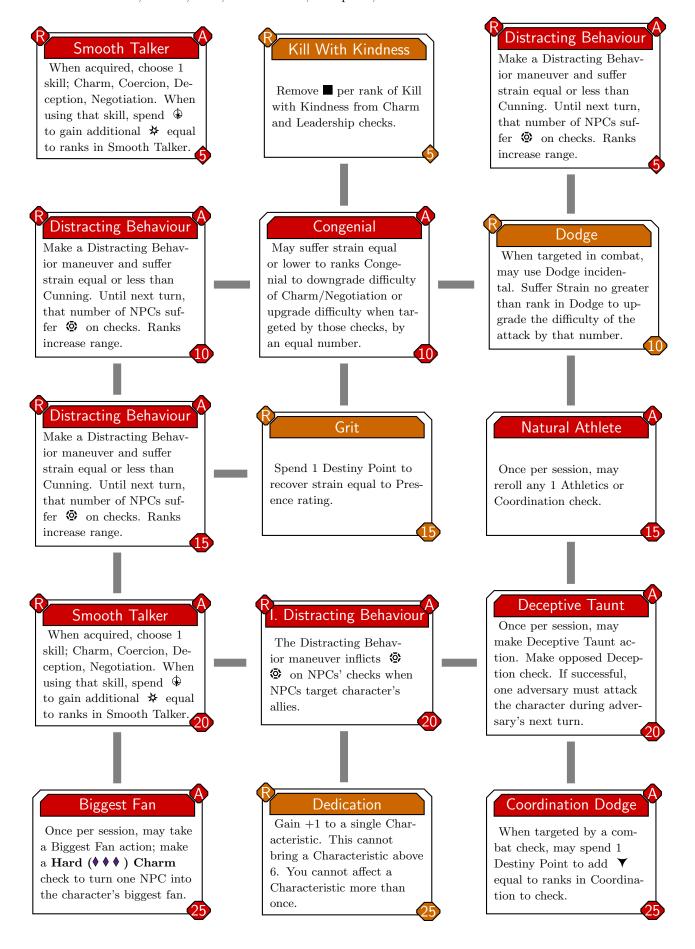
Mercenary Talent Tree

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



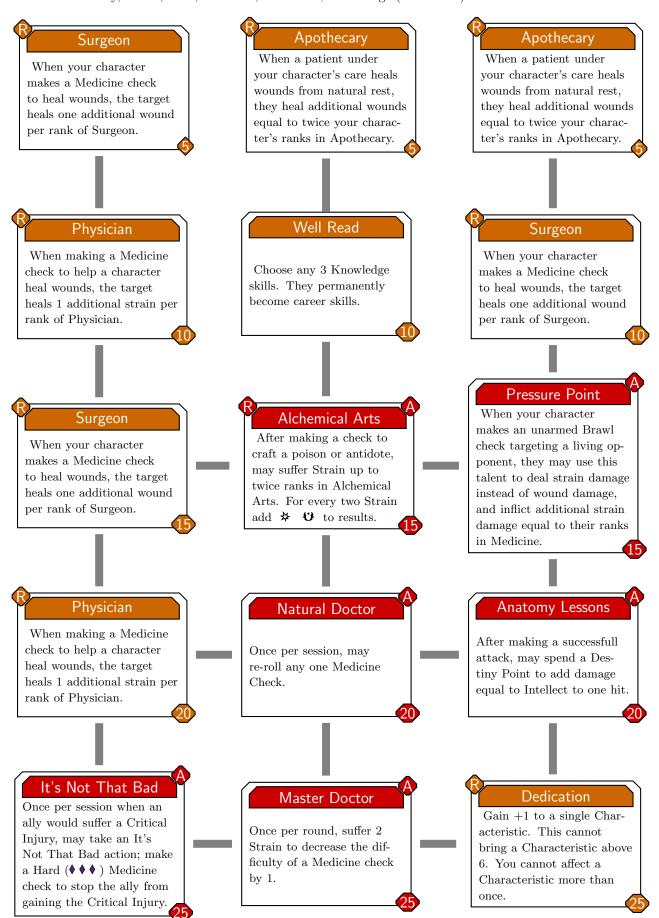
Performer Talent Tree

Class Skills: Athletics, Charm, Cool, Coordination, Deception, Streetwise



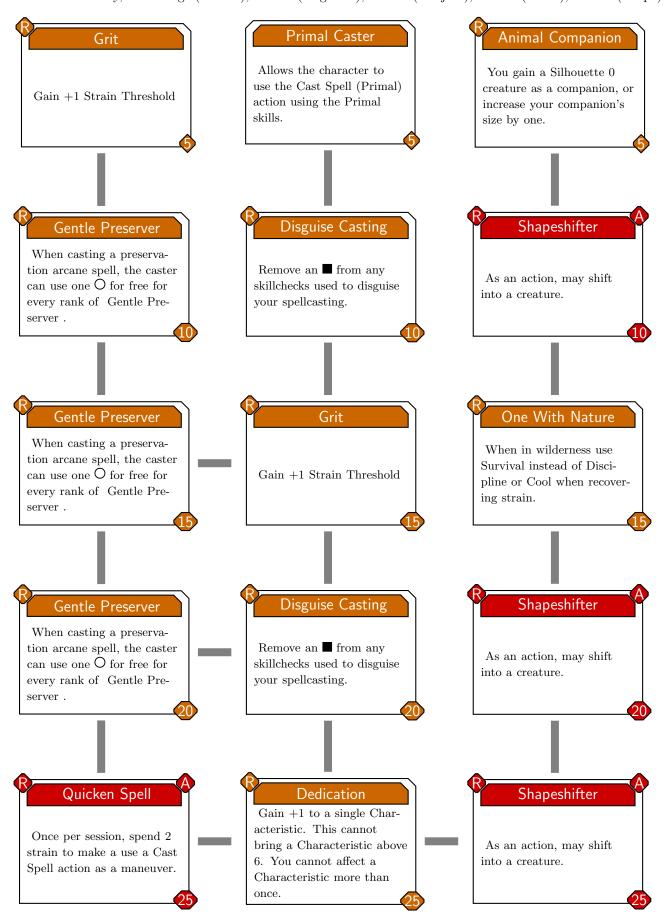
Healer Talent Tree

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



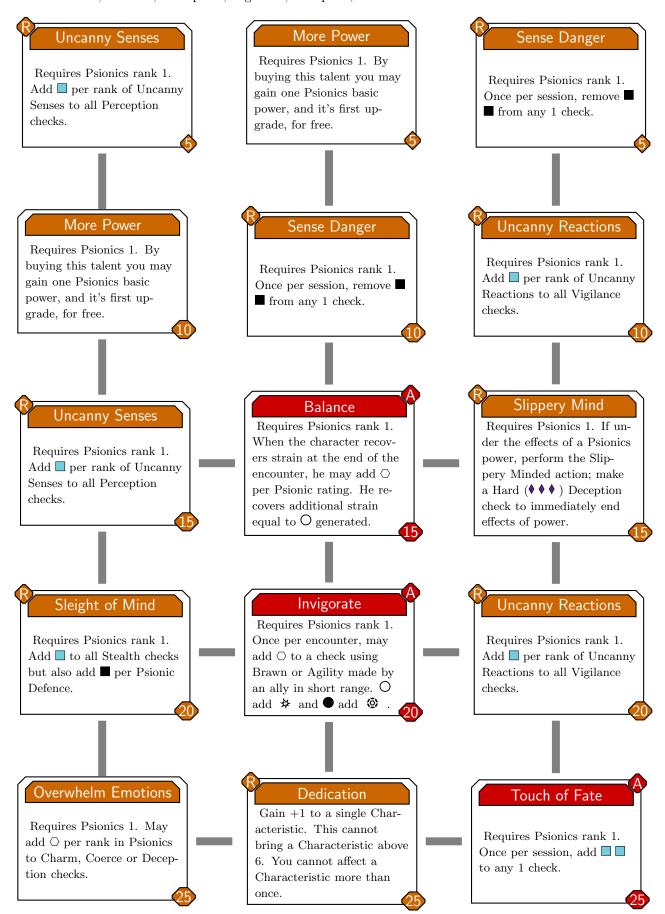
Primal Talent Tree

Class Skills: Alchemy, Knowledge (Nature), Primal (Augment), Primal (Conjure), Primal (Curse), Primal (Shape)



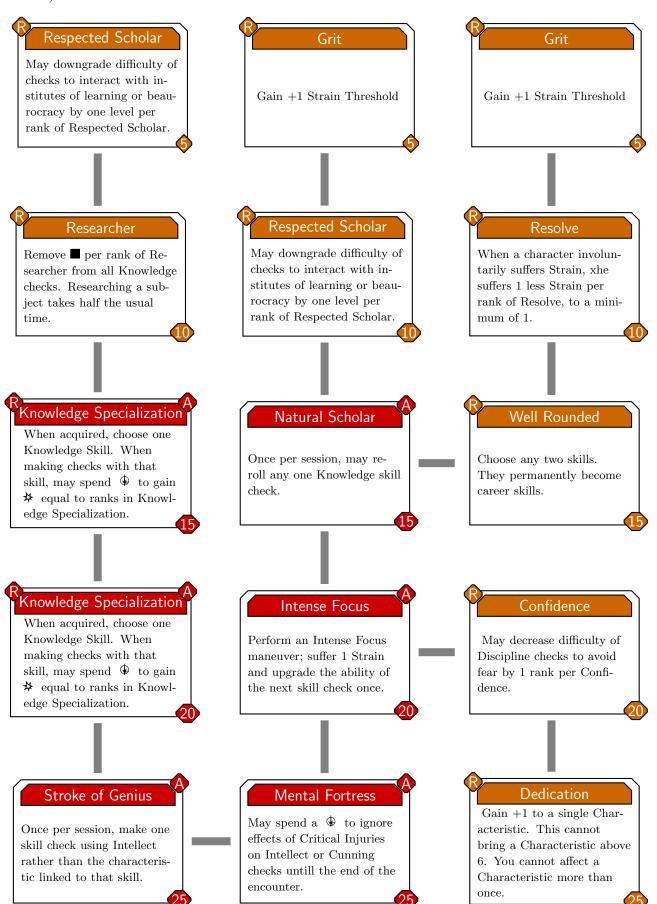
Psion Talent Tree

Class Skills: Cool, Psionics, Perception, Vigilance, Discipline, Resilience



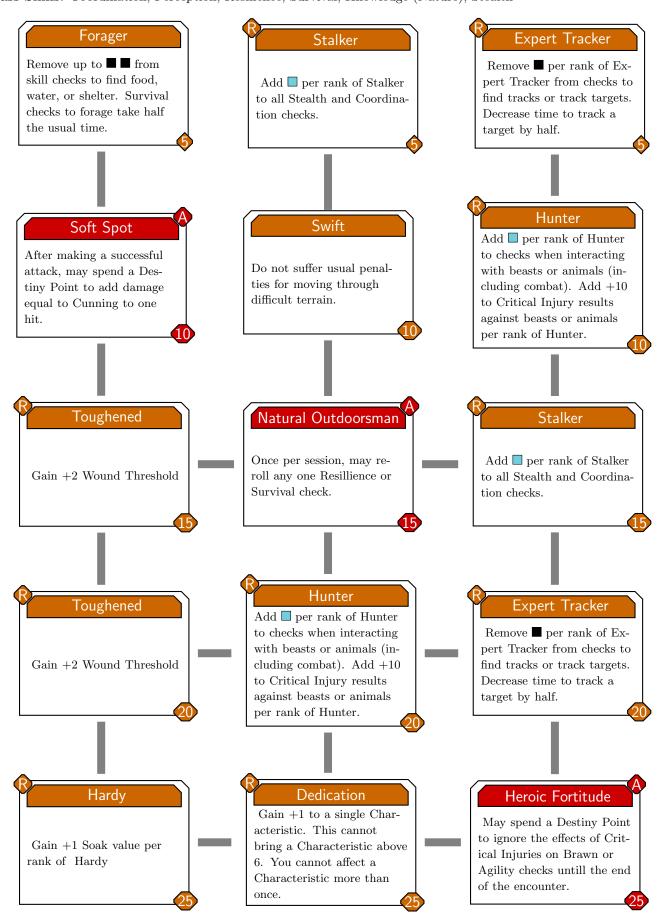
Scholar Talent Tree

Class Skills: Discipline, Perception, Knowledge (Education), Knowledge (Geography), Knowledge (Nature), Knowledge (Underworld)



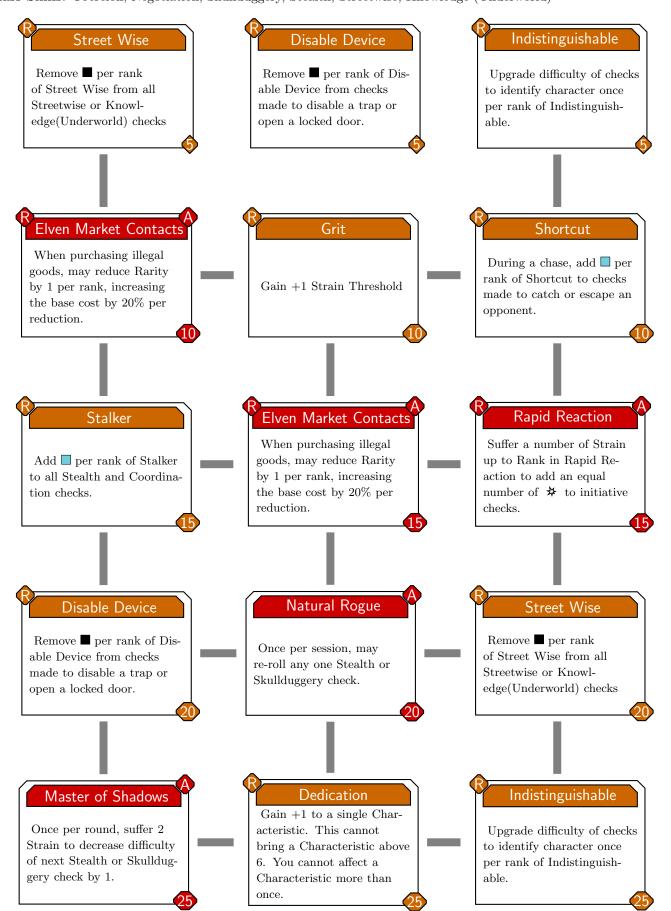
Scout Talent Tree

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



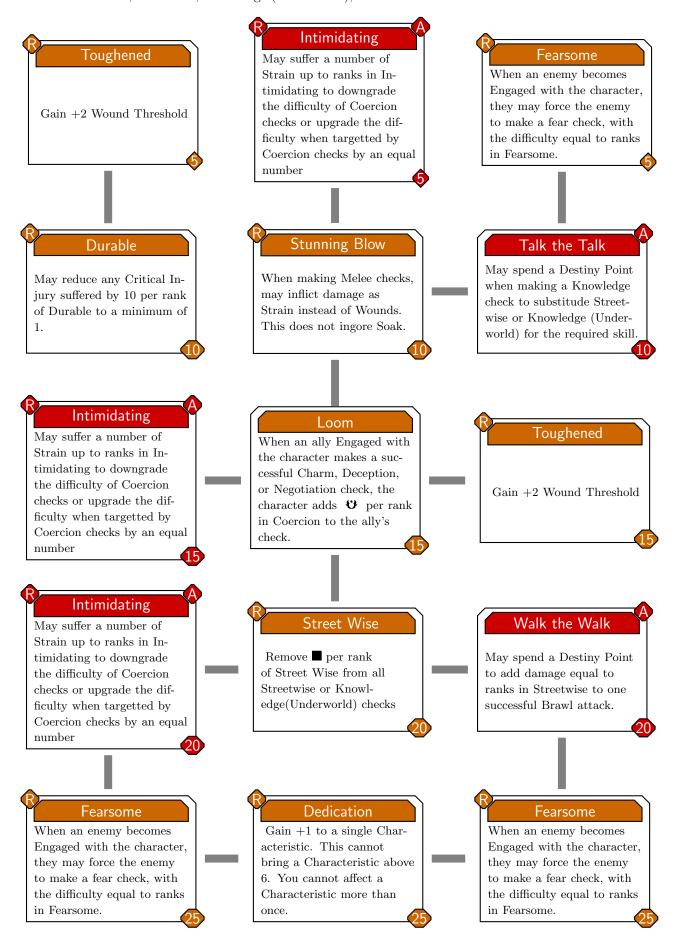
Thief Talent Tree

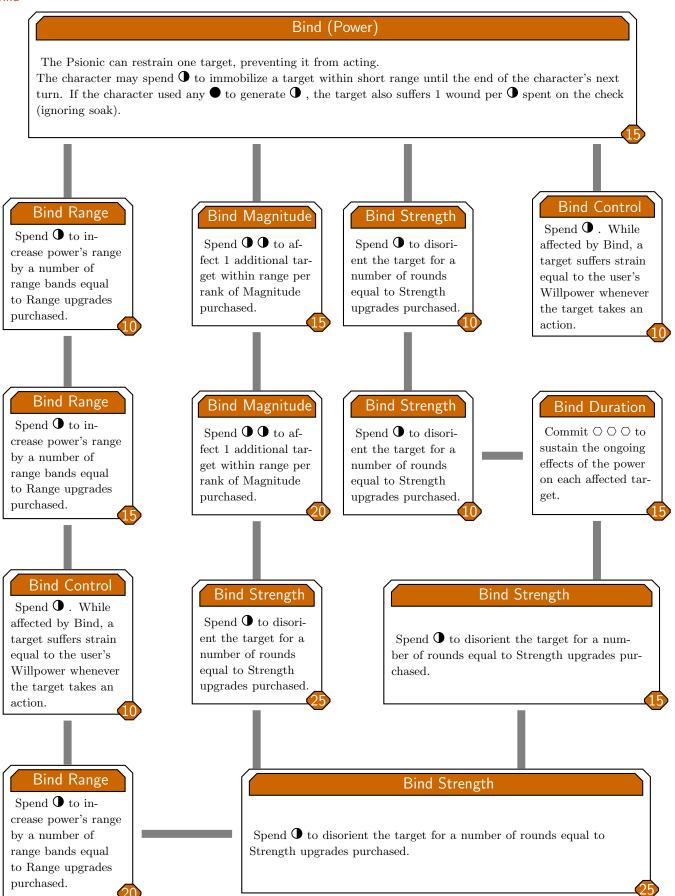
Class Skills: Coercion, Negotiation, Skullduggery, Stealth, Streetwise, Knowledge (Underworld)

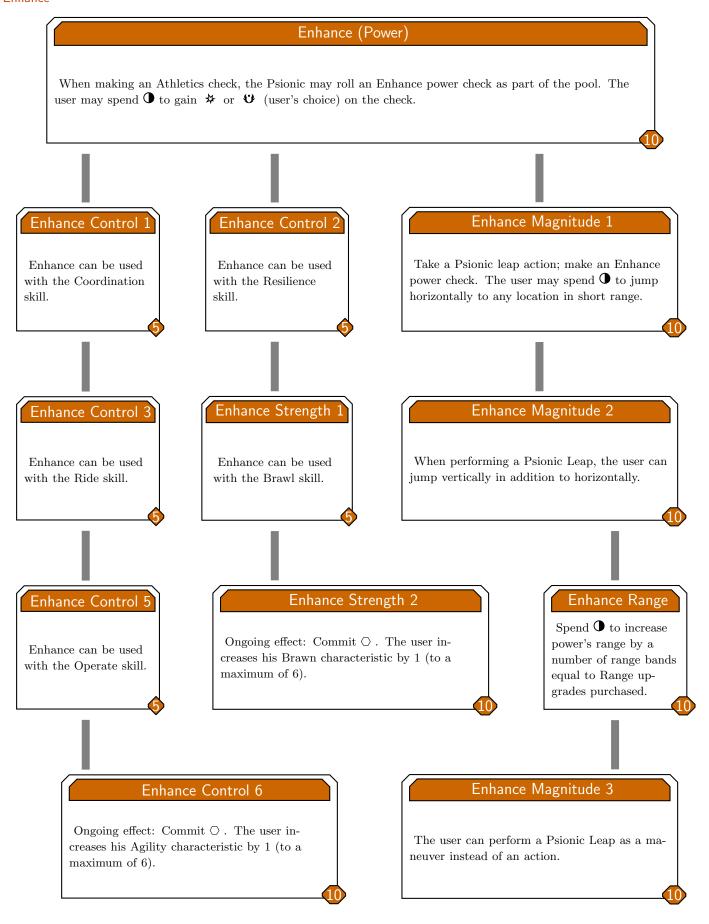


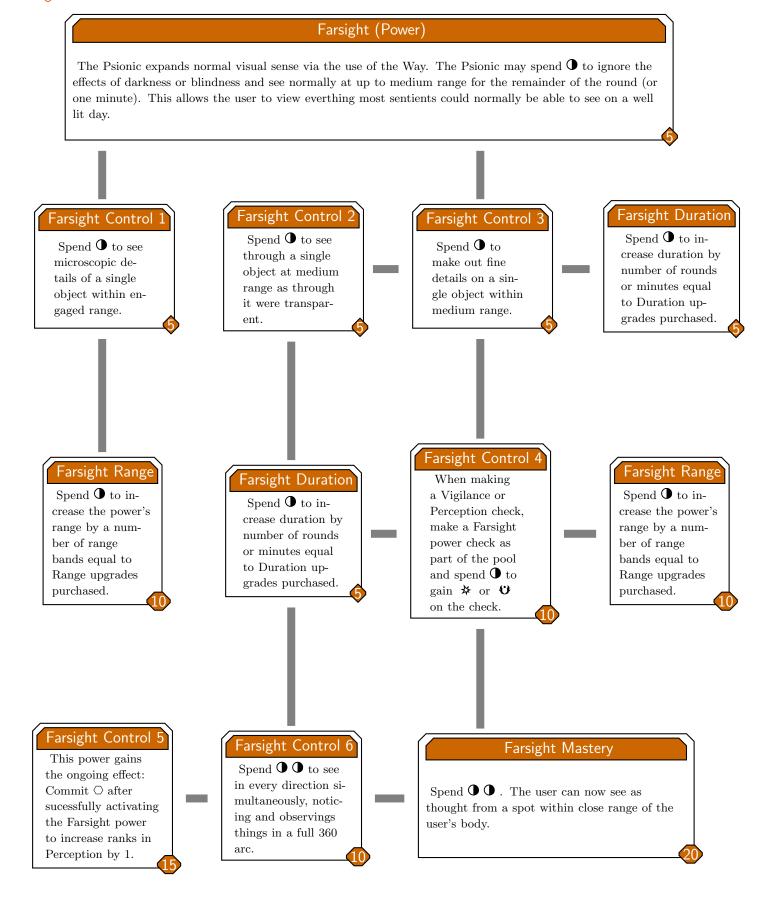
Thug Talent Tree

Class Skills: Coercion, Streetwise, Knowledge (Underworld), Brawl







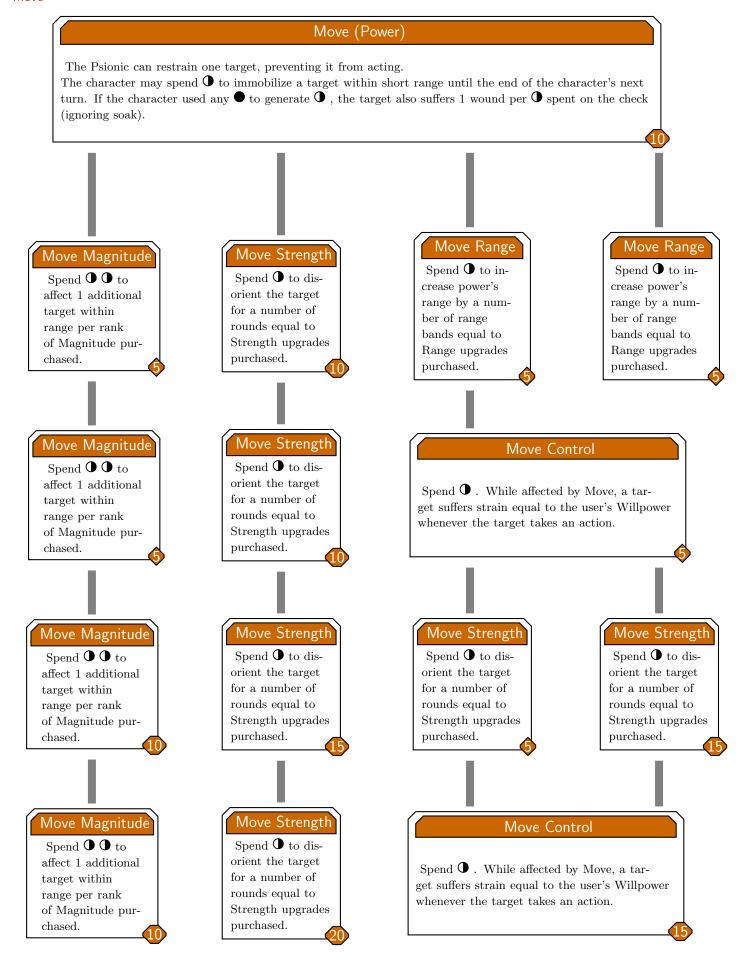


purchased.

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 increase power's range crease number of Ongoing effect: Commit \bigcirc . Once per by a number of targets affected round, when making a combat check, he

upgrades the ability of that check once.

range bands equal

to Range upgrades

purchased.

by power equal

to Magnitude up-

grades purchased.