

Talent_Nan	Type	Requirement	Requirement	Requirement	Description	Effect_Logic
Sunder	Passive	Skill_Rank	The Great V	3	Bonus dam	damage_bonus_vs_tag(shield, arm
Follow Thro	Reaction	Skill_Rank	The Great V	6	If you kill a t	on_kill(cleave_damage)
Impact	Passive	Skill_Rank	The Great V	10	Critical hits	crit_effect(knockback, prone)
Heavy Pull	Passive	Skill_Rank	The Draw	3	You can use	stat_swap(damage, might)
Skewering	Passive	Skill_Rank	The Draw	6	Your shots	projectile_pierce(1)
Artillery	Passive	Skill_Rank	The Draw	10	Ignore rang	ignore_range_penalty; penetrate_c
Loom	Active	Skill_Rank	Intimidatio	3	You can Int	stat_swap(social_check, might)
Terrify	Passive	Skill_Rank	Intimidatio	6	Enemies yo	status_effect(initiative_last)
The Aura	Passive	Skill_Rank	Intimidatio	10	Enemies wi	aura(sanctuary_effect)
Iron Grip	Passive	Skill_Rank	Athletics	3	You cannot	immunity(disarm)
Wrecking B	Passive	Skill_Rank	Athletics	6	You deal dc	damage_mult_vs_tag(object, 2.0)
Titan	Passive	Skill_Rank	Athletics	10	Your lifting/	carry_cap_mult(2); move_speed(cli
Second Ski	Passive	Skill_Rank	Plate	3	Sleeping in	ignore_fatigue(armor_sleep)
Glancing Bl	Passive	Skill_Rank	Plate	6	Reduces Cr	crit_defense_mult(0.5)
Juggernaut	Passive	Skill_Rank	Plate	10	You cannot	immunity(prone, push)
Shield Wall	Active	Skill_Rank	The Shield	3	You provide	aura(adjacent_allies, heavy_cover)
Bash	Active	Skill_Rank	The Shield	6	You can ma	attack_bonus_action(stun)
Interpose	Reaction	Skill_Rank	The Shield	10	Once per rc	redirect_damage(ally, self)
Thick Skin	Passive	Skill_Rank	Stoicism	3	Ignore pen	ignore_penalty(pain)
Unbothered	Passive	Skill_Rank	Stoicism	6	You are imr	immunity(taunt, social_shame)
Death's Do	Passive	Skill_Rank	Stoicism	10	You stay co	death_delay(1_round)
Workhorse	Passive	Skill_Rank	Labor	3	You can pe	stamina_mult(2.0)
Structural E	Passive	Skill_Rank	Labor	6	You instant	skill_bonus(demolition, advantage)
Atlas	Active	Skill_Rank	Labor	10	For one tur	temp_stat_boost(strength, infinite)
Quick Draw	Active	Skill_Rank	The Blades	3	Drawing a h	equip_speed(instant)
Bleed Out	Passive	Skill_Rank	The Blades	6	Critical hits	crit_effect(bleed)
Vital Point	Passive	Skill_Rank	The Blades	10	You ignore	ignore_armor(condition:unaware)
Juggler	Active	Skill_Rank	The Thrown	3	You can dra	multi_attack(thrown, 2)
Ricochet	Active	Skill_Rank	The Thrown	6	You can bo	ignore_cover(bounce)
Perfect Arc	Passive	Skill_Rank	The Thrown	10	Range pen	range_penalty(0)
Goad	Active	Skill_Rank	Repartee	3	Force an en	taunt_target
Stinging Wi	Active	Skill_Rank	Repartee	6	Your insults	debuff_target(roll_penalty)
Last Word	Reaction	Skill_Rank	Repartee	10	If you kill ar	on_kill(aoe_fear)
Tumbler	Active	Skill_Rank	Mechanisrr	3	You can att	stealth_action(lockpick)
Saboteur	Passive	Skill_Rank	Mechanisrr	6	You can rig	craft_speed(traps, 0.5)
Skeleton Ke	Active	Skill_Rank	Mechanisrr	10	You can unl	auto_success(lockpick, non_magic
Fitted	Passive	Skill_Rank	Light	3	You suffer r	ignore_penalty(stealth_armor)
Roll With It	Reaction	Skill_Rank	Light	6	When you t	damage_resist(fall, 0.5)
Evasion	Reaction	Skill_Rank	Light	10	If an AOE at	save_effect(aoe_zero_damage)
Fast Hands	Reaction	Skill_Rank	Snares	3	You can de	quick_use(trap_item)
Hidden Traj	Passive	Skill_Rank	Snares	6	Enemies su	trap_difficulty_increase
Chain Reac	Active	Skill_Rank	Snares	10	You can trig	remote_trigger(trap)
Poker Face	Passive	Skill_Rank	Guile	3	You are imr	immunity(insight_check)

Feint	Active	Skill_Rank	Guile	6	You can use action_buff(advantage_next_attack
Imposter	Active	Skill_Rank	Guile	10	You can mimic_voice(perfect)
Cat's Grace	Passive	Skill_Rank	Motion	3	You possess auto_success(balance)
Wall Run	Active	Skill_Rank	Motion	6	You can move movement_mode(wall_run)
Ghost	Passive	Skill_Rank	Motion	10	You leave no stealth_bonus(silent_move)
Blend	Passive	Skill_Rank	Bio	3	+2 to Stealth conditional_bonus(stealth, biome_
Regrowth	Passive	Skill_Rank	Bio	6	While resting rest_regen_bonus
Adaptation	Passive	Skill_Rank	Bio	10	You are immune immunity(weather_extreme)
Field Medic	Passive	Skill_Rank	Tinctures	3	Applying a use_speed(medical, 0.5)
Potency	Passive	Skill_Rank	Tinctures	6	Consumable item_effect_mult(1.25)
Witch Doctor	Active	Skill_Rank	Tinctures	10	You can scan craft_anywhere(medical)
First Impress	Passive	Skill_Rank	Poise	3	NPCs start npc_attitude_start(friendly)
Radiance	Active	Skill_Rank	Poise	6	Your presence remove_status(panic, aoe)
Purity	Passive	Skill_Rank	Poise	10	You are immune immunity(disease_mundane)
Forager	Passive	Skill_Rank	Nature	3	You always auto_success(forage_self)
Beast Friend	Passive	Skill_Rank	Nature	6	Wild animal faction_peace(animals)
Apex	Passive	Skill_Rank	Nature	10	You can track track_difficulty(impossible)
Iron Knuckle	Passive	Skill_Rank	The Fist	3	Your unarmed unarmed_damage_type(lethal)
Clinch	Active	Skill_Rank	The Fist	6	You gain a bonus(grapple)
Quivering P	Active	Skill_Rank	The Fist	10	You can stun status_effect(stun)
Mobile Fire	Passive	Skill_Rank	The Simple	3	You do not ignore_penalty(move_shoot)
Rapid Reload	Passive	Skill_Rank	The Simple	6	Reloading a reload_speed(instant)
Trick Shot	Active	Skill_Rank	The Simple	10	You can shoot disarm_ranged
Pressure	Passive	Skill_Rank	Coercion	3	You gain bonus skill_bonus_stack(time)
Cornered	Passive	Skill_Rank	Coercion	6	Enemies gain debuff_morale(condition:no_escap
The Gaze	Active	Skill_Rank	Coercion	10	You can stop cc_effect(paralyze_attack)
Patch Job	Active	Skill_Rank	Craft	3	You can repair repair_speed(instant_temp)
Hardening	Passive	Skill_Rank	Craft	6	Armor/Weapon craft_quality_bonus(durability)
Iron Stomach	Passive	Skill_Rank	Craft	10	You can eat immunity(ingested_poison)
Warded	Passive	Skill_Rank	Robes	3	You gain a damage_resist(elemental)
Deep Pockets	Passive	Skill_Rank	Robes	6	Your robes inventory_weight_mult(0.5)
Reflection	Reaction	Skill_Rank	Robes	10	Once per day dispell_reflect(1_per_day)
Channel	Active	Skill_Rank	Catalysts	3	You can hold store_spell
Scroll Master	Passive	Skill_Rank	Catalysts	6	You can use use_item_tier_ignore
Overcharge	Active	Skill_Rank	Catalysts	10	You can break consume_item(max_damage)
Protocol	Passive	Skill_Rank	Etiquette	3	You never a social_safety_net
Name Drop	Active	Skill_Rank	Etiquette	6	You can deal unlock_access(vip)
Sanctuary	Active	Skill_Rank	Etiquette	10	You can invade zone_effect(peace)
Polyglot	Passive	Skill_Rank	Academics	3	You can read lang_read(all)
Researcher	Passive	Skill_Rank	Academics	6	You find info task_speed(research, 0.5)
Eidetic Memory	Passive	Skill_Rank	Academics	10	You perfect memory_recall(perfect)
Parry	Reaction	Skill_Rank	The Long Blade	3	You can use ac_bonus(reaction)
Riposte	Reaction	Skill_Rank	The Long Blade	6	If an enemy counter_attack(on_miss)
Disarm	Passive	Skill_Rank	The Long Blade	10	On a Critical crit_effect(disarm)

Demolition	Passive	Skill_Rank	The Blast	3	You deal dc damage_mult_struct(2.0)
Shaped Charge	Passive	Skill_Rank	The Blast	6	Your explosives aoe_safe(allies)
Pyrotechnic	Active	Skill_Rank	The Blast	10	You can create craft_item(flashbang)
Filibuster	Active	Skill_Rank	Rhetoric	3	You can talk delay_combat
Logic Trap	Active	Skill_Rank	Rhetoric	6	If an NPC is social_bind(peace)
Deconstruct	Active	Skill_Rank	Rhetoric	10	You can verify mental_break_target
Calculator	Passive	Skill_Rank	Analysis	3	You can estimate hud_info(measurements)
Deduction	Active	Skill_Rank	Analysis	6	By observing scene_reconstruct
Grand Design	Active	Skill_Rank	Analysis	10	You can inventory craft_blueprint(unique)
Brace	Reaction	Skill_Rank	The Polearm	3	You deal dc damage_bonus(vs_charge)
Sweep	Active	Skill_Rank	The Polearm	6	You can trip aoe_attack(cone_trip)
Zone of Control	Passive	Skill_Rank	The Polearm	10	Enemies provide opportunity_attack(on_enter)
Steady Aim	Passive	Skill_Rank	The Long Staff	3	If you don't stationary_bonus(range)
Sniper	Passive	Skill_Rank	The Long Staff	6	If you are high stealth_maintain(on_attack)
Kill Shot	Passive	Skill_Rank	The Long Staff	10	Bonus Critical damage_scale(distance)
Lie Detector	Passive	Skill_Rank	Insight	3	You always detect_lie
Read Lips	Passive	Skill_Rank	Insight	6	You can understand visual_audio
Prediction	Passive	Skill_Rank	Insight	10	You can sense immunity(surprise)
Trap Sense	Passive	Skill_Rank	Scouting	3	You get a passive_detect(traps)
Tracker	Passive	Skill_Rank	Scouting	6	You can detect track_info(detailed)
Eagle Eye	Passive	Skill_Rank	Scouting	10	Visibility partially ignore_environment(vision)
Quick Character	Active	Skill_Rank	Rigs	3	You can do equip_speed(instant)
Prepared	Active	Skill_Rank	Rigs	6	You have a spawn_item(mundane_utility)
Vanish	Passive	Skill_Rank	Rigs	10	While static invisibility(stationary)
Wager	Active	Skill_Rank	Curios	3	Once per session reroll(1_per_session)
Card Sharp	Passive	Skill_Rank	Curios	6	You can choose auto_success(gambling)
Fated	Active	Skill_Rank	Curios	10	Once per session enemy_reroll(1_per_session)
Vibe Check	Passive	Skill_Rank	Empathy	3	You instantly detect_emotion(aoe)
Soothe	Active	Skill_Rank	Empathy	6	You can remove cure_status(mental)
Soul Bond	Passive	Skill_Rank	Empathy	10	You share a telepathy(single_target)
Bad Feeling	Passive	Skill_Rank	Mysticism	3	You sense and predict_outcome(binary)
Spirit Sight	Passive	Skill_Rank	Mysticism	6	You can see vision_mode(ethereal)
Omen	Active	Skill_Rank	Mysticism	10	You can determine narrative_control(minor)
Entangle	Active	Skill_Rank	Melee Exotic	3	Whips/chain grapple_ranged
Flashy	Passive	Skill_Rank	Melee Exotic	6	Attacks give combo_combat_social
Pain Compel	Passive	Skill_Rank	Melee Exotic	10	Enemies hit debuff_stat(willpower)
Silent Take	Passive	Skill_Rank	Ranged Exotic	3	Blowgun/Bow attack_silent
Debilitate	Passive	Skill_Rank	Ranged Exotic	6	Poisons apply status_duration_mult(2.0)
Trick Shot	Active	Skill_Rank	Ranged Exotic	10	You can hit interact_ranged
Silver Tongue	Passive	Skill_Rank	Persuasion	3	You get a discount shop_discount
Charm Person	Active	Skill_Rank	Persuasion	6	An NPC becomes status_effect(charmed)
Cult of Personality	Passive	Skill_Rank	Persuasion	10	You can attract spawn_follower
Mimicry	Active	Skill_Rank	Performance	3	You can threaten audio_distraction
Disguise	Active	Skill_Rank	Performance	6	You can create disguise_quality(perfect)

Enthrall	Active	Skill_Rank	Performance	10	You can cast cc_aoe(distract)
Muffled	Passive	Skill_Rank	Mail	3	Reduces the reduce_penalty(stealth_armor)
Faith	Passive	Skill_Rank	Mail	6	Magical healing heal_received_mult(1.2)
Unbreakable	Passive	Skill_Rank	Mail	10	Critical Hits immunity(crit_extra_damage)
Colors	Passive	Skill_Rank	Regalia	3	Allies who cast aura_buff(resist_fear)
Rally	Active	Skill_Rank	Regalia	6	Once per cast aoa_aoe_heal(temp_hp)
Dread	Passive	Skill_Rank	Regalia	10	Enemies who cast aura_debuff(morale)
Iron Mind	Passive	Skill_Rank	Discipline	3	You have a save_bonus(mental)
Focus	Passive	Skill_Rank	Discipline	6	You can maintain concentration_unbreakable
Snap Out Of It	Active	Skill_Rank	Discipline	10	You can use cure_status(ally_mental)
Orders	Active	Skill_Rank	Command	3	You can grant grant_action(ally)
Tactician	Passive	Skill_Rank	Command	6	Your team gets party_buff(initiative)
Martyr	Reaction	Skill_Rank	Command	10	If an ally dies transfer_hp(ally)
Herculean	Active	Attribute_S	MIGHT	16	Once per day auto_success(might_check)
Titan's Grip	Passive	Attribute_S	MIGHT	20	You can wear equip_slot_override(2h_as_1h)
Marathoner	Passive	Attribute_S	ENDURANCE	16	You never sleep immunity(exhaustion_travel)
Unkillable	Reaction	Attribute_S	ENDURANCE	20	If you would die cheat_death(1_per_day)
Surgical Precision	Passive	Attribute_S	FINESSE	16	You can reroll reroll_1s(finesse)
Perfect Strike	Passive	Attribute_S	FINESSE	20	Your Criticals crit_range_expand(2)
Lightning Reflexes	Passive	Attribute_S	REFLEXES	16	You add your initiative_mult(2.0)
Bullet Time	Active	Attribute_S	REFLEXES	20	Take two full action_surge
Primal Vigor	Passive	Attribute_S	VITALITY	16	Regenerate regen_hourly
Timeless Body	Passive	Attribute_S	VITALITY	20	You stop aging immunity(age, disease, poison)
Thick Skin	Passive	Attribute_S	FORTITUDE	16	Gain +1 Max hp hp_bonus_level(1)
Impervious	Passive	Attribute_S	FORTITUDE	20	Reduce all incoming damage_reduction(flat_fort)
Polymath	Passive	Attribute_S	KNOWLEDGE	16	You are considered skill_proficiency(all_lore)
Living Library	Active	Attribute_S	KNOWLEDGE	20	Once per day meta_knowledge(truth)
Calculated	Active	Attribute_S	LOGIC	16	Analyze and buff_advantage(target)
Mastermind	Passive	Attribute_S	LOGIC	20	You can retro flashback_mechanic
Sentinel	Passive	Attribute_S	AWARENESS	16	You cannot be surprised immunity(surprise)
True Sight	Active	Attribute_S	AWARENESS	20	See through invisibility vision_true(60ft)
Trust Your Gut	Passive	Attribute_S	INTUITION	16	The GM will never danger_sense_meta
Fate Bender	Reaction	Attribute_S	INTUITION	20	Force any critical reroll_target(any)
Magnetism	Passive	Attribute_S	CHARM	16	Merchants economy_bonus
Cult Leader	Passive	Attribute_S	CHARM	20	You can attract follower_spawn
Iron Will	Passive	Attribute_S	WILLPOWER	16	You have a save_advantage(magic)
Unshakable	Active	Attribute_S	WILLPOWER	20	You are immune immunity(mind_control, fear)

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