

Talent_Nan	Type	Requirement_1	Requirement_2	Requirement_3	Description	Effect_Logic
Sunder	Passive	Skill_Rank	The Great V		3 Bonus damage_bonus_vs_tag(shield, arm)	
Follow Thro	Reaction	Skill_Rank	The Great V		6 If you kill a target 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 range ignore_range_penalty; penetrate_c	
Loom	Active	Skill_Rank	Intimidation		3 You can Int stat_swap(social_check, might)	
Terrify	Passive	Skill_Rank	Intimidation		6 Enemies you status_effect(initiative_last)	
The Aura	Passive	Skill_Rank	Intimidation		10 Enemies with aura(sanctuary_effect)	
Iron Grip	Passive	Skill_Rank	Athletics		3 You cannot immunity(disarm)	
Wrecking B	Passive	Skill_Rank	Athletics		6 You deal 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 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 make attack_bonus_action(stun)	
Interpose	Reaction	Skill_Rank	The Shield		10 Once per round redirect_damage(ally, self)	
Thick Skin	Passive	Skill_Rank	Stoicism		3 Ignore penalty ignore_penalty(pain)	
Unbothered	Passive	Skill_Rank	Stoicism		6 You are immune to immunity(taunt, social_shame)	
Death's Do	Passive	Skill_Rank	Stoicism		10 You stay cool death_delay(1_round)	
Workhorse	Passive	Skill_Rank	Labor		3 You can persist 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 turn temp_stat_boost(strength, infinite)	
Quick Draw	Active	Skill_Rank	The Blades		3 Drawing a blade 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 draw multi_attack(thrown, 2)	
Ricochet	Active	Skill_Rank	The Thrown		6 You can bounce ignore_cover(bounce)	
Perfect Arc	Passive	Skill_Rank	The Thrown		10 Range penalty ignore_range_penalty(0)	
Goad	Active	Skill_Rank	Repartee		3 Force an enemy 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 a target on_kill(aoe_fear)	
Tumbler	Active	Skill_Rank	Mechanism		3 You can attack stealth_action(lockpick)	
Saboteur	Passive	Skill_Rank	Mechanism		6 You can rig trap_craft_speed(traps, 0.5)	
Skeleton Key	Active	Skill_Rank	Mechanism		10 You can unlock auto_success(lockpick, non_mag	
Fitted	Passive	Skill_Rank	Light		3 You suffer damage ignore_penalty(stealth_armor)	
Roll With It	Reaction	Skill_Rank	Light		6 When you take damage_resist(fall, 0.5)	
Evasion	Reaction	Skill_Rank	Light		10 If an AOE attack save_effect(aoe_zero_damage)	
Fast Hands	Reaction	Skill_Rank	Snares		3 You can dequick_use(trap_item)	
Hidden Traj	Passive	Skill_Rank	Snares		6 Enemies suffer trap_difficulty_increase	
Chain Reac	Active	Skill_Rank	Snares		10 You can trigger remote_trigger(trap)	
Poker Face	Passive	Skill_Rank	Guile		3 You are immune to 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_mimic_voice(perfect)
Cat's Grace	Passive	Skill_Rank	Motion	3 You posses 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 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_to 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 scavenge_craft_anywhere(medical)
First Impression	Passive	Skill_Rank	Poise	3 NPCs start_in 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_to immunity(disease_mundane)
Forager	Passive	Skill_Rank	Nature	3 You always auto_success(forage_self)
Beast Friend	Passive	Skill_Rank	Nature	6 Wild animals faction_peace(animals)
Apex	Passive	Skill_Rank	Nature	10 You can track difficulty(impossible)
Iron Knuckles	Passive	Skill_Rank	The Fist	3 Your unarmed unarmed_damage_type(lethal)
Clinch	Active	Skill_Rank	The Fist	6 You gain attack_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 attack_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_escape)
The Gaze	Active	Skill_Rank	Coercion	10 You can stunlock status_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 are immune_to immunity(ingested_poison)
Warded	Passive	Skill_Rank	Robes	3 You gain attack_damage_resist(elemental)
Deep Pock	Passive	Skill_Rank	Robes	6 Your robes inventory_weight_mult(0.5)
Reflection	Reaction	Skill_Rank	Robes	10 Once per day spell_reflect(1_per_day)
Channel	Active	Skill_Rank	Catalysts	3 You can hold store_spell
Scroll Mast	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 attack social_safety_net
Name Drop	Active	Skill_Rank	Etiquette	6 You can deunlock unlock_access(vip)
Sanctuary	Active	Skill_Rank	Etiquette	10 You can invoke 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 Ch.	Passive	Skill_Rank	The Blast	6 Your explos aoe_safe(allies)
Pyrotechnic	Active	Skill_Rank	The Blast	10 You can cra craft_item(flashbang)
Filibuster	Active	Skill_Rank	Rhetoric	3 You can tall delay_combat
Logic Trap	Active	Skill_Rank	Rhetoric	6 If an NPC ai social_bind(peace)
Deconstructor	Active	Skill_Rank	Rhetoric	10 You can ver mental_break_target
Calculator	Passive	Skill_Rank	Analysis	3 You can est hud_info(measurements)
Deduction	Active	Skill_Rank	Analysis	6 By observin scene_reconstruct
Grand Design	Active	Skill_Rank	Analysis	10 You can inv 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 tri c aoe_attack(cone_trip)
Zone of Control	Passive	Skill_Rank	The Polearm	10 Enemies pr opportunity_attack(on_enter)
Steady Aim	Passive	Skill_Rank	The Long St	3 If you don't stationary_bonus(range)
Sniper	Passive	Skill_Rank	The Long St	6 If you are hi stealth_maintain(on_attack)
Kill Shot	Passive	Skill_Rank	The Long St	10 Bonus Crit! damage_scale(distance)
Lie Detecto	Passive	Skill_Rank	Insight	3 You always detect_lie
Read Lips	Passive	Skill_Rank	Insight	6 You can un v isual_audio
Prediction	Passive	Skill_Rank	Insight	10 You can sei immunity(surprise)
Trap Sense	Passive	Skill_Rank	Scouting	3 You get a p o ssive_detect(traps)
Tracker	Passive	Skill_Rank	Scouting	6 You can det track_info(detailed)
Eagle Eye	Passive	Skill_Rank	Scouting	10 Visibility pe ignore_environment(vision)
Quick Char	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 se reroll(1_per_session)
Card Sharp	Passive	Skill_Rank	Curios	6 You can ch a auto_success(gambling)
Fated	Active	Skill_Rank	Curios	10 Once per se enemy_reroll(1_per_session)
Vibe Check	Passive	Skill_Rank	Empathy	3 You instant detect_emotion(aoe)
Soothe	Active	Skill_Rank	Empathy	6 You can r e 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 i predict_outcome(binary)
Spirit Sight	Passive	Skill_Rank	Mysticism	6 You can see vision_mode(ethereal)
Omen	Active	Skill_Rank	Mysticism	10 You can de narrative_control(minor)
Entangle	Active	Skill_Rank	Melee Exotic	3 Whips/chai grapple_ranged
Flashy	Passive	Skill_Rank	Melee Exotic	6 Attacks give g combo_combat_social
Pain Comp.	Passive	Skill_Rank	Melee Exotic	10 Enemies hit debuff_stat(willpower)
Silent Take	Passive	Skill_Rank	Ranged Exc	3 Blowgun/B o attack_silent
Debilitate	Passive	Skill_Rank	Ranged Exc	6 Poisons app status_duration_mult(2.0)
Trick Shot	Active	Skill_Rank	Ranged Exc	10 You can hit interact_ranged
Silver Tongue	Passive	Skill_Rank	Persuasion	3 You get a di shop_discount
Charm Person	Active	Skill_Rank	Persuasion	6 An NPC bec status_effect(charmed)
Cult of Pers	Passive	Skill_Rank	Persuasion	10 You can att spawn_follower
Mimicry	Active	Skill_Rank	Performance	3 You can thr audio_distraction
Disguise	Active	Skill_Rank	Performance	6 You can cra disguise_quality(perfect)

Enthrall	Active	Skill_Rank	Performance	10 You can cast cc_aoe(distract)
Muffled	Passive	Skill_Rank	Mail	3 Reduces stealth_armor_penalty(reduce_penalty)
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 aoe_heal(temp_hp)
Dread	Passive	Skill_Rank	Regalia	10 Enemies will aura_debuff(morale)
Iron Mind	Passive	Skill_Rank	Discipline	3 You have A save_bonus(mental)
Focus	Passive	Skill_Rank	Discipline	6 You can make concentration_unbreakable
Snap Out Of	Active	Skill_Rank	Discipline	10 You can use cure_status(ally_mental)
Orders	Active	Skill_Rank	Command	3 You can 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 die auto_success(might_check)
Titan's Grip	Passive	Attribute_S	MIGHT	20 You can wield 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 cheat_death(1_per_day)
Surgical Strike	Passive	Attribute_S	FINESSE	16 You can reroll_1s(finesse)
Perfect Strike	Passive	Attribute_S	FINESSE	20 Your Critica 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 Vigo	Passive	Attribute_S	VITALITY	16 Regenerate regen_hourly
Timeless	Passive	Attribute_S	VITALITY	20 You stop aging immunity(age, disease, poison)
Thick Skin	Passive	Attribute_S	FORTITUDE	16 Gain +1 Max hp_bonus_level(1)
Impervious	Passive	Attribute_S	FORTITUDE	20 Reduce all damage_reduction(flat_fort)
Polymath	Passive	Attribute_S	KNOWLEDGE	16 You are more skill_proficiency(all_lore)
Living Libra	Active	Attribute_S	KNOWLEDGE	20 Once per die meta_knowledge(truth)
Calculated	Active	Attribute_S	LOGIC	16 Analyze an enemy buff_advantage(target)
Mastermind	Passive	Attribute_S	LOGIC	20 You can recall flashback_mechanic
Sentinel	Passive	Attribute_S	AWARENESS	16 You cannot be surprised immunity(surprise)
True Sight	Active	Attribute_S	AWARENESS	20 See through vision_true(60ft)
Trust Your Instincts	Passive	Attribute_S	INTUITION	16 The GM will danger_sense_meta
Fate Bending	Reaction	Attribute_S	INTUITION	20 Force any character 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 to mind_control, fear immunity(mind_control, fear)

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