

# Talents

## Affluent

Requirements	None
Description	<i>You have access to greater resources than most.</i>
NOVICE	When you select this talent, increase your <b>Income</b> by +2.
EXPERT	When you gain this degree, increase your <b>Income</b> by +1. You may add 2 to your <b>Income</b> score when comparing your score with an item's cost to purchase it automatically, without a test, or to determine whether the purchase will deplete your <b>Income</b> . You enjoy this benefit only once per game session, and you must choose whether it applies to an automatic purchase or to avoid depleting your <b>Income</b> .
MASTER	When you gain this degree, increase your <b>Income</b> by +1. You can re-roll a failed <b>Income</b> test, but must keep the results of the second roll.

## Agility

Requirements	Dexterity 2 and the <b>Dexterity (Acrobatics)</b> focus
Description	<i>You move with grace, speed, and ease.</i>
NOVICE	<i>Every move you make is part of one fluid motion.</i> Using the <b>Move</b> action to stand up, climb, dismount, etc. does not reduce your <b>Speed</b> .
EXPERT	When you move, terrain-based hazards do not reduce your <b>Speed</b> . When you fall, if you succeed at a <b>Dexterity (Acrobatics)</b> test with a TN determined by the GM based on height and nearby surfaces, you suffer only half damage.
MASTER	<i>Impressive acrobatics are just the way you naturally move.</i> You can re-roll any die result of 1 on each die for <b>Dexterity (Acrobatics)</b> , <b>Stamina (Running)</b> , and <b>Strength (Climbing / Jumping)</b> tests, but must keep the results on the second roll.

## Artistry

Requirements	Communication 1 or higher, and the <b>Dexterity (Crafting)</b> focus or <b>Communication (Expression)</b> focus
Description	<i>You can create fine works of art. For the performing arts, see the <b>Performance</b> talent.</i>
NOVICE	You can use the <b>Dexterity (Crafting)</b> or <b>Communication (Expression)</b> focuses to create works of art. Choose a field of visual (painting, sculpture, illustration, animation, photography, etc.) or literary (poetry, fiction, scriptwriting, journalism, etc.) arts. The GM determines the time and TN of the test, depending on your intentions, and the <b>Drama Die</b> determines your work's quality if you succeed. You can sell your work if you know a buyer, giving you a temporary <b>bonus</b> to <b>Income</b> tests equal to half the result of the <b>Drama Die</b> (minimum 1); this <b>bonus</b> disappears upon your first successful <b>Income</b> test to purchase something, or at the end of the current story if you have not used it. As an option you can waive the <b>bonus</b> to <b>Income</b> and gain a temporary <b>reputation</b> instead. This <b>reputation</b> fades over time if you don't produce other works of similar quality. Any <b>reputation</b> derived from your art disappears after a number of months equal to the result of the <b>Drama Die</b> .

<b>EXPERT</b>	<i>You grow as an artist, deepening your mastery of your craft or diversifying your talents.</i> You learn the tools and tricks of a new artistic field, or gain a <b>+1 bonus</b> to <b>ability tests</b> to create works of art in a field you are trained in. This <b>bonus</b> also applies to the <b>Drama Die</b> result to determine the quality of your work.
<b>MASTER</b>	<i>You become an undisputed master of your craft.</i> You learn the tools and tricks of a number of artistic fields equal to your <b>Communication</b> , or select one of the fields you are trained in and add your <b>Willpower</b> to the <b>Drama Die</b> to determine the quality of your work. Upon successfully creating a work of art, you can re-roll the <b>Drama Die</b> to determine its quality, but must keep the results of the second roll.

## Attractive

<b>Requirements</b>	None
<b>Description</b>	<i>You have that special something that catches and holds people's attention and interest.</i>
<b>NOVICE</b>	<i>Your presence is as stunning upon the second impression as it is on the first.</i> You can use the <b>Making an Entrance</b> social stunt a second time at any point of an encounter. Also, if an NPC could be attracted to you, their initial <b>attitude</b> is one step more favorable towards you.
<b>EXPERT</b>	<i>You know how to best exploit your appearance.</i> You can perform the <b>Flirt</b> social stunt for <b>3 SP</b> instead of its normal cost, and the target of your efforts can have a <b>Neutral attitude</b> instead of <b>Open</b> .
<b>MASTER</b>	<i>Every move you make captures the attention and interest of others.</i> When interacting with characters who would be attracted to you, you can re-roll a failed <b>Communication (Deception / Performing / Persuasion / Seduction)</b> test, but must keep the results of the second roll.

## Carousing

<b>Requirements</b>	<b>Communication 1</b> and <b>Constitution 1</b> , or higher
<b>Description</b>	<i>You take your fun seriously, and use it to good effect.</i>
<b>NOVICE</b>	<i>You can drink other people under the table.</i> When making <b>Constitution (Tolerance)</b> tests as part of an <b>advanced test</b> , you gain a <b>+1 bonus</b> to the result of each <b>Drama Die</b> .
<b>EXPERT</b>	Choose one of the following focuses: <b>Communication (Seduction)</b> or <b>Perception (Empathy)</b> . If you fail a test with your chosen focus, you can re-roll it but must keep the results of the second roll.
<b>MASTER</b>	<i>When you're having a good time, you're invincible! Or so you think...</i> Choose the <b>Benefit of the Doubt</b> or <b>Flirt</b> stunt. You can perform that stunt for <b>1 SP</b> less than its normal cost.

## Command

<b>Requirements</b>	<b>Communication 2</b> or higher
<b>Description</b>	<i>You are a skilled and capable leader.</i>
<b>NOVICE</b>	<i>Your presence inspires allies.</i> If you take a <b>major action</b> to offer guidance, your allies gain a <b>+1 bonus</b> to <b>Willpower (Courage)</b>

	and <b>Willpower (Morale)</b> tests for the rest of the encounter. You can do this once per encounter.
<b>EXPERT</b>	<i>Your allies follow your lead.</i> Any NPCs you lead gain a <b>+1 bonus</b> when rolling for <b>initiative</b> .
<b>MASTER</b>	<i>When you stand firm, your allies stand with you.</i> When you lead NPCs in an encounter, they do not have to make a <b>Willpower (Morale)</b> test until more than two-thirds of your side's combatants are out of the fight ( <b>dead or incapacitated</b> ). If you leave the fight or are take out, this benefit is lost.

## Contacts

<b>Requirements</b>	<b>Communication 1</b> or higher
<b>Description</b>	<i>You have a large web of social connections, and know people even in the unlikelyst of places.</i>
<b>NOVICE</b>	You can attempt to make a contact out of an NPC with a <b>Neutral</b> or better <b>attitude</b> towards you with a successful <b>Communication (Persuasion)</b> test. The GM sets the <b>TN</b> based on the likelihood of you knowing the character or having mutual friends. The more distant the character's origin or social class from yours, the more difficult the test. If you succeed, the new contact's <b>attitude shifts</b> one step in your favor and they readily provide information without a test, as long as it wouldn't harm them. They will not perform other favors without further persuasion.
<b>EXPERT</b>	Once you've established contact, you can try to get a favor from them with a single successful <b>Communication (Persuasion)</b> test, regardless of their <b>attitude</b> toward you and without engaging in a complex social interaction. The <b>TN</b> is based on the nature of the favor and whether it puts the contact in any danger.
<b>MASTER</b>	<i>Your social skills can turn a contact into a trusted ally.</i> If you do a significant favor for an established contact, they become <b>Very Friendly</b> towards you, and any potential risk in the favors you ask of them does not affect the <b>TN</b> of the <b>Communications (Persuasion)</b> test from the <b>Expert</b> degree. If they're already <b>Very Friendly</b> , they become zealously loyal; you do not need to make an <b>ability test</b> to ask favors of them, regardless of the danger involved, and the GM can use your ally to provide prompts of you become stuck in the course of a story in the form of unsolicited advice or favors. Allies' <b>attitudes</b> can degrade if they're not treated well, but do not do so simply with the passage of time. You can drift apart for a decade and they'll still be as loyal as when you last met.

## Doctor

<b>Requirements</b>	<b>Intelligence (Medicine)</b> focus
<b>Description</b>	<i>You have the skills to heal wounds and treat illness and other conditions.</i>
<b>NOVICE</b>	<i>You're skilled in treating patients.</i> You can re-roll any dice with the result of <b>1 or 2</b> when making an <b>Intelligence (Medicine)</b> test.
<b>EXPERT</b>	<i>With access to medical supplies and tools, you can treat some conditions.</i> With an hour and a basic <b>TN 11 Intelligence (Medicine)</b> test you can remove a <b>wounded</b> condition, leaving the patient only <b>injured</b> . You can also remove other medical-related conditions with proper time and treatment, at the GM's discretion, using normal Interlude guidelines.
<b>MASTER</b>	You can perform complex medical procedures to restore a patient to a normal, healthy condition, and you can re-roll any failed <b>Intelligence (Medicine)</b> test, but must keep the results of the second roll. When using <b>Intelligence (Medicine)</b> as a primary investigation focus, you generate <b>+1 SP</b> on any roll that generates <b>SP</b> .

## Dual Weapon Style

Requirements	Dexterity 2 or higher
Description	<i>You can fight in hand-to-hand combat with a weapon in your primary hand and another in your off-hand (a secondary weapon).</i> Unless otherwise stated, attacks come from the primary weapon.
NOVICE	While wielding two close combat weapons, if you take the <b>Activate</b> action, you gain either a <b>+1 bonus</b> on your melee attack rolls or a <b>+1 Defense bonus</b> vs. melee attacks until the end of the encounter. You can switch the <b>bonus</b> with another <b>Activate</b> action.
EXPERT	You can perform the <b>Lightning Attack</b> stunt for <b>2 SP</b> instead of the usual 3, but the extra attack must come from your secondary weapon.
MASTER	<i>You can overwhelm opponents with attacks from both weapons.</i> If you make a <b>Melee Attack</b> with your primary weapon and you are not charging, you can make another attack with your secondary weapon as a <b>minor action</b> . The second attack cannot generate <b>SP</b> , and you only add half of your <b>Strength</b> (rounded down) to damage.

## Expertise (Focus)

Requirements	None
Description	<i>You are a specialist in your field.</i>
NOVICE	Select an ability focus you have and choose a narrower task or field within it. For example, you can choose " <b>Hacking</b> " for <b>Intelligence (Technology)</b> or " <b>Drones</b> " for <b>Dexterity (Piloting)</b> . You gain a <b>+1 bonus</b> for <b>ability tests</b> covered by the narrower task. You can select this talent multiple times, each time applicable to a different focus. You can only choose <b>Expertise</b> once for a particular focus.
EXPERT	If you fail an <b>ability test</b> covered by your chosen expertise, you can re-roll it, but must keep the results of the second roll.
MASTER	Select one type of stunt (action, exploration, social, or command) relevant to your chosen expertise. When generating stunt points with <b>ability tests</b> involving your chosen expertise, you gain <b>+1 SP</b> for the chosen type of stunt.

## Fringer

Requirements	Communication 1 or higher
Description	<i>You know how to navigate and survive on the fringes of civilization.</i>
NOVICE	<i>You cover your own tracks well.</i> Other characters suffer a <b>-2 penalty</b> to any tests to find information about you or your activities. This stacks with the <b>Cover Your Tracks</b> stunt.
EXPERT	<i>You know how to find and navigate the local black market.</i> Once per session, you can gain a <b>+2 bonus</b> on an <b>Income test</b> by using black market channels, but your <b>Income</b> is depleted by 1 regardless of the test result and the cost of the item.
MASTER	<i>You are experienced at living life hidden from the system.</i> The <b>penalty</b> for tests to find information about you increases to <b>-3</b> , and when you buy on the black market, your <b>Income</b> score is depleted following the normal rules.

## Grappling Style

Requirements	Fighting (Grappling) focus
Description	<i>You're skilled in restraining and subduing opponents in unarmed combat.</i>
NOVICE	If you fail an <b>opposed Fighting (Grappling)</b> test to avoid being grappled (as per the <b>Grapple</b> stunt's description), you can re-roll it, but must keep the results of the second roll.
EXPERT	If you successfully hit an opponent with an unarmed attack and choose a stunt from the <b>Grappling</b> category, you gain <b>+1 SP</b> to apply.
MASTER	You can perform the <b>Pin</b> stunt for <b>3 SP</b> instead of the usual 4. In addition, your <b>penalty</b> to <b>Defense</b> when using the <b>Grapple</b> and <b>Pin</b> stunts is <b>halved</b> .

## Hacking

Requirements	Intelligence (Security) and Intelligence (Technology) focuses
Description	<i>Computer security systems and safeguards are more suggestions to you than anything else.</i>
NOVICE	When you succeed at an <b>Intelligence (Cryptography)</b> or <b>Intelligence (Security)</b> test, the GM can provide you with an extra item of information about the subject. Also, you can use the <b>Intelligence (Technology)</b> focus instead of <b>Communication (Investigation)</b> or <b>Intelligence (Research)</b> , if the information you seek can be found in an accessible computer system.
EXPERT	If you fail an <b>Intelligence (Technology)</b> test, you can re-roll it, but must keep the results of the second roll.
MASTER	When you make an <b>advanced test</b> using <b>Intelligence (Cryptography)</b> or <b>Intelligence (Technology)</b> , add <b>+2</b> to the result of the <b>Drama Die</b> for the purpose of reaching the test's threshold. You can perform the <b>Cover Your Tracks</b> stunt on tests involving the <b>Cryptography</b> and <b>Technology</b> focuses for <b>2 SP</b> .

## Improvisation

Requirements	Intelligence 1 or Willpower 1 or higher
Description	<i>Whatever the situation is, you're sure you can handle it.</i>
NOVICE	<i>You adapt to the situation.</i> You can make an <b>ability test</b> that requires a specific focus, even if you don't have that focus. You don't gain the focus bonus to your roll and don't generate <b>SP</b> on such rolls, but in investigations you are always considered to have a <b>tangential focus</b> .
EXPERT	<i>Anything is a potential weapon or a tool in your hands.</i> When you perform the <b>Whatever's Handy</b> combat stunt, the <b>penalty</b> of your makeshift weapon is <b>reduced by 1</b> and it lasts <b>2d6</b> rounds before breaking. If improvising a tool instead of a weapon, you can perform tests that require the tool, but you don't generate <b>SP</b> while doing so.
MASTER	<i>You can turn failure into some measure of success.</i> If you roll doubles on a failed test, you generate <b>SP</b> equal to the result of the <b>Drama Die -2</b> (minimum <b>1</b> ). The test still fails, but you can try to salvage the situation with a stunt you perform with the <b>SP</b> you gain. Unfortunately, your stunt cannot achieve your original intended action. The GM determines if the desired stunt is permitted, based on the situation.

## Inspire

Requirements	Communication 2 or higher
Description	<i>Your words and presence motivates others to action.</i> The benefits of <b>Inspire</b> do not stack, if you happen to have multiple characters on the same side who have it, other than their ability to continue inspiring their side after one or more of them has been taken out.
NOVICE	You inspire your friends and allies. If you are conscious and they are within sight of you, your allies gain a <b>+1 bonus</b> to all <b>Willpower</b> -related tests.
EXPERT	<i>You inspire greatness in your friends and allies.</i> If you are conscious and they are within sight of you, any ally generating stunt points gains <b>+1 SP</b> .
MASTER	<i>With you around, things don't seem quite as bad.</i> Once per encounter, you can spend two <b>minor actions</b> to offer words of inspiration to your allies. All who hear these words regain <b>1d6</b> + your <b>Communication</b> in <b>Fortune</b> , and receive a <b>+2 bonus</b> on their next test.

## Intrigue

Requirements	Communication 2 or higher
Description	You are a master of secrets.
NOVICE	<i>You understand how to navigate complex social situations.</i> Choose one of the following <b>Communication</b> focuses: <b>Deception</b> , <b>Etiquette</b> , or <b>Seduction</b> . If you fail a <b>Communication</b> test with your chosen focus, you can re-roll it but must keep the results of the second roll.
EXPERT	<i>You can squeeze information from the most reluctant sources.</i> If the focus you chose in the <b>Novice</b> degree is considered a <b>tangential focus</b> during an investigation, you ignore the <b>+2</b> increase to the <b>TN</b> of the test. In addition, if you use the focus you chose in the <b>Novice</b> degree to successfully complete a task in a complex social interaction, you clear two <b>shifts</b> instead of only one.
MASTER	<i>The secrets you know can raise or ruin anyone's good standing.</i> You can perform the <b>Cast Out</b> and <b>Oozing Confidence</b> social stunts for <b>1 SP</b> lower than their normal cost. In addition, you can use <b>Oozing Confidence</b> to benefit another character.

## Know-It-All

Requirements	Intelligence 2 or higher
Description	<i>You can bring your considerable knowledge to bear on any situation.</i>
NOVICE	You can attempt a test using an <b>Intelligence</b> -focus somehow related to the test at hand rather than the called for ability, but with a <b>-1 penalty</b> . For example, using <b>Intelligence (Business)</b> instead of <b>Communication (Persuasion)</b> to convince a corporate middle-manager to agree with you. If this would be a tangential investigation focus, you do not suffer the <b>+2</b> increase in <b>TN</b> .
EXPERT	<i>You leverage every bit of information.</i> You can perform the <b>Breakthrough</b> exploration stunt for <b>2 SP</b> .
MASTER	When you succeed at an <b>ability test</b> with a <b>knowledge</b> focus, you gain a <b>+1 bonus</b> to the result

	of each <b>Drama Die</b> on tests using related focuses for the duration of the encounter. For example, an <b>Intelligence (Law)</b> test can benefit <b>Communication (Oratory)</b> tests in a courtroom, or an <b>Intelligence (Medicine)</b> test can benefit a <b>Perception (Intuition)</b> test in a diagnosis.
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## Knowledge

Requirements	Intelligence 2 or higher
Description	<i>You have an inquisitive mind and you're a fast learner.</i>
NOVICE	When you make a successful <b>Intelligence</b> test with a <b>knowledge</b> focus, the GM should give you an extra piece of information on the topic. (A <b>knowledge</b> focus is any <b>Intelligence</b> focus with a description that starts with " <b>knowledge</b> ", such as <b>Business</b> or <b>Science</b> ). The GM determines the nature of the additional information and it may or may not be pertinent to the main question at hand.
EXPERT	When making <b>Intelligence (Research)</b> tests as part of an <b>advanced test</b> , you gain a <b>+1 bonus</b> to the result of each <b>Drama Die</b> .
MASTER	Pick any two of your <b>knowledge</b> focuses. When making tests using those focuses, you can re-roll a failed test but must keep the results of the second roll.

## Linguistics

Requirements	Intelligence 1 or higher
Description	<i>You pick up new languages easily.</i> When you learn a new language, you learn to both speak and read it.
NOVICE	You learn <b>one</b> additional language.
EXPERT	You learn <b>two</b> additional languages for a total of three plus your native language(s). You can also imitate a specific dialect with a successful <b>Communication (Performance)</b> test.
MASTER	You learn <b>three</b> additional languages for a total of six plus your native language(s). You can also pick any one additional language you know and speak it like a native – that is, without any trace of an accent.

## Maker

Requirements	Any manufacturing focus (see below)
Description	<i>Make-it-yourself is your motto and you use <b>manufacturing focuses</b> to do just that.</i> Use <b>Dexterity (Craft)</b> for most hand-crafted and artistic items, and <b>Intelligence (Engineering)</b> for most technological items. The GM may approve other manufacturing focuses as appropriate for certain items.
NOVICE	You can use a <b>manufacturing focus</b> to make any item with the appropriate tools and access to a workshop.
EXPERT	<i>Your workmanship is reliable and steady.</i> If you fail a test with a <b>manufacturing focus</b> , you can re-roll it, but must keep the results of the second roll.
MASTER	When you perform an <b>advanced test</b> with a <b>manufacturing focus</b> , you gain a <b>+1 bonus</b> to the result of each <b>Drama Die</b> for the purpose of reaching the success threshold.



## Medic

Requirements	Intelligence 1 or higher
Description	<i>You can treat certain conditions in the field.</i>
NOVICE	Your treatment allows a patient to add your <b>Intelligence</b> (and <b>Medicine</b> focus, if any) to a test to avoid or overcome a <b>medical hazard</b> , or grants the patient a new test to overcome that hazard, if there is one. This includes saving a patient from <b>dying</b> and reviving an <b>unconscious</b> character.
EXPERT	If you treat a patient, you can alleviate the effects of the <b>exhausted</b> , <b>fatigued</b> , <b>injured</b> , or <b>wounded</b> conditions. This takes an advanced <b>TN 11 Intelligence (Medicine)</b> test (threshold 5) with each roll taking one minute. If you succeed, the patient ignores the effects of those conditions for <b>1d6</b> hours. The conditions are still present, however, and the effects return when the duration ends or if any of the conditions worsen, such as an <b>injured</b> character becoming <b>wounded</b> , for example.
MASTER	<i>You can quickly treat wounds to prevent them from becoming serious.</i> If you treat a <b>wounded</b> condition within an hour of it occurring, you can make a basic <b>TN 13 Intelligence (Medicine)</b> test. Success downgrades the <b>wounded</b> condition to <b>injured</b> .

## Misdirection

Requirements	Communication (Deception) focus
Description	<i>You can sow confusion among friends and foes alike.</i>
NOVICE	As a <b>major action</b> , you can make a <b>Communication (Deception)</b> test opposed by an opponent's <b>Willpower (Self-Discipline)</b> ; if you succeed, your opponent cannot perform stunts until the end of your next turn.
EXPERT	<i>Your targets become too focused on you to do anything else.</i> When you use the <b>Over Here!</b> exploration stunt, the <b>bonus</b> your allies gain is <b>+2</b> instead of <b>+1</b> , and you gain a <b>+1 bonus</b> yourself.
MASTER	When you use a <b>Communication</b> focus in combat and roll doubles, you gain <b>+1 SP</b> .

## Observation

Requirements	Perception 2 or higher
Description	<i>You have an eye for detail.</i>
NOVICE	<i>You notice things others do not.</i> Choose a <b>Perception</b> focus. If you fail a <b>Perception</b> test with your chosen focus, you can re-roll it but must keep the result of the second roll.
EXPERT	<i>Analysis of your observation often leads to insight.</i> On a successful <b>Perception</b> test, you can spend <b>2 SP</b> to make a second, immediate <b>Perception</b> test with the same <b>TN</b> but with a different focus than the first, and gain additional information (if any) from a successful test with the second focus. This includes additional information when you uncover the clue within a lead.
MASTER	<i>Nothing escapes your scrutiny.</i> On a successful <b>Perception</b> test, you can spend <b>2 SP</b> and gain a <b>+2 bonus</b> to all <b>Perception</b> tests involving the same object or subject as the first test for the duration of the encounter.



## Oratory

Requirements	Communication (Persuasion) focus
Description	<i>You are a skilled public speaker who can sway others with your words.</i>
NOVICE	<i>You know how to work a crowd.</i> If you fail a <b>Communication (Persuasion)</b> test when trying to convince a group (not an individual), you can re-roll it, but must keep the results of the second roll.
EXPERT	Each time you perform the <b>Sway the Crowd</b> social stunt, you affect <b>three</b> additional people instead of one.
MASTER	<i>You can agitate a crowd.</i> If you make a successful <b>Communication (Persuasion)</b> test when addressing a group and the result of your <b>Drama Die</b> is <b>5 or 6</b> , you rouse them to immediate action. You can't necessarily control what they do (though you can try to do so with <b>Communication (Leadership)</b> tests), but they take your words to heart and act on them regardless.

## Overwhelm Style

Requirements	Fighting 2 or higher
Description	<i>In hand-to-hand combat, you are relentless and overwhelming.</i>
NOVICE	When you make a <b>close combat attack</b> , you can take <b>up to a -3 penalty</b> on your attack roll to receive a <b>corresponding bonus</b> to your <b>damage roll</b> .
EXPERT	<i>Your expertise makes you dangerous.</i> When you succeed with a <b>close combat attack</b> , you can add your <b>focus bonus</b> for that attack to your <b>damage total</b> .
MASTER	<i>You break opponent's defenses with brutal or relentless attacks.</i> If you spend <b>3 SP</b> after a <b>successful attack</b> , your target must make an <b>opposed Strength (Might)</b> test against <b>your attack roll</b> ; if they fail, they suffer a <b>-2 penalty to Defense</b> until the end of your next turn.

## Performance

Requirements	Communication (Performing) focus
Description	<i>You have a talent for the performing arts.</i>
NOVICE	Choose a form of performance art, such as <b>playing a musical instrument, singing, acting, dancing, miming, stand-up comedy, juggling</b> , or any other art performed in front of an audience. You are an accomplished performer in your chosen art. In addition, you may perform the <b>From the Heart</b> and <b>Sway the Crowd</b> stunts for <b>1 SP</b> less than their normal cost.
EXPERT	<i>You get a feel for a room and adapt accordingly.</i> You can add an additional form of performance. If you have at least <b>15 minutes</b> to observe a crowd before performing or speaking in front of them, you gain a <b>+1 bonus</b> to any <b>Communication</b> -based tests to persuade or entertain them. You can also choose a number of individuals in the crowd equal to your <b>Perception</b> (minimum <b>1</b> ); at the end of the 15 minutes observation you know their initial <b>attitudes</b> toward you, and you know if they changed by the end of your performance and, if so, by how much.
MASTER	<i>When performing, you exude confidence and style.</i>

	You can add an additional form of performance to your repertoire. You may perform the <b>With a Flourish</b> stunt while performing in front of an audience for <b>3 SP</b> , and its effects last until the end of the day.
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## Pilot

Requirements	Dexterity (Driving) or Dexterity (Piloting) focus
Description	<i>Any vehicle under your control becomes like an extension of yourself.</i>
NOVICE	<i>You are quick to get things going.</i> Starting up a vehicle is a <b>free action</b> for you, and you can perform <b>Dexterity (Driving / Piloting)</b> tests as a <b>minor action</b> .
EXPERT	<i>You push the performance of your means of transportation.</i> When you control a vehicle, it gains a <b>+2 bonus</b> to tests involving its <b>speed</b> .
MASTER	If you fail an <b>ability test</b> to control a vehicle, you can re-roll it, but must keep the results of the second roll. In addition, while you are at the controls, your vehicle gains a <b>+2 bonus</b> to <b>Defense</b> as long as it is moving.

## Pinpoint Accuracy

Requirements	Accuracy 1 or Fighting 1 or higher, and Dexterity 1 or higher
Description	<i>If you can see it, you can hit it. Hard.</i>
NOVICE	<i>You strike where it hurts the most.</i> Once per round, you can add <b>1d6</b> to the <b>damage</b> of a <b>successful attack</b> if your <b>Dexterity</b> is greater than your target's.
EXPERT	<i>Your instinct is as sharp as your eyes.</i> When you take the <b>Aim</b> action, the <b>attack bonus</b> you gain is <b>+2</b> instead of <b>+1</b> .
MASTER	You can perform the <b>Called Shot</b> action stunt for <b>3 SP</b> . You can also use it with any weapon, not just guns.

## Pistol Style

Requirements	Accuracy (Pistols) focus
Description	<i>Between the quick and the dead, you prefer the former.</i>
NOVICE	<i>You are deadlier close-up.</i> You gain a <b>+1 bonus</b> to <b>damage</b> with <b>pistols</b> against targets <b>within 6 meters</b> .
EXPERT	If you have a <b>pistol</b> in your hand, or draw or grab one as your first available action, you can <b>roll initiative</b> with an <b>Accuracy (Pistols)</b> test instead of a <b>Dexterity (Initiative)</b> test. You can also generate <b>SP</b> with this test, unlike a normal <b>initiative roll</b> , and spend them on general combat or gun stunts.
MASTER	When <b>hitting a target</b> with a shot from a <b>pistol</b> , you can add your <b>Dexterity</b> to the <b>damage total</b> .

## Quick Reflexes

Requirements	Dexterity 2 or higher
Description	<i>You react to threats instantly and instinctually.</i>
NOVICE	<i>You can prepare for action in an instant.</i> Once per round on your turn you can use <b>Ready</b> as a <b>free action</b> .
EXPERT	You can go <b>prone</b> or <b>stand up</b> as a <b>free action</b> rather than as part of a <b>Move</b> action.
MASTER	<i>It is hard to get a drop on you.</i> You may re-roll your <b>initiative roll</b> at the start of a combat encounter, but must keep the results of the second roll.

## Rifle Style

Requirements	Accuracy (Rifles) focus
Description	<i>A rifle is far more dangerous in your hands.</i>
NOVICE	<i>You can assume a highly ready tance.</i> As long as you are not moving more than <b>half</b> your normal <b>speed</b> , you can make an attack with a <b>loaded rifle</b> you are holding as a <b>reaction before rolling initiative</b> , even if <b>surprised</b> . This attack uses up your <b>major action</b> for the round, which means that you only have a <b>minor action</b> available during your next turn.
EXPERT	<i>You trust in your weapon's power to punch through cover.</i> The <b>attack roll modifier</b> for a target behind light cover does not apply to your attacks with a <b>rifle</b> . This includes the <b>penalty</b> from the <b>Human Shield</b> action stunt.
MASTER	<b>Penalties</b> to the <b>attack roll</b> due to <b>range</b> do not apply to your attacks with a <b>rifle</b> .

## Scouting

Requirements	Dexterity 2 or higher
Description	<i>You are skilled in reconnaissance and infiltration.</i>
NOVICE	If you fail a <b>Dexterity (Stealth)</b> test, you can re-roll it, but must keep the results of the second roll.
EXPERT	<i>You know how to get a drop on opponents.</i> You can perform the <b>Seize the Initiative</b> stunt for <b>2 SP</b> .
MASTER	<i>You are a skilled observer.</i> If you fail a <b>Perception (Seeing)</b> test, you can re-roll it, but must keep the results of the second test.

## Self-Defense Style

Requirements	Fighting (Brawling) focus
Description	<i>You are trained in martial arts focused on defense and deflection.</i>

<b>NOVICE</b>	<i>You use your opponent's momentum against them.</i> When a <b>melee attack</b> misses you, you can use the <b>Grapple</b> action stunt as a <b>reaction</b> without spending any <b>SP</b> . In addition, you can perform the <b>Knock Prone</b> action stunt for <b>1 SP</b> instead of the usual 2 against an opponent you have <b>grappled</b> .
<b>EXPERT</b>	<i>Your grip is difficult to break.</i> If you fail a <b>Fighting (Grappling)</b> test, you can re-roll it, but must keep the results of the second roll.
<b>MASTER</b>	<i>You counter an opponent with grace and skill.</i> When you perform the <b>Disarm</b> stunt, you can retain hold of the weapon. In addition, when you spend <b>SP</b> on <b>Knock Prone</b> after making a <b>Fighting (Grappling)</b> attack, you may automatically move your opponent <b>2 meters</b> for no additional <b>SP</b> cost. You may increase this distance with the <b>Skirmish</b> stunt. The enemy falls <b>prone</b> after being moved.

## Single Weapon Style

<b>Requirements</b>	Perception 2 or higher
<b>Description</b>	<i>You can fight more effectively wielding a single-handed melee weapon.</i>
<b>NOVICE</b>	<i>Fighting with a single-handed weapon demands increased awareness.</i> If you take the <b>Activate</b> action, you gain a <b>+1 Defense bonus</b> until the end of the encounter while fighting in this style.
<b>EXPERT</b>	<i>You can wield your weapon to block and parry attacks.</i> Your <b>bonus</b> to <b>Defense</b> increases to <b>+2</b> while fighting in this style.
<b>MASTER</b>	<i>You know how to fight several enemies at once.</i> Opponents making <b>melee attacks</b> against you never gain a <b>bonus</b> on their <b>attack rolls</b> for outnumbering you.

## Striking Style

<b>Requirements</b>	Fighting (Brawling) focus
<b>Description</b>	<i>By training or raw talent, your unarmed strikes leave a lasting impression.</i>
<b>NOVICE</b>	When you <b>attack unarmed</b> , you inflict <b>1d6 damage</b> instead of 1d3.
<b>EXPERT</b>	<i>Your punch can drop the toughest opponents.</i> You can perform the <b>Knock Prone</b> stunt for <b>1 SP</b> when <b>attacking unarmed</b> .
<b>MASTER</b>	You can perform the <b>Injure</b> or <b>Vicious Blow</b> action stunts for <b>1 SP</b> when <b>attacking unarmed</b> .

## Tactical Awareness

<b>Requirements</b>	Dexterity 1 and Perception 1 or higher
<b>Description</b>	<i>You move calmly and expertly while in combat.</i>
<b>NOVICE</b>	You can take the <b>Melee Attack</b> or <b>Ranged Attack</b> action at any point during your movement. Normally you have to finish your movement before attacking.
<b>EXPERT</b>	<i>You seem to have eyes in the back of your head.</i> When you perform the <b>Take One for the Team</b> exploration stunt, you only take <b>half the damage</b> from a trap or hazard and your ally remains unscathed.

<b>MASTER</b>	<i>You are hard to pin down in combat.</i> Opponents do not gain an <b>attack bonus</b> for outnumbering you in melee. If you also have the <b>Expert</b> degree in the <b>Single Weapon Style</b> , your <b>Defense bonus</b> increases to <b>+3</b> when fighting in that style.
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## Thrown Weapon Style

<b>Requirements</b>	None
<b>Description</b>	<i>You are adept with weapons thrown by hand.</i>
<b>NOVICE</b>	You gain a <b>+1 bonus</b> on <b>attack rolls</b> with <b>thrown weapons</b> .
<b>EXPERT</b>	You can <b>Ready</b> a <b>throwing weapon</b> or <b>grenade</b> as a <b>free action</b> instead of a <b>minor action</b> .
<b>MASTER</b>	Add your <b>Accuracy</b> score in meters to the <b>range</b> of <b>throwing weapons</b> and <b>grenades</b> when you throw them.

## Two-Handed Style

<b>Requirements</b>	<b>Strength 3</b> or higher, and <b>Fighting 1</b> or higher
<b>Description</b>	<i>You are deadly with heavy melee weapons.</i>
<b>NOVICE</b>	<i>Your weapon and the power of your attacks force foes to yield ground.</i> When you hit with a <b>melee attack</b> with a <b>heavy weapon</b> , you can move the target <b>2 meters</b> in any direction like the <b>Skirmish</b> stunt.
<b>EXPERT</b>	<i>You strike fearsome blows with your weapon.</i> You can perform the <b>Vicious Blow</b> stunt for <b>1 SP</b> when wielding a <b>heavy weapon</b> .
<b>MASTER</b>	<i>You and your weapon are as one.</i> When wielding a <b>heavy weapon</b> and gain <b>SP</b> , you gain <b>+2 SP</b> to use exclusively for the following stunts: <b>Expose</b> , <b>Knock Prone</b> , <b>Shock and Awe</b> , <b>Skirmish</b> , and <b>Wound</b> .