

Talents

All characters begin with one Talent for free. A character may purchase up to an additional four Talents for their character, to a maximum of five total. Talents cost 2 DP if the character has taken *any* Race, or 1 DP if the character has not.

Attractive

The character gains a +1 additional success on all Social Rolls involving the use of Skills, but *not* for spell-casting or psionics.

Blind Fighting

Instead of suffering from a +6 Difficulty from attacking a target that can not be seen, the character only suffers a +3 Difficulty.

Bug Crusher

If the character has a Size greater than 0, they do not reduce their Defence by their Size.

Enhanced Aspect

The character chooses one Aspect. If the Aspect is *Area*, *Range*, *Target*, or *Time*, the value of the Aspect is doubled for all spells cast by the character. If it is *Effect*, the raw numerical values for *Adjustment* and *Impact* are increased by one (thus has no effect on Talents, Gifts, Powers, or Abilities).

Field Training

The effective Bulk of armour, shield, and weapons is reduced by 2 for this character. This can not reduce the Bulk of an item below 0.

Giant Killer

If the character has a Size less than 0, they do not subtract their Size from Damage.

Hardy

The character gains a +2 die bonus on all Death Saves to ensure the character does not die immediately when reduced to 0 Health.

Heroic Luck

The character gains a permanent +1 to Defence, Resolve, and Resistance. This does not adjust the character's *minimum* in each of these Traits.

Infighter

By going into melee and getting into the target's personal space, the character can accept a +2 Difficulty on all attack rolls against a target, to reduce the successes of all attack rolls against them by one until their Initiative the following Round.

Magical Aptitude

The character chooses one Aspect. That Aspect is always considered one higher than it actually is,

and is considered one *less* for purposes of calculating Spell Mastery and Essence Cost.

Master Summoner

The character reduces the Difficulty of all *Summoning* Spells by the caster's Mastery.

Natural Talent

One Skill of the character's choice gains a +2 die bonus.

Portal Mastery

The character reduces the Difficulty of all *Portal* spells by their Mastery.

Potion Mastery

The character reduces the Difficulty of all *Potions* by their Mastery. The character need not determine *potion duration*, all potions are permanent until used.

Quick Reflexes

The character gains +2 to Speed and Initiative.

Quicken Spell

The *Casting Time* of all spells are reduced by the character's Mastery.

Rune Mastery

The character reduces the Difficulty of all *Rune Spells* by their Mastery. The wounds inflicted by *scarification* are reduced by the character's Mastery.

Scroll Mastery

The character reduces the Difficulty of all *Scroll Spells* by their Mastery to determine how many times the scroll may be used.

Spell Penetration

The Difficulty for casting a spell is equal to the *lower* of either the spell's Difficulty, or the target's Resistance when casting a spell on a target. When casting a spell against a group, the people in the area have their Resistance reduced by half the caster's Mastery (round down).

Still Shot

The character can reduce their Defence. For every point the character's Defence is reduced (to their minimum Defence), the character gains one additional success on all ranged attack rolls for the Round. The character's Defence remains reduced until their Initiative the following Round.

Stone Hands

The character gains Damage (+1) with unarmed attacks.

Twin Spell

The character can release two spells at the same time if they have a Casting Time of *Instant*. This counts as an Action. Normally, the character can release one Instant Spell without expending an

Action, and you can normally only cast one Spell per Round.

Two Weapons

The character may use a melee weapon in their off hand. The character can either choose to gain an additional attack with the off-hand weapon (including using a shield), or may add their weapon skill to their Defence for the Round. The combined Bulk of the two weapons can not surpass the character's Physical Attribute. Unarmed Combat may be used with this Talent.

Wand Mastery

The character reduces the Difficulty of all *Wand Spells* by their Mastery to determine how many times the wand may be used.

Whirlwind Attack

The character can perform an area melee attack. The character rolls Physical + Weapon Skill with a Difficulty of 0. This is compared to any opponent within melee range. Any target with a Defence higher than the character's successes evades the attack, otherwise they are hit. Damage is determined by successes beyond the target's Defence. All attacks against the character until their Initiative the following Round are -2 Difficulty.

New Talents

Absorb Impact

Once per adventure (TP), if the character takes enough damage from a physical attack that they would have to make a Death Save, they may make a Physical + Acrobatics roll against a Difficulty equal to the successes of the attack. If the character succeeds, they rolled with the impact, and have a number of points of Health left equal to the successes they rolled (or their current Health, whichever is less).

Blood Mage

The character can cut themselves, drawing blood to fuel their magic. Doing so requires the spell caster to expend one Action as part of casting the spell, meaning that the casting time of a spell is, at minimum, one Action. The caster may substitute Health for Essence as they see fit when casting a spell, at a rate of two Health per point of Essence.

Born Leader

The character cheers on their allies and bolsters their courage and resolve, or calls out tactics and keeps the group working efficiently. By accepting a +2 Difficulty each round and expending one Action each round, all allies within ear-shot gain a +2 die bonus to all actions as long as they're working with the group. A person can only benefit from one *Born Leader* at a time.

Crippling Strike

The character knows how to strike muscles and tendons, severing them with vicious blows when using edged or piercing weapons. By adding +2 Difficulty to the attack roll, any wound made by an edged or piercing weapon strikes a vital part of the opponent, causing the opponent to lose a point

of *Physical*. Lost *Physical* is regained at a rate of one point per day. A successful *chirurgery* (Difficulty 6) restore one point of *Physical* per success.

Crushing Blow

The character knows how to aim for joints or vital areas when using blunt weapons. By adding +2 Difficulty to the attack roll, any wound made by with a crushing weapon bypasses a number of points of Soak equal to the successes of the attack roll. This form of attack may bypass innate Soak.

Debilitating Strike

The character knows how to make head strikes and particularly painful and disorienting strikes when using blunt weapons. By adding +2 Difficulty to the attack roll, any wound made by a blunt or crushing weapon disorients the opponent, causing the opponent to lose a point of *Mental*. Lost *Mental* is regained at a rate of one point per day. A successful *chirurgery* (Difficulty 6) restore one point of *Mental* per success.

Flail Strike

The character knows how to use flexible weapons to get around an opponent's defence, or to disrupt the attacks of incoming weapons. When using a flexible weapon, the character reduces the Defence granted by an opponent's shield by two, and when expending an action to defend, grants themselves an additional +2 Defence.

Heavy Weapon Use

The character is capable of using a two-handed weapon one-handed as long as the character's *Physical* is at least three greater than the weapon's Bulk. The Damage of the weapon is considered one less when used one-handed.

Magic Resistance

The character chooses one *Form* of magic. Any spells cast on the character using that Form loses two successes automatically. The character can not 'allow' the spell to be cast on them.

Paralysing Strike

The character uses either a blunt or crushing weapon, or an unarmed, non-clawed attack to paralyse opponents. By adding +2 Difficulty to the attack roll, any wound made by a blunt, crushing, or unarmed attack disorients the opponent, causing the opponent to lose one of their next Actions per success of the attack.

Stomp

The character causes those of smaller Size than the character to become unbalanced by the character striking the ground hard with a two-handed weapon or their feet. The character expends an Action and rolls *Physical* + *Size*. Anyone within 3+*Size* yards of the character suffers a -1 Defence per success of the roll for one Round. This penalty does not apply to anyone who has a *Size* greater than the character's.

Vital Strike

The character knows how to strike vital areas of the body when using edged or piercing weapons.

By adding +2 Difficulty to the attack roll, any wound made by an edged or piercing weapon strikes a vital part of the opponent, causing the opponent to lose a number of additional points of Health equal to the successes of the attack roll. These points are lost at a rate of one point per Round. Multiple vital strikes are cumulative, increasing the rate of Health loss, as well as the total amount of additional Health which will be lost over time. A successful *chirurgery* roll (Difficulty 6) will stop the bleeding by one point per Round per success.

Burn Out

The character must have either the *Augmentative* Field or know a Form of *Sorcery*. When the character no longer has Essence to spend, they may use Health instead to cover any Essence Costs they have. Any *regeneration* or other healing effects which would restore Health (outside of natural healing) will not work on the character until they have recovered at least one point of Essence.

Chain Thought

The psion can use a Gift on multiple targets. The character rolls the Gift against a Difficulty of 2, and spends an additional two Essence, targeting a number of people up to the character's *Social* Attribute. The successes are compared to the appropriate Trait of the targets to determine effect.

Cloak Dance

The character is capable of using a cloak and tricks of the light to obscure themselves, making them more difficult to hit. The character may use their *Artistry* Skill for full defence.

Closed Mind

The character chooses a *Field* of Psionics. Any attempt to use a Gift from that Field on the character loses two successes. The character can not choose to ignore this Talent.

Combat Psion

The psion gains an additional +2 die bonus when making rolls to maintain concentration on any Gifts active. The psion may keep two additional Gifts active at the same time.

Deadly Precision

If the character attacks someone who is *helpless* or *unaware* of the character's impending attack, the character adds their *Stealth* Skill to the total number of wounds inflicted.

Deep Strike

The character must have the *Kinetic* Field to use this Talent. The character is capable of manifesting the kinetic force of a melee or unarmed attack beyond the weapon's boundaries. By expending 2 Essence and increasing the Difficulty of the attack by +2, the character's attack ignores any benefits of Armour or Shield.

Empathic Blow

The character must have the *Empathic* Field to use this Talent. The character is causing excruciating trauma as part of an unarmed attack. By increasing the Difficulty of the attack by two and expending two Essence, the character adds their *Social* Attribute to the Wounds they inflict.

Enhanced Thought

The psion can make a Gift *area effect*. The Gift has covers an area a number of yards in radius equal to the character's *Spiritual* Attribute. The character rolls the Gift against a Difficulty of 2, and spends an additional two Essence. The successes are compared to the appropriate Trait of everyone within the area to determine effect.

Fell Shot

The character must have the *Kinetic* Field to use this Talent. The character is capable of manifesting the kinetic force of a ranged attack beyond the weapon's boundaries. By expending 2 Essence and increasing the Difficulty of the attack by +4, the character's attack ignores any benefits of Armour or Shield.

Hostile Thought

The character's mind reacts violently to psionic powers used against the them. When an individual uses a Gift against the character, they must spend an additional number of Essence points equal to the character's Resolve. If the psion does not have enough Essence, they must expend Health to make up the difference. This 'damage' is realised after the roll has been made.

Penetrating Thought

The psion can use a Gift against someone they can not see, as long as the target is within a number of yards equal to the psion's *Mental* Attribute. Any roll to use the Gift has their Difficulty and Essence Cost increased by two.

Psychic Disrupt

The character is anathema to those with psionic talents. If the character comes in contact with a psion, either by touch or by weapon contact by either party, the psion must *immediately* make a concentration roll with a Difficulty equal to the character's *Spiritual* Attribute or lose any Gifts which are being maintained by concentration.

Psychic Shot

The psion must have the *Clairvoyant* Field. The character can imbue a missile weapon with a psionic Gift by expending 5 Essence in addition to the cost of the Gift. The Gift is triggered if the ranged attack is successful, using the successes of the attack instead of the normal roll for the Gift.

Psychic Transfer

The psion can grant someone they touch one a Gift that is normally usable only on the themselves. The psion spends 5 Essence above the normal cost of the Gift, for each Gift they wish to transfer. The Gift remains transferred for as long as the psion keeps concentration.

Twin Thought

The psion must have the *Clairvoyant* Field. The character can activate two Gifts as an Instant action. The character expends 2 additional Essence to activate the Gifts, and increases the Difficulty of each Gift by 2 if there is a roll involved.

Unavoidable Thought

The psion must have both the *Clairvoyant* and either the *Augmentative* or *Kinetic* Fields. By expending ten Essence and two Actions, the character may make a melee or ranged attack roll against an opponent, gaining a number of *automatic successes* equal to the character's *Spiritual* Attribute.

Unconditional Thought

The psion must have the *Augmentative* and either the *Clairvoyant* or *Empathic* Fields. By expending ten Essence in addition to the cost of a Gift to be used, the character may use any Gift *regardless* of the circumstances or conditions imposed on the character, without penalty.

Warding Thought

The psion must have the *Kinetic* Field. The character can redirect ranged attacks away from themselves by spending 2 Essence and an Action. The character adds their *Mental* Attribute to their Defence against ranged attacks. As long as the psion wishes to keep this bonus, they suffer +2 Difficulty on all rolls, and must expend one Action per Round.