Talents

Talents are organized into tiers, with each talent costing five XP times its tier level. So, Tier 1 talents cost 5 XP, but Tier 5 talents cost 25 XP. You can buy as many Tier 1 talents for your character as you like, but if you want to purchase talents in higher tiers, **you must ensure your character has more talents in the tier directly below it.**

Tier 1

Apothecary

Tier: 1
Activation: Passive
Ranked: Yes
When a patient under your character's care heals wounds from natural rest, they heal additional wounds equal to twice your character's ranks in Apothecary.

Basic Training

Tier: 1
Activation: Passive
Ranked: No
When you take this talent, your character gains Ranged (Heavy) or Resilience as a career skill.

Bought Info

Tier: 1
Activation: Active (Action)
Ranked: No
When making any knowledge skill check, your character can instead use this talent to spend an amount of currency equal to fifty times the difficulty of the check and automatically succeed on the knowledge check with one uncanceled Success (☀) (instead of rolling). At your GM's discretion, your character may not be able to use Bought Info if the information is particularly sensitive or difficult to find, or buying it doesn't make narrative sense.

Bullrush

Tier: 1
Activation: Active (Incidental)

Ranked: No

When your character makes a Brawl, Melee (Light), or Melee (Heavy) combat check after using a maneuver to engage a target, you may spend 3 Advantage (⋀ ⋀ ⋀) or 1 Triumph (✪) to use this talent to knock the target prone and move them up to one range band away from your character.

Challenge!

Tier: 1
Activation: Active (Maneuver)
Ranked: Yes

Once per encounter, your character may use this talent to choose a number of adversaries within short range no greater than your character's ranks in Challenge! (a minion group counts as a single adversary for this purpose). Until the encounter ends or your character is incapacitated, these adversaries add 1 Boost (■) to combat checks targeting your character and 2 Setback (■ ■) to combat checks targeting other characters.

Clever Retort

Tier: 1
Activation: Active (Incidental, Out of Turn)
Ranked: No

Once per encounter, your character may use this talent to add an automatic 2 Threat (⟁ ⟁) to another character's social skill check.

Custom Code

Tier: 1
Activation: Passive
Ranked: No

When your character selects this talent they choose one security breaker or security program that they own. If they choose a security breaker, whenever they use that security breaker to override programs, they at 1 Advantage (⋀) to the results. If they choose a security program, whenever someone else attempts to override it, they add 1 Threat (⟁) to the results.

Custom Rig

Tier: 1
Activation: Passive
Ranked: Yes

When your character selects this talent they choose one computer (such as a rig, PAD, or spinal modem) that they own. The amount of security breakers or security programs (your character's choice) that they can have on that computer is increased by 1 per rank of Custom Rig. (This may be a mix of security breakers and security programs, as long as the combined total increase does not exceed your character's ranks in Custom Rig). If your character loses their affected computer, they may choose a new computer to be affected by this talent.

Customer Service Experience

Tier: 1
Activation: Active (Incidental)
Ranked: Yes

After your character makes a Charm check, they may suffer 1 strain to use this talent to cancel Threat (⧫) equal to your character's ranks in Customer Service Experience.

Deep Pockets

Tier: 1
Activation: Active (Maneuver)
Ranked: No

Once per session, your character may use this talent to produce a small but narratively useful item from their pockets, backpack, or similar receptacle (it turns out the item had been there the whole time).

Your GM has final say as to what items can be produced with Deep Pockets, but generally it should cost less than 100 currency and have an encumbrance of 0 or 1.

Dark Insight

Tier: 1
Activation: Active (Incidental)
Ranked: No

When a spell adds a quality to your character's spell with a rating determined by your character's ranks in Knowledge (Lore), your character may use their ranks in Knowledge (Forbidden) instead.

Defensive Sysops

Tier: 1
Activation: Passive
Ranked: No

When attempting to defend a computer system against intrusion (or when someone attempts to hack a computer owned or programmed by your character) your character adds 2 Setback (■ ■) to their opponent's checks. If your character has access to the computer system when the intrusion takes place, they are automatically aware of the intrusion.

Desperate Recovery

Tier: 1
Activation: Passive
Ranked: No

Before your character heals strain at the end of an encounter, if their strain is more than half of their strain threshold, they heal two additional strain.

Duelist

Tier: 1
Activation: Passive
Ranked: No

Your character adds 1 Boost (▢) to their melee combat checks while engaged with a single opponent. Your character adds 1 Setback (■) to their melee combat checks while engaged with three or more opponents.

Dungeoneer

Tier: 1
Activation: Passive
Ranked: Yes

After your character makes a Perception, Vigilance, or Knowledge (Adventuring) check to notice, identify, or avoid a threat in a cavern, subterranean ruin, or similar location, your character cancels a number of uncanceled Threat (⟁) no greater than your character's ranks in Dungeoneer.

Durable

Tier: 1
Activation: Passive
Ranked: Yes

Your character reduces any Critical Injury result they suffer by 10 per rank of Durable, to a minimum of 01.

Finesse

Tier: 1

Activation: Active (Incidental)

Ranked: No

When making a Brawl or Melee (Light) check, your character may use Agility instead of Brawn.

Forager

Tier: 1

Activation: Passive

Ranked: No

Your character removes up to 2 Setback (   ) from any skill checks they make to find food, water, or shelter. Checks to forage or search the area that your character makes take half the time they would normally.

Grit

Tier: 1

Activation: Passive

Ranked: Yes

Each rank of Grit increases your character's strain threshold by one.

Hamstring Shot

Tier: 1

Activation: Active (Action)

Ranked: No

Once per round, your character may use this talent to perform a ranged combat check against one non-vehicle target within range of the weapon used. If the check is successful, halve the damage inflicted by the attack (before reducing damage by the target's soak). The target is immobilized until the end of its next turn.

Hand on the Throttle

Tier: 1

Activation: Active (Incidental)

Ranked: No

Once per round while driving or piloting a vehicle, your character may use this talent to increase or decrease its speed by 1, to a minimum of 0 or a maximum of the vehicle's max speed.

Hard Knocks

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains Streetwise or Survival as a career skill.

Iaijutsu Training

Tier: 1

Activation: Passive

Ranked: No

The first time during an encounter that your character draws a Melee weapon, increase the weapon's damage by 2 for the remainder of the turn.

Jump Up

Tier: 1

Activation: Active (Incidental)

Ranked: No

Once per round during your character's turn, your character may use this talent to stand from a prone or seated position as an incidental.

Knack for It

Tier: 1

Activation: Passive

Ranked: Yes

When you purchase this talent for your character, select one skill. Your character removes 2 Setback (■ ■) from any checks they make using this skill. Each additional time you purchase this talent for your character, select two additional skills. Your character also removes 2 Setback (■ ■) from any checks they make using these skills. You cannot select combat or magic skills when choosing skills for this talent.

Knockout Punch

Tier: 1

Activation: Passive

Ranked: No

Your character adds the Stun quality to their Brawl combat checks with a rating equal to two plus your character's ranks in Coordination (this does not stack with other instances of the Stun quality).

Know Somebody

Tier: 1
Activation: Active (Incidental)
Ranked: Yes

Once per session, when attempting to purchase or search for a legally available item, your character may use this talent to reduce its rarity by one per rank of Know Somebody.

Let's Ride

Tier: 1
Activation: Active (Incidental)
Ranked: No

Once per round during your character's turn, your character can use this talent to mount or dismount from a vehicle or animal, or move from one position in a vehicle to another (such as from the cockpit to a gun turret) as an incidental. In addition, if your character suffers a short-range fall from a vehicle or animal, they suffer no damage and land on their feet.

Google Fu

Tier: 1
Activation: Passive
Ranked: No

When your character has access to a network, they can use this talent to upgrade the ability of the next Knowledge check they make that turn twice, and the difficulty of the check once. Despair ($\otimes$) means that they learn some seemingly relevant and believable information that turns out to be completely (and possibly maliciously) false.

One with Nature

Tier: 1
Activation: Active (Incidental)
Ranked: No

When in the wilderness, your character may make a Simple (–) Survival check, instead of Discipline or Cool, to recover strain at the end of an encounter.

Painful Blow

Tier: 1

Activation: Active (Incidental)

Ranked: No

When your character makes a combat check, you may voluntarily increase the difficulty by one to use this talent. If the target suffers one or more wounds from the combat check, the target suffers 2 strain each time they perform a maneuver until the end of the encounter.

Parry

Tier: 1

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

When your character suffers a hit from a melee combat check, after damage is calculated but before soak is applied, your character may suffer 3 strain to use this talent to reduce the damage of the hit by two plus their ranks in Parry. This talent can only be used once per hit, and your character needs to be wielding a Melee weapon.

Precision

Tier: 1

Activation: Active (Incidental)

Ranked: No

When making a Brawl or Ranged check, your character may use Cunning instead of Brawn and Agility.

Professor

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains one Knowledge skill as a career skill.

Proper Upbringing

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

When your character makes a social skill check in polite company (as determined by your GM), they may suffer a number of strain to use this talent to add an equal number of

Advantage ($\bigwedge$) to the check. The number may not exceed your character's ranks in Proper Upbringing.

Quick Draw

Tier: 1
Activation: Active (Incidental)
Ranked: No
Once per round on your character's turn, they may use this talent to draw or holster an easily accessible weapon or item as an incidental. Quick Draw also reduces a weapon's Prepare rating by one, to a minimum of one.

Quick Strike

Tier: 1
Activation: Passive
Ranked: Yes

Your character adds 1 Boost ( ) for each rank of Quick Strike to any combat checks they make against any targets that have not yet taken their turn in the current encounter.

Rapid Reaction

Tier: 1
Activation: Active (Incidental, Out of Turn)
Ranked: Yes
Your character may suffer a number of strain to use this talent to add an equal number of Success ($\bigstar$) to a Vigilance or Cool check they make to determine Initiative order. The number may not exceed your character's ranks in Rapid Reaction.

Resourceful Mechanic

Tier: 1
Activation: Passive
Ranked: No
When your character makes a Mechanics check to repair system strain or hull trauma on a vehicle, they repair one additional system strain or hull trauma per rank of Resourceful Mechanic.

Retail Warrior

Tier: 1

Activation: Passive

Ranked: No

Your character gains Athletics, Mechanics, or Operating as a career skill.

Rapid Recovery

Tier: 1

Activation: Passive

Ranked: Yes

When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

Second Wind

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

Once per encounter, your character may use this talent to heal an amount of strain equal to their ranks in Second Wind.

Shield Slam

Tier: 1

Activation: Active (Incidental)

Ranked: No

When your character uses a shield to attack a minion or rival, you may spend 4 Advantage (⋀ ⋀ ⋀ ⋀) or 1 Triumph (✪) to stagger the target until the end of the target's next turn.

Street Fighter

Tier: 1

Activation: Active (Incidental)

Ranked: No

When your character disorients or knocks their target prone when making a Brawl combat check, they may use this talent to cause the target to suffer wounds equal to your character's ranks in Skulduggery.

Surgeon

Tier: 1

Activation: Passive

Ranked: Yes

      When your character makes a Medicine check to heal wounds, the target heals one additional wound per rank of Surgeon.

Swift

Tier: 1

Activation: Passive

Ranked: No

      Your character does not suffer the penalties for moving through difficult terrain (they move through difficult terrain at normal speed without spending additional maneuvers).

Tavern Brawler

Tier: 1

Activation: Passive

Ranked: No

      Your character adds 1 Advantage (⋀) to Brawl checks and combat checks using improvised weapons.

Templar

Tier: 1

Activation: Passive

Ranked: No

      Any magic skill that your character is allowed to learn is now a career skill for your character. They can only cast one spell using this skill per encounter.

Toughened

Tier: 1

Activation: Passive

Ranked: Yes

      Each rank of Toughened increases your character's wound threshold by two.

Undercity Contact

Tier: 1

Activation: Passive

Ranked: No

      When you take this talent, your character gains Melee (Light), Melee (Heavy), or Skulduggery as a career skill.

Tumble

Tier: 1
Activation: Active (Incidental)
Ranked: No

Once per round on your character's turn, they may suffer 2 strain to disengage from all engaged adversaries.

Unremarkable

Tier: 1
Activation: Passive
Ranked: No

Other characters add 1 Failure (✖) to any checks made to find or identify your character in a crowd.

Years on the Force

Tier: 1
Activation: Passive
Ranked: No

When you take this talent, your character gains Perception or Ranged (Light) as a career skill.

Tier 2

Adventurer

Tier: 2
Activation: Passive
Ranked: No

Athletics and Knowledge (Adventuring) are now career skills for your character.

Bad Cop

Tier: 2
Activation: Active (Incidental)
Ranked: No

Your character may spend 2 Advantage ($\wedge \wedge$) from a Coercion or Deception check to use this talent to upgrade the ability of a single ally's subsequent social skill check a number of times equal to your character's ranks in Bad Cop. The check must target the same character as your character's initial check, and it must take place during the same encounter.

Only one character may affect a check with this talent.

Berserk

Tier: 2
Activation: Active (Maneuver)
Ranked: No

Once per encounter, your character may use this talent. Until the end of the encounter or until they are incapacitated, your character adds 1 Success & 2 Advantage ($\maltese \wedge \wedge$) to all melee combat checks they make. However, opponents add 1 Success ($\maltese$) to all combat checks targeting your character. While berserk, your character cannot make ranged combat checks. At the end of the encounter (or when they are incapacitated), your character suffers 6 strain.

Big Guns

Tier: 2
Activation: Passive
Ranked: No

Your character increases their maximum encumbrance threshold by 5. Your character reduces the Cumbersome rating of any weapon they carry by 1, to a minimum of 3.

Block

Tier: 2
Activation: Active (Incidental, Out of Turn)
Ranked: No

Your character must have purchased the Parry talent to benefit from this talent. While wielding a shield, your character may use the Parry talent to reduce damage from ranged attacks as well as melee attacks targeting your character.

Blood Sacrifice

Tier: 2
Activation: Active (Incidental)

Ranked: Yes

Your character must have purchased the Dark Insight talent to benefit from this talent. Before your character makes a magic skill check, they may suffer a number of wounds to use this talent to add an equal number of Success (☀) to the check. The number cannot exceed your character's ranks in Blood Sacrifice.

Bulwark

Tier: 2
Activation: Active (Incidental, Out of Turn)
Ranked: No

Your character must have purchased the Parry talent to benefit from this talent. While wielding a weapon with the Defensive quality, your character may use Parry to reduce the damage of an attack targeting an engaged ally.

Codeslinger

Tier: 2
Activation: Passive
Ranked: No

When your character performs the activate program maneuver in a network encounter, they can choose not to deactivate one other active security breaker. They may have two security breakers active at once.

Combat Medicine

Tier: 2
Activation: Active (Incidental)
Ranked: Yes

Before making a Medicine check, your character may use this talent to add Success (☀) equal to their ranks in Combat Medicine to the results. After the check is resolved, the target suffers 2 strain for each rank your character has in Combat Medicine.

Coordinated Assault

Tier: 2
Activation: Active (Maneuver)
Ranked: Yes

Once per turn, your character may use this talent to have a number of allies engaged with your character equal to your ranks in Leadership add 1 Advantage (⋀) to all combat

checks they make until the end of your character's next turn. The range of this talent increases by one band per rank of Coordinated Assault beyond the first.

Counteroffer

Tier: 2
Activation: Active (Action)
Ranked: No

Once per session, your character may use this talent to choose one non-nemesis adversary within medium range and make an opposed Negotiation versus Discipline check. If successful, the target becomes staggered until the end of their next turn. At your GM's discretion, you may spend 1 Triumph (⊕) on this check to have the adversary become an ally until the end of the encounter. However, the duration of this may be shortened or extended depending on whether your GM feels your offer is appealing to the adversary and whether your character follows through on their offer!

Daring Aviator

Tier: 2
Activation: Active (Incidental)
Ranked: Yes

Before your character makes a Driving or Piloting check, they may add a number of Threat (✲) to the results to use this talent to add an equal number of Success (☼). The number may not exceed your character's ranks in Daring Aviator.

Determined Driver

Tier: 2
Activation: Active (Incidental)
Ranked: No

You may spend a Story Point to use this talent to have your character heal system strain on a vehicle they are currently driving, piloting, or operating equal to their ranks in Driving, Piloting, or Operating (choose the skill used to direct the vehicle).

Defensive Stance

Tier: 2
Activation: Active (Maneuver)
Ranked: Yes

Once per round, your character may suffer a number of strain no greater than their ranks in Defensive Stance to use this talent. Then, until the end of your character's next turn, upgrade

the difficulty of all melee combat checks targeting your character a number of times equal to the strain suffered.

Defensive Sysops (Improved)

Tier: 2

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Defensive Sysops talent to benefit from this talent. Before adding 2 Setback (■ ■) from Defensive Sysops to a check, use this talent to add 1 Failure & 1 Threat (✖ ⟁) to the results of the check instead.

Dirty Tricks

Tier: 2

Activation: Active (Incidental)

Ranked: No

After your character inflicts a Critical Injury on an adversary, they may use this talent to upgrade the difficulty of that adversary's next check.

Dual Wielder

Tier: 2

Activation: Active (Maneuver)

Ranked: No

Once per round, your character may use this talent to decrease the difficulty of the next combined combat check they make during the same turn by one.

Encouraging Song

Tier: 2

Activation: Active (Action)

Ranked: No

While equipped with a musical instrument, your character may use this talent to make an Average (◆ ◆) Charm or Primal Science check. For each Success (✸) the check generates, one ally within medium range adds 1 Boost (▢) to their next skill check. For each Advantage (⋀), one ally benefiting from Encouraging Song heals 1 strain.

Exploit

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

When your character makes a combat check with a Ranged or Melee (Light) weapon, they may suffer 2 strain to use this talent to add the Ensnare quality to the attack. The rating of the Ensnare quality is equal to your character's ranks in Exploit.

Fan the Hammer

Tier: 2

Activation: Active (Incidental)

Ranked: No

Once per encounter before making a combat check with a pistol (your GM has the final say on whether a weapon is a pistol or not), your character may use this talent to add the Auto-fire quality to the pistol when resolving the check. If your character does, the weapon runs out of ammo exactly as with an Out of Ammo result.

Fire Mastery

Tier: 2

Activation: Active (Incidental)

Ranked: No

Your character cannot take this talent if they have taken the Ice Mastery talent. When casting a Dark Majyyk Attack spell, your character may add the Fire effect without increasing the difficulty. Your character can never add the Ice effect.

Flash of Insight

Tier: 2

Activation: Passive

Ranked: No

When your character generates Triumph (⊛) on a knowledge skill check, roll 2 Boost (

🟦 🟦) and add the results to the check, in addition to spending the Triumph (⊛) as usual.

Good Cop

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

Your character may spend 2 Advantage (⋀ ⋀) from a Charm or Negotiation check to use this talent to upgrade the ability of a single ally's subsequent social skill check a number of times equal to your character's ranks in Good Cop. The check must target the same character as your character's initial check, and it must take place during the same encounter.

Only one character may affect a check with this talent.

Grapple

Tier: 2
Activation: Active (Incidental)
Ranked: No

Your character may suffer 2 strain to use this talent. Until the start of your character's next turn, enemies must spend two maneuvers to disengage from your character.

Haughty Demeanor

Tier: 2
Activation: Passive
Ranked: No

Other characters add 1 Threat (⚙) to social skill checks targeting your character.

Heightened Awareness

Tier: 2
Activation: Passive
Ranked: No

Allies within short range of your character add 1 Boost (◻) to their Perception and Vigilance checks. Allies engaged with your character add 2 Boost (◻ ◻) instead.

Heroic Recovery

Tier: 2
Activation: Active (Incidental)
Ranked: No

When your character acquires this talent, choose one characteristic. Once per encounter, you may spend one Story Point to use this talent to have your character heal strain equal to the rating of the chosen characteristic.

Hunter

Tier: 2

Activation: Passive

Ranked: No

      Knowledge (Geography), Survival, and your choice of either Ranged (Light) or Ranged (Heavy) are now career skills for your character.

Ice Mastery

Tier: 2

Activation: Active (Incidental)

Ranked: No

      Your character cannot take this talent if they have taken the Fire Mastery talent. When casting a Dark Majyyk Attack spell, your character may add the Ice effect without increasing the difficulty. Your character can never add the Fire effect.

Impaling Strike

Tier: 2

Activation: Active (Incidental)

Ranked: No

      When your character inflicts a Critical Injury with a melee weapon, until the end of the target's next turn they may use this talent to immobilize the target (in addition to the other effects of the Critical Injury).

Inspiring Rhetoric

Tier: 2

Activation: Active (Action)

Ranked: No

      Your character may use this talent to make an Average (◆ ◆) Leadership check. For each Success (☼) the check generates, one ally within short range heals one strain. For each Advantage (⋀), one ally benefiting from Inspiring Rhetoric heals one additional strain.

Inventor

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

When your character makes a check to construct new items or modify existing ones, use this talent to add a number of Boost (⬜) to the check equal to ranks of Inventor. In addition, your character may attempt to reconstruct devices that they have heard described but have not seen and do not have any kinds of plans or schematics for.

Lucky Strike

Tier: 2
Activation: Active (Incidental)
Ranked: No

When your character purchases this talent, choose one characteristic. After your character makes a successful combat check, you may spend one Story Point to use this talent to add damage equal to your character's ranks in that characteristic to one hit of the combat check.

Magic Lore

Tier: 2
Activation: Passive
Ranked: No

Knowledge (Lore) and any one magic skill your character is allowed to learn are now career skills for your character.

Military Training

Tier: 2
Activation: Passive
Ranked: No

Athletics, Ranged (Heavy), and Resilience are now career skills for your character.

Nethunter

Tier: 2
Activation: Passive
Ranked: No

When your character successfully traces another character during a network or hacking encounter, your character gains one additional trace.

Parkour!

Tier: 2
Activation: Active (Maneuver)

Ranked: No

Once per round, your character may suffer 1 strain to use this talent and move to any location within Short range.

This includes locations that are vertically distant or have no easy access route, but there must be an object to move across or path to move along. Your GM may rule some locations cannot be reached (such as ones behind locked doors or walls).

Probing Question

Tier: 2
Activation: Passive
Ranked: No

If your character knows an opponent's Flaw or Fear motivation, when your character inflicts strain on that opponent using a social skill, the opponent suffers 3 additional strain.

Quick Fix

Tier: 2
Activation: Active (Maneuver)
Ranked: No

You may spend a Story Point to allow your character to use this talent to temporarily repair a damaged item they are engaged with. For a number of rounds equal to your character's ranks in Mechanics, the item may be used without penalty, even if it is unusable. When the effect ends, the item is damaged one additional step; if it was already suffering from major damage, it is destroyed and cannot be repaired.

Reckless Charge

Tier: 2
Activation: Active (Incidental)
Ranked: No

After using a maneuver to move to engage an adversary, your character may suffer 2 strain to use this talent. They then add 2 Success & 2 Threat (✵ ✵ ⌔ ⌔) to the results of the next Brawl, Melee (Light), or Melee (Heavy) combat check they make this turn.

Scathing Tirade

Tier: 2
Activation: Active (Action)
Ranked: No

Your character may use this talent to make an Average (◆ ◆) Coercion check. For each Success (☼) the check generates, one enemy within short range suffers 1 strain. For each Advantage (⋀), one enemy affected by Scathing Tirade suffers 1 additional strain.

Side Step

Tier: 2
Activation: Active (Maneuver)
Ranked: Yes

Once per round, your character may suffer a number of strain no greater than their ranks in Side Step to use this talent. Until the end of your character's next turn, upgrade the difficulty of all ranged combat checks targeting your character a number of times equal to the strain suffered.

Signature Spell

Tier: 2
Activation: Passive
Ranked: No

When your character gains this talent, decide on a signature spell for them, consisting of a particular magic action and a specific set of one or more effects. When your character casts their signature spell (consisting of the exact combination of action and effects previously chosen), reduce the difficulty of the check by one.

Tactical Focus

Tier: 2
Activation: Passive
Ranked: No

When performing a combat check with a Ranged (Heavy) weapon, if your character did not perform a maneuver to ready or stow a weapon or item during this turn, they add a to the results.

Templar (Improved)

Tier: 2
Activation: Passive
Ranked: No

Your character must have purchased the Templar talent to benefit from this talent. When your character casts the single spell per encounter granted by the Templar talent, they do not

add Setback (■) for wearing heavy armor (armor with +2 soak or higher), using a shield, or not having at least one hand free.

Two-Handed Stance

Tier: 2
Activation: Passive
Ranked: No

When performing a combat check with a Ranged (Light) weapon, if your character has nothing in their other hand, they add 1 Advantage (⋀) to the results.

Threaten

Tier: 2
Activation: Active (Incidental, Out of Turn)
Ranked: Yes

After an adversary within short range of your character resolves a combat check that deals damage to one of your character's allies, your character may suffer 3 strain to use this talent to inflict a number of strain on the adversary equal to your character's ranks in Coercion. The range of this talent increases by one band per rank of Threaten beyond the first.

Well-Travelled

Tier: 2
Activation: Passive
Ranked: No

Knowledge (Geography), Negotiation, and Vigilance are now career skills for your character.

Wraithbane

Tier: 2
Activation: Passive
Ranked: No

Your character counts the Critical rating of their weapon as one lower to a minimum of 1 when making an attack targeting an undead adversary.

Tier 3

Animal Companion

Tier: 3
Activation: Passive
Ranked: Yes

Your character creates a bond with a single animal approved by your GM. This animal must be silhouette 0 (no larger than a mid-sized dog). The bond persists as long as your character chooses, although at your GM's discretion, the bond may also be broken due to abusive treatment or other extenuating circumstances. As long as the bond persists, the animal follows your character, and you dictate the animal's overall behavior (although, since the animal is only bonded with the character, not dominated, it may still perform inconvenient actions such as scratching furniture, consuming rations, and marking territory). Once per round in structured encounters, your character may spend one maneuver to direct their animal in performing one action and one maneuver during your character's turn. The animal must be within hearing and visual range of your character (generally medium range) to do this. Otherwise, the animal does not contribute to the encounter. The specifics of its behavior are up to you and your GM. For every additional rank of Animal Companion your character has, increase the allowed silhouette of the companion by one (this may mean your character gets a new companion, or their companion grows in size).

The flavor of the animal companion can be adjusted. It can easily be a robot, or a drone, for example. Your GM has final say for what is and isn't an animal companion.

Applied Research

Tier: 3
Activation: Active (Incidental)
Ranked: Yes

Your character may use this talent before making a check to use any knowledge skill and Intellect instead of the skill and characteristic the check would normally require. Your character may use this talent a number of times per session equal to their ranks in Applied Research.

When your character uses this talent, you should explain how their mastery of knowledge lets them accomplish this task. In addition, your GM may rule that a particular knowledge skill makes the most sense in a given situation, and require your character to use that specific knowledge skill.

Backstab

Tier: 3

Activation: Active (Action)

Ranked: No

Your character may use this talent to attack an unaware adversary using a Melee (Light) weapon. A Backstab is a melee attack, and follows the normal rules for performing a combat check using the character's Skulduggery skill instead of Melee (Light). If the check succeeds, each uncanceled Success (☼) adds +2 damage (instead of the normal +1).

Bad Habit

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Your character may use this talent to become disoriented for the remainder of the encounter. At the beginning of each of your character's turns, if they are still disoriented due to this talent, they heal 2 strain.

Barrel Roll

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character can only use this talent while piloting a starfighter or airplane of Silhouette 3 or less. When your vehicle suffers a hit from a ranged combat check, after damage is calculated but before armor is applied, your character may have their vehicle suffer 3 system strain to use this talent. Then, reduce the damage suffered by a number equal to their ranks in Piloting.

Battle Casting

Tier: 3

Activation: Passive

Ranked: No

Your character does not add Setback (■) to magic skill checks for wearing heavy armor (armor with +2 soak or higher), using a shield, or not having at least one hand free.

Body Guard

Tier: 3

Activation: Active (Maneuver)

Ranked: Yes

Once per round, your character may suffer a number of strain no greater than their ranks in Body Guard to use this talent. Choose one ally engaged with your character; until the end of your character's next turn, upgrade the difficulty of all combat checks targeting that ally a number of times equal to the strain suffered.

Cavalier

Tier: 3

Activation: Active (Maneuver)

Ranked: No

While riding a mount trained for battle, once per round your character may use this talent to direct the mount to perform an action.

Counterattack

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the Improved Parry talent to benefit from this talent. When your character uses the Improved Parry talent to hit an attacker, they may also activate an item quality of the weapon they used as if they had generated 2 Advantage (⋀ ⋀) on a combat check using that weapon.

Dissonance

Tier: 3

Activation: Active (Action)

Ranked: No

While wielding a musical instrument, your character may use this talent to make an Average (◆ ◆) Charm or Primal Science check. For each Success (✷) the check generates, one enemy of the player's choosing within medium range suffers 1 wound. For each Advantage (⋀), one enemy affected by Dissonance suffers 1 additional wound.

Distinctive Style

Tier: 3

Activation: Active (Incidental)

Ranked: No

When making a Computers check to hack a system or break into a secured network, before rolling, your character may use this talent to add 2 Success & 2 Threat (� ✹ �) to the results.

Dodge

Tier: 3
Activation: Active (Incidental, Out of Turn)
Ranked: Yes

When your character is targeted by a combat check (ranged or melee), they may suffer a number of strain no greater than their ranks in Dodge to use this talent. Then, upgrade the difficulty of the combat check targeting your character a number of times equal to the strain suffered.

Dual Strike

Tier: 3
Activation: Active (Incidental)
Ranked: No

When resolving a combined check to attack with two weapons in a melee combat, your character may suffer 2 strain to use this talent to hit with the secondary weapon (instead of spending 2 Advantage [⋀ ⋀]).

Dumb Luck

Tier: 3
Activation: Active (Incidental)
Ranked: No

Once per session, you may spend a Story Point to use this talent after your character suffers a Critical Injury but before the result is rolled. Their opponent must roll two results, and you select which applies to your character.

Eagle Eyes

Tier: 3
Activation: Active (Incidental)
Ranked: No

Once per encounter before making a ranged combat check, you may use this talent to increase your weapon's range by one range band (to a maximum of extreme range). This lasts for the duration of the combat check.

Easy Prey

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Your character may suffer 3 strain to use this talent. Until the start of your character's next turn, your character and allies within short range add 2 Boost (⬜ ⬜) to combat checks against immobilized targets.

Field Commander

Tier: 3

Activation: Active (Action)

Ranked: No

Your character may use this talent to make an Average (◆ ◆) Leadership check. If successful, a number of allies equal to your character's Presence may immediately suffer 1 strain to perform one maneuver (out of turn). If there are any questions as to which allies take their maneuvers first, your character is the final arbiter.

Forgot to Count?

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

When an opponent makes a ranged combat check, you can spend 2 Threat (� �) from that check to use this talent to cause their weapon to run out of ammo, as long as the weapon can normally run out of ammunition.

Full Throttle

Tier: 3

Activation: Active (Action)

Ranked: No

While driving or flying, your character may use this talent to make a Hard (◆ ◆ ◆) Piloting or Driving check. If successful, the top speed of the vehicle increases by one (to a maximum of 5) for a number of rounds equal to your character's Cunning. The specifics of this talent require the optional vehicle rules. If your game does not use these rules, this talent simply makes the vehicle go much faster than normal, with the specifics up to your GM.

Grenadier

Tier: 3

Activation: Active (Incidental)

Ranked: No

When your character makes a ranged combat check with a weapon that has the Blast item quality, you may spend one Story Point to use this talent to trigger the weapon's Blast quality, instead of spending Advantage (⋀) (even if the attack misses). In addition, your character treats grenades as having a range of medium.

Hard Boiled

Tier: 3

Activation: Active (Incidental)

Ranked: No

When your character makes a check to recover strain at the end of an encounter, your character may make a Simple (-) Resilience check instead of Discipline or Cool. If your character does so, they heal 1 strain per Success (✸) and 1 wound per Advantage (⋀).

Heroic Will

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

When you purchase this talent for your character, choose two characteristics. You may spend a Story Point to use this talent to have your character ignore the effects of all Critical Injuries on any skill checks using those two characteristics until the end of the current encounter. (Your character still suffers the Critical Injuries; they just ignore the effects.)

Hold it Steady

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Before performing a combat check using a weapon with the Auto-fire quality, your character may use this talent to use the Auto-fire quality without increasing the difficulty of the combat check. If they do so, each time they trigger an additional hit during the attack, they suffer 2 strain.

Inspiring Rhetoric (Improved)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the Inspiring Rhetoric talent to benefit from this talent. Allies affected by your character's Inspiring Rhetoric add 1 Boost (☐) to all skill checks they make for a number of rounds equal to your character's ranks in Leadership.

Justice of the Citadel

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per round on your character's turn, your character may suffer 3 strain to use this talent to add damage equal to their ranks in Discipline to one hit of a successful melee attack.

Laugh if Off

Tier: 3

Activation: Passive

Ranked: No

When your character is targeted by a social check that they may use this talent to spend 3 Threat or a Despair (⛉ ⛉ ⛉ / ⊗) to reduce any strain the check inflicts by a number equal to their ranks in Charm. If they do, the character who targeted them suffers an amount of strain equal to the amount of strain reduced.

Martial Weapons Master

Tier: 3

Activation: Active (Action)

Ranked: No

While armed with a Melee weapon, your character may use this talent to make an Average (◆ ◆) Melee check. If successful, your character may force one engaged target to either drop one weapon they are holding or move one range band in a direction of your choosing.

If your character forces a named rival or nemesis into dangerous terrain (or off a ledge or cliff) using this talent, your GM can spend a Story Point to allow them to catch themselves at the edge and fall prone instead.

Natural

Tier: 3

Activation: Active (Incidental)

Ranked: No

      When your character purchases this talent, choose two skills. Once per session, your character may use this talent to reroll one skill check that uses one of those two skills.

Net Warrior

Tier: 3

Activation: Active (Action)

Ranked: No

      While accessing a system using a brain-machine interface (BMI), your character may use this talent to make an opposed Computers versus Computer check targeting one other character on the system that they are aware of. The target suffers 1 strain per Success (✹), and if they are using a BMI, they also suffer 1 wound per Success (✹).

Nimble

Tier: 3

Activation: Active (Incidental)

Ranked: No

      At the start of your character's turn, you may spend one Story Point to use this talent to allow your character to perform a move maneuver as an incidental. (This does not count against the limit of two maneuvers per turn.) If you use this talent, your character can only perform one additional move maneuver during this turn.

Painkiller Specialization

Tier: 3

Activation: Passive

Ranked: Yes

      When your character uses painkillers (or their equivalent), the target heals one additional wound per rank of Painkiller Specialization. The sixth painkiller and beyond each day still has no effect.

Parry (Improved)

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the Parry talent to benefit from this talent. When your character suffers a hit from a melee combat check and uses Parry to reduce the damage from that hit, after the attack is resolved, you may spend Despair (⬢) or 3 Threat (⏀ ⏀ ⏀) from the attacker's check to use this talent. Then, your character automatically hits the attacker once with a Brawl or Melee weapon your character is wielding. The hit deals the weapon's base damage, plus any damage from applicable talents or abilities. Your character can't use this talent if the original attack incapacitates them.

Potent Concoctions

Tier: 3
Activation: Passive
Ranked: No

When your character makes an Alchemy check that generates Triumph (⬟), roll an additional Proficiency (⬠) and add its results to the pool, in addition to spending the Triumph (⬟) normally. When your character makes an Alchemy check that generates Despair (⬢), roll an additional Challenge (⬠) and add its results to the pool, in addition to spending the Despair (⬢) normally. Each of these effects can occur only once per check.

Precise Archery

Tier: 3
Activation: Passive
Ranked: No

When making a Ranged combat check targeting a character engaged with one of your character's allies, downgrade the difficulty of the check once (thus negating the penalty for shooting at engaged targets).

Pressure Point

Tier: 3
Activation: Active (Incidental)
Ranked: No

When your character makes an unarmed Brawl check targeting a living opponent, they may use this talent to deal strain damage instead of wound damage, and inflict additional strain damage equal to their ranks in Medicine.

Rapid Archery

Tier: 3

Activation: Active (Maneuver)

Ranked: No

   While your character is armed with a bow (or similar weapon, at your GM's discretion) they may suffer 2 strain to use this talent. During the next ranged combat check your character makes this turn, the bow gains the Linked quality with a value equal to their ranks in the Ranged skill.

Scathing Tirade (Improved)

Tier: 3

Activation: Passive

Ranked: No

   Your character must have purchased the Scathing Tirade talent to benefit from this talent. Enemies affected by your character's Scathing Tirade add 1 Setback (■) to all skill checks they make for a number of rounds equal to your character's ranks in Coercion.

Shockwave

Tier: 3

Activation: Passive

Ranked: No

   Your character treats Melee (Heavy) weapons as possessing the Blast item quality with a rating equal to your character's ranks in Melee (Heavy). Your character does not suffer damage from their weapon's Blast quality (but allies do!).

Suppressing Fire

Tier: 3

Activation: Active (Maneuver)

Ranked: Yes

   If your character does not make a combat check during their turn, they may use this talent to target one character (or minion group) within long range. That character must upgrade the difficulty of any ranged combat checks they make once until the end of your character's next turn. Your character may choose to affect one additional character for each additional rank of Suppressing Fire.

   Your character must be holding a ranged weapon to use this talent.

Your GM can also rule that your character can't use this talent if they have no line of fire or range to the target.

Takedown

Tier: 3
Activation: Active (Action)
Ranked: No

Your character may use this talent to make an opposed Brawl vs.Resilience check targeting one engaged opponent. If successful, the target is knocked prone and immobilized until the end of your character's next turn. If the target is a minion or rival, your character may spend Triumph (⊛) to incapacitate (but not kill) the target instead.

Tier 4

Back-to-Back

Tier: 4
Activation: Passive
Ranked: No

While engaged with one or more allies, your character and allies they are engaged with add 1 Boost (⬜) to combat checks. If one or more allies engaged with your character also have Back-to-Back, the effects are cumulative to a maximum of 2 Boost (⬜ ⬜).

Burn Through

Tier: 4
Activation: Active (Incidental)
Ranked: No

After making a successful break security action, your character may suffer 3 strain to use this talent. If they do, they may perform a second break security action on the same system as an incidental.

Can't We Talk About This?

Tier: 4
Activation: Active (Action)
Ranked: No

Your character can use this talent to make an opposed Charm or Deception versus Discipline check targeting a single non-nemesis adversary within medium range. If the check

succeeds, the target cannot attack your character (or perform hostile actions against your character) until the end of their next turn. You may spend 2 Advantage ($\bigwedge\bigwedge$) to increase the length of the effect by one additional turn, and spend Triumph ($\bigotimes$) to extend the benefits to all of their identified allies within short range. The effect ends immediately if your character or a known ally attacks the target. In addition, your GM may rule that some targets are immune to this ability.

Conduit

Tier: 4
Activation: Active (Maneuver)
Ranked: No

Once per encounter, your character may spend a Story Point to perform a magic action as a maneuver.

Deadeye

Tier: 4
Activation: Active (Incidental)
Ranked: No

After your character inflicts a Critical Injury with a ranged weapon and rolls the result, your character may suffer 2 strain to use this talent. Then, you may select any Critical Injury of the same severity to apply to the target instead.

Death Rage

Tier: 4
Activation: Passive
Ranked: No

Your character adds +2 damage to melee attacks for each Critical Injury they are currently suffering. (Your GM may also impose additional penalties on social skill checks your character makes if they are suffering Critical Injuries due to their frenzied behavior.)

Defensive

Tier: 4
Activation: Passive
Ranked: Yes

Each rank of Defensive increases your character's melee defense and ranged defense by one.

Defensive Driving

Tier: 4
Activation: Passive
Ranked: Yes

Increase the defense of any vehicle your character pilots by one per rank of Defensive Driving. The specifics of this talent require the optional vehicle rules. If your game does not use these rules, this talent adds 1 Setback (⬛) per rank to combat checks targeting your character's vehicle or your character while piloting it.

Elementary

Tier: 4
Activation: Active (Action)
Ranked: No

Once per session, your character may use this talent to make a Hard (◆ ◆ ◆) Perception check while present at a crime scene. If they succeed, they identify all prominent physical characteristics of one person who was at the crime scene when the crime was committed (as long as the crime was committed in the past 48 hours). This could include a person's height, weight, body type, clothing, and if they are human or not. Your character may identify all the physical characteristics of one additional person present at the crime scene per additional Success (�ע).

Enduring

Tier: 4
Activation: Passive
Ranked: Yes

Each rank of Enduring increases your character's soak value by one.

Field Commander (Improved)

Tier: 4
Activation: Passive
Ranked: No

Your character must have purchased the Field Commander talent to benefit from this talent. When your character uses the Field Commander talent, your character affects a number of allies equal to twice the character's Presence. In addition, you may spend Triumph (✪) to allow one ally to suffer 1 strain to perform an action, instead of a maneuver.

How Convenient!

Tier: 4
Activation: Active (Action)
Ranked: No

Once per session, your character may use this talent to make a Hard (◆ ◆ ◆) Mechanics check. If successful, one device involved in the current encounter (subject to your GM's approval) spontaneously fails. This can be because of your character's actions, or it can simply be incredibly convenient timing!

Inspiring Rhetoric (Supreme)

Tier: 4
Activation: Active (Incidental)
Ranked: No

Your character must have purchased the Inspiring Rhetoric talent to benefit from this talent. Your character may choose to suffer 1 strain to use the Inspiring Rhetoric talent as a maneuver, instead of as an action.

Mad Inventor

Tier: 4
Activation: Active (Action)
Ranked: No

Once per session, your character may use this talent to make a Mechanics check to attempt to cobble together the functional equivalent of any item using spare parts or salvage. The difficulty of the check is based on the item's rarity. Your GM will modify the check based on the circumstances and might decide that some items simply can't be created with what's available. Your GM may spend Despair (⊗) on the check to indicate the item ends up being dangerous to the user and anyone around them in some way.

RARITY	DIFFICULTY
0-2	Easy (◆)
3-4	Average (◆ ◆)
5-6	Hard (◆ ◆ ◆)
7	Daunting (◆ ◆ ◆ ◆)

8	Formidable (◆ ◆ ◆ ◆ ◆)
9+	Impossible

Offensive Driving

Tier: 4
Activation: Active (Action)
Ranked: No

While driving or piloting a vehicle, your character may use this talent to select one other vehicle within medium range and make an opposed Driving or Piloting verus Driving or Piloting check targeting the other vehicle's driver or pilot. If successful, roll twice on the Critical Hit Table. Choose one Critical Hit result to apply to your character's vehicle, and the other to apply to the other vehicle. You may spend Triumph (✴) to add +20 to one Critical Hit result. Your GM may spend Despair (✖) to add +20 to both Critical Hit results.

Overcharge

Tier: 4
Activation: Active (Action)
Ranked: No

Once per encounter, your character may use this talent to make a Hard (◆ ◆ ◆) Mechanics check and choose one of their cybernetic implants that grants them one of the following: +1 to a characteristic rating, +1 rank to a skill, or +1 rank of a ranked talent. If your character succeeds, until the end of the encounter, the chosen cybernetic instead provides +2 to the affected characteristic rating (to a maximum of 7), skill (to a maximum of 5), or ranked talent.

Your GM may spend Despair (✖) or 3 Threat (☾ ☾ ☾) from the check to have the overcharged cybernetic short out at the end of the encounter; it provides no benefit until your character spends several hours making an Average (◆ ◆) Mechanics check to repair it.

Parkour! (Improved)

Tier: 4
Activation: Active (Incidental)
Ranked: No

Your character must have purchased the Parkour! talent to benefit from this talent. Once per round, when using the Parkour! talent, your character may suffer 4 strain instead of 1 strain to move to any location within medium range instead of short range. All other restrictions of Parkour! apply to this movement.

Quick Witted

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

      Once per encounter, after another character makes a social skill check, your character may use this talent to make an Average (◆ ◆) Vigilance check. If successful, you may add a number of Success (✸) or Advantage (⋀) (your choice) equal to your character's ranks in Charm to the other character's check. If your character fails, your character suffers 3 strain.

Scathing Tirade (Supreme)

Tier: 4

Activation: Active (Incidental)

Ranked: No

      Your character must have purchased the Scathing Tirade talent to benefit from this talent. Your character may choose to suffer 1 strain to use the Scathing Tirade talent as a maneuver, instead of as an action.

Signature Spell (Improved)

Tier: 4

Activation: Passive

Ranked: No

      Your character must have purchased the Signature Spell talent to benefit from this talent. When your character casts their signature spell, reduce the difficulty of the check by two instead of one.

Unrelenting

Tier: 4

Activation: Active (Incidental)

Ranked: No

      Once per round after resolving a successful Brawl, Melee (Light), or Melee (Heavy) combat check, your character may suffer 4 strain to use this talent to make an additional melee attack as an incidental against the same target. Increase the difficulty of the combat check by one if this attack uses a second weapon, or by two if the attack uses the same weapon.

Venom Soaked Blade

Tier: 4

Activation: Passive

Ranked: No

When making a Melee (Light) combat check using a poisoned weapon, your character treats it as possessing the Burn 2 item quality.

Tier 5

Animal Companion (Improved)

Tier: 5

Activation: Passive

Ranked: No

Your character must have purchased the Animal Companion talent to benefit from this talent. Your character may control an additional animal companion. The silhouette of this second animal companion cannot exceed the silhouette of your first one. Your character resolves each animal companion's turn individually, choosing the order in which they activate.

Crushing Blow

Tier: 5

Activation: Active (Incidental)

Ranked: No

Once per session after rolling a melee attack but before resolving the check, your character may suffer 4 strain to use this talent. While resolving the check, the weapon gains the Breach 1 and Knockdown item qualities, and destroys one item the target is wielding that does not have the Reinforced quality.

Dedication

Tier: 5

Activation: Passive

Ranked: Yes

Each rank of Dedication increases one of your character's characteristics by one. This talent cannot increase a characteristic above 5. You cannot increase the same characteristic with Dedication twice.

Ghost in the Machine

Tier: 5

Activation: Active (Action)

Ranked: No

As long as they have some sort of access point to a network, your character may use this talent to make a Hard (◆ ◆ ◆) Computers check. If they succeed, they may select one drone, vehicle, or piece of equipment involved in the current encounter and dictate its actions until the start of your character's next turn.

Alternatively, your character can select someone with cybernetic implants or who is wearing powered armor or an exosuit and manipulate it until the beginning of your character's next turn. This must be approved by your GM but could include shutting off cybereyes, directing the movements of cyberlimbs, or causing an exosuit to eject its occupant.

Your character may spend 3 Advantage (⋀ ⋀ ⋀) on the check to extend the effects for one additional round, or they may spend Triumph (✪) to extend the effects for the remainder of the encounter.

Indomitable

Tier: 5
Activation: Active (Incidental, Out of Turn)
Ranked: No

Once per encounter, when your character would be incapacitated due to exceeding their wound or strain threshold, you may spend a Story Point to use this talent. Then, your character is not incapacitated until the end of their next turn. If your character reduces their strain or wounds to below their threshold before the end of their next turn, they are not incapacitated.

Let's Talk This Over

Tier: 5
Activation: Active (Incidental, Out of Turn)
Ranked: No

Once per game session, when a combat encounter against one or more sentient beings is about to begin, the character make a Daunting (◆ ◆ ◆ ◆) Charm check. If successful, the combat encounter instead becomes a social encounter, with the PCs attempting to convince their opposition to back down, come around to their viewpoint, or accept a compromise. The GM is the final arbiter of how the situation resolves without violence (or how the combat encounter continues if the character's check is unsuccessful).

Master

Tier: 5
Activation: Active (Incidental)
Ranked: No

When you purchase this talent for your character, choose one skill. Once per round, your character may suffer 2 strain to use this talent to reduce the difficulty of the next check they make using that skill by two, to a minimum of Easy (◆).

Master Plan

Tier: 5
Activation: Active (Action)
Ranked: No

Once per session, your character may use this talent to make a Hard (◆ ◆ ◆) Discipline check. If they succeed, they reveal that whatever terrible circumstances they currently find themselves in are all part of a brilliant plan that they established at an earlier point. They then choose one non-nemesis adversary in the encounter and reveal them to be a close friend or ally who has positioned themselves to help your character at this exact moment.

The details of which character turns out to be an ally depend on the type of encounter and your GM's approval. However, the ally could also have done their work beforehand, such as loading enemy weapons with blank ammunition, shutting down power to a security system, or planting a tracer in an opponent's vehicle.

Overcharge (Improved)

Tier: 5
Activation: Passive
Ranked: No

Your character must have purchased the Overcharge talent to benefit from this talent.

When using the Overcharge talent, your character may spend 2 Advantage (⋀ ⋀) or Triumph (✹) from the Mechanics check to immediately take one additional action. This talent can only be used once per check.

Retribution

Tier: 5
Activation: Active (Incidental, Out of Turn)
Ranked: No

Once per round when an adversary attacks an ally within medium range, your character may spend one Story Point to use this talent to automatically hit that enemy once with a weapon your character is wielding, if the enemy is within the weapon's range. The hit deals the weapon's base damage, plus any damage from applicable talents or abilities.

Ruinous Repartee

Tier: 5

Activation: Active (Action)

Ranked: No

      Once per encounter, your character may use this talent to make an opposed Charm or Coercion versus Discipline check targeting one character within medium range (or within earshot). If successful, the target suffers strain equal to twice your character's Presence, plus one additional strain per Success (☼). Your character heals strain equal to the strain inflicted. If incapacitated due to this talent, the target could flee the scene in shame, collapse in a dejected heap, or throw themself at your character in fury, depending on your GM and the nature of your character's witty barbs.

Whirlwind

Tier: 5

Activation: Active (Action)

Ranked: No

      Your character may suffer 4 strain to use this talent to make a Brawl, Melee (Light), or Melee (Heavy) attack against the engaged adversary who is hardest to hit (as determined by the GM), increasing the difficulty by one. If the combat check succeeds, each adversary engaged with the character suffers one hit from the attack, that deals base damage plus damage equal to the total Success (☼) scored on the check.

Zealous Fire

Tier: 5

Activation: Passive

Ranked: No

      Each time your Game Master spends a Story Point, your character heals 2 strain.

Web of Knowledge

Tier: 5

Activation: Active (Action)

Ranked: No

      Once per session your character may make an Average (◆ ◆) Knowledge check during a Network encounter. If you succeed, your character knows the names, strengths, and other qualities of all programs (active or deactivated) on one system that you currently have access to, as well as all other characters (system operators and hackers) that currently are

accessing that system. Your character may spend 3 Advantage (⋀ ⋀ ⋀) or 1 Triumph (✦) from this check (whether or not they succeeded) to add 1 Success (✶) to all Computer checks involving that system that they make for the remainder of the encounter.