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# APPENDIX III • TALENTS

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Talents are what sets a person apart from others, and in combination with a background can create nearly limitless types of character.

**Talents** with the same prefix (for example, *Lead with...*) do not stack; only one iteration may be used at a time. Likewise, a magic-user may only ever select one *School* and *Domain*.

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## TALENT • LIST

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### Artful Dodger

You may leave a **SKIRMISH** without attracting an enemy *reaction*.

### Better Safe Than Sorcery

You count a **bad outcome** as **weak** instead on any **WEAVE test** so long as you invest **1-TIME** to have thought it through carefully (thereby also delaying any effect of the spell). You decide this after you roll.

### Blade Dancer

When your **load** is *civilian* or *light* and you are armed with a blade or two and no shield, you inflict **+2-harm** instead of **+1** when in a **SKIRMISH**, so long as you have freedom of movement.

### Cleaver

When you deal *harm* in a **SKIRMISH** against an adversary using a *heavy* weapon, spend **1-blood** to deal *harm* against a separate nearby enemy.

### Defender

When you are in the same zone as another Party member who suffers *harm* from an adversary, you may pay **1-poise** to intercede and take that *harm* yourself. You can use your own *armour* or *special ability* as part of this action, also—but if you do not, then reduce the *harm* taken by **1**, to a minimum of **1**.

### Disguise Artist

Spend **2-TIME** to manufacture a disguise which will superficially mimic someone of the same general size,

shape and culture. For each of these which differs, increase the **TIME** required by **+1**. If required to act the part, make a **PERFORMANCE** test as appropriate.

### Domain of Fire

You are distinctly attuned to the element of air, and can add the **thunder** tag to spells for free. If you can explain how the nature of your spell effectively utilises this element, and the GM agrees, you gain **+2** to the test.

### Domain of Awareness

You have learned to master spells which affect the target the same as a **PERCEPTION** test would. Being magic, you can potentially perceive magically hidden things, see in the dark, hear the most subtle sounds, or witness things beyond mortal senses. Your **WEAVE** tests are made at **+2** when the spell is within this domain.

### Domain of Earth

You are distinctly attuned to the element of earth, and can add the **bludgeon** tag to spells for free. If you can explain how the nature of your spell effectively utilises this element, and the GM agrees, you gain **+2** to the test.

### Domain of Fire

You are distinctly attuned to the element of fire, and can add the **burn** tag to spells for free. If you can explain how the nature of your spell effectively utilises this element, and the GM agrees, you gain **+2** to the test.

### Domain of Nature

You have learned to master spells which affect the target the same as a **BIOLOGY** test would. Being magic, it is not bound by what you have seen or studied in your own experience, and can answer almost any question about flora and fauna, both mundane and mythical. Your **WEAVE** tests are made at **+2** when the spell is within this domain.

### Domain of Speech

You have learned to master spells which affect the target the same as an **EMPATHY** test would. Being

magic, you do not have to know anything about the target beforehand. Using this magic, you can even understand languages, written and spoken, which you are not fluent in. Your **WEAVE** tests are made at +2 when the spell is within this domain.

## Domain of Trickery

You have learned to master spells which affect the target the same as a **DECEPTION** test would. Being magic, it is not bound simply by what you can say or what your relationship is. Your **WEAVE** tests are made at +2 when the spell is within this domain.

## Domain of Water

You are distinctly attuned to the element of water, and can add the **freeze** tag to spells for free. If you can explain how the nature of your spell effectively utilises this element, and the GM agrees, you gain +2 to the test.

## Duelist

When you have a **civilian** load and **SKIRMISH** with a single adversary, you inflict +1-harm.

## Eviscerator

On a **strong outcome** during a **SKIRMISH**, your opponent *cannot use regular defences* (eg. armour, or a shield) to avoid the **harm** you inflict. If it has no such defences, or has already used them, you inflict +1-harm instead.

## Fearless

When you are **panicked**, you gain **advantage** on **COMPOSURE tests** to avoid fleeing or acting in any way your character does not control.

## Five Finger Discount

You may **SCAVENGE** for specific items in a settlement or other urban environment. What you find is always owned by someone else, funnily enough. But probably not for long.

## Frenzy

You may spend 1-poise to enter a **frenzy**. Whilst **frenzied**, you inflict +2-harm, or 1d6+1-harm against a **mob**. However, you suffer **disadvantage** on any social **tests**, and cannot willingly retreat or withdraw from a **SKIRMISH**. The frenzy only ends when you can no longer see or hear anything the GM decides you consider to be an enemy.

## Frontal Assault

You are particularly adept at charging into the fray, and if you move one **zone** specifically to enter a **SKIRMISH**, you inflict +1-harm when you do.

## Hedge Wizard

You gain use the **WEAVE** skill to make very simple **TIER II** tests which generate small, petty effects such as snuffing candles, creating small bright sparks, throwing your voice, and similar parlour tricks. You do not add an attribute bonus, and your spells cannot inflict **harm** or have any significant impact.

## Inspirational Performance

You can use your **special ability** to inspire those around you; explain how your character performs their inspiring behaviour, be it poetry, singing, playing music, or a dramatic speech. Choose one **ALLY**, whose next test gains **advantage** because of your inspiration. You may also choose to make a **TIER III PERFORMANCE** test; spend hold to inspire one additional **ALLY**. Note that you cannot *inspire* yourself.

## Large Stature

You are either a member of a naturally big people, or are unusually tall or bulky. You gain **advantage** on any test where being large is a benefit, such as lifting bulky items, seeing over obstacles, or reaching things at height, and **disadvantage** on any test where being large is a hindrance, such as squeezing into small spaces, going unnoticed, or hanging from something that may not support your weight. Gain +2 to **BREAKING** tests.

## Lead with Aggression

Spend 2-poise. While you are not **overcome**, two allies of your choosing in a **SKIRMISH** gain the **Clever** talent.

## Lead with Fury

Spend 2-poise. While you are not **overcome**, two allies of your choosing in a **SKIRMISH** deal +1-harm.

## Lead with Protection

Spend 2-poise. While you are not **overcome**, two allies of your choosing in a **SKIRMISH** gain +1 **defence**.

## Lead with Resilience

Spend **2-poise**. While you are not *overcome*, two allies of your choosing in a **SKIRMISH** gain the *Unbreakable* talent.

## Lucky

Say why it tickles some god's fancy to keep you alive. This is why, once per session, you can re-roll any one **test**.

## Marauder

You may equip a weapon which is considered *heavy* even when your **GEAR** is *medium*. It deals **6-harm** and is in all other ways considered *heavy*.

## Master Memory

You gain *advantage* on any **test** (usually **INSIGHT**) in which you are attempt to recall information you have *seen or heard in person*.

## Natural Warrior

When you **SKIRMISH**, reduce the **TIER** by **1**.

## Nose for Untruth

Gain *advantage* when using **INSIGHT** to discern an *untruth* or some kind of *deception*.

## Penitence

You are a devout follower of a divinity of some kind, whether or not you are a formal member of a church or cult. You must form and maintain a **BOND** with this deity or higher power to prove your devotion. The deity, or its chosen representatives, may contact you to make demands of your service.

You cannot become part of a magical *School* or *Domain* but you use **+WIS** to make **WEAVE** tests, and you may select the *cure* tag for free. You gain **+2** to **WEAVE** tests when healing others.

## Primal Reactions

You were probably raised in the Wilds, or spent a great deal of time there. You have learned to react instinctually to your surroundings. If you need to *react* to a situation, ask the GM what your most primal instincts are telling you. If you act on that instinct, the test is made with *advantage*.

## Rapelling Expert

While one of your **GEAR** slots is *climbing tools*, when you make a test to climb most surfaces, you do so with *advantage*. You also gain the **+2** from the **GEAR** itself.

## Recklessness

You tend to throw yourself head-first into danger. When you act without heed to your safety, where there is a risk of *harm* simply by taking action, you make that (initial) test with **+2**. You may also act recklessly during a **SKIRMISH**; when you do so, the *harm* you inflict and receive is increased by **+1**.

## Roundhouses All Round

When you're in a brawl and drunk, your bare limbs inflict **2-harm**. Once you sober up, for some reason you just can't summon those haymakers.



## School of Abjuration

You may use +DEX to make WEAVE tests. You may select the *barrier* tag for free.

## School of Conjunction

You may use +STR to make WEAVE tests. You may select the *forceful* tag for free.

## School of Divination

You may use +WIS to make WEAVE tests. You may select the *discern* tag for free.

## School of Enchantment

You may use +CHA to make WEAVE tests. You may select the *enchant* tag for free.

## School of Evocation

You may use +INT to make WEAVE tests. You may select the *create* tag for free.

## School of Transmutation

You may use +CON to make WEAVE tests. You may select the *alter* tag for free.

## Second Wind

When engaged in a SKIRMISH, you may spend your *special ability* to recover **1d6-stress**. This total may be applied to either pool (*blood* or *poise*, or split between both) but can only return them to their maximum of 4.

## Shapeshifter

You have developed the ability to magically shift your body into the form of a small animal. To do so, use your *special ability*.

You cannot speak, nor manipulate objects in any way beyond what your chosen form naturally could, but

you gain the benefit of its adaptive nature, such as flight for a bird, gills for a fish, etcetera.

You cannot inflict harm on anything other than another small animal when in such a form, you cannot cast spells, and your *blood* pool is reduced to 1 instead of 4. Your entire form, including what you are carrying, is transmuted.

## Small Stature

You are either a member of a naturally small people, or are unusually short or tiny. You gain *advantage* on any test where being small is a benefit, such as slipping through small spaces or going unnoticed, and *disadvantage* on any test where being small is a hindrance, such as reaching things at height, seeing over obstacles, or manipulating large, bulky objects. Gain +2 to STEALTH tests.

## Sneak Attack

If you are hidden from an adversary, the first time you SKIRMISH against them (and in doing so reveal yourself), you may inflict +2-*barm*. Remember to clearly state your intent to remain hidden if you are around other Party members.

## Thousand Yard Stare

You've seen enough combat to know that the people you care about might run, or even die. When you suffer *stress* to your *poise* as a result of an ally being *overcome*, you only take **1d3-stress**; if they flee, you only take **1-stress**.

## Tough as Nails

The first time you would become *bloodied* in a SKIRMISH, reduce that *barm* to 0.

## Unbreakable

When you are *bloodied*, you do not need to use COURAGE, and may instead use regular skills as normal.



## Unleash the Fury

You can channel your anger into a single furious action, which applies terrible force into what you are doing. You may use your *special ability* to gain *advantage* on your next **BREAKING** check. You also inflict **+2-harm** to any affected targets.

## Unobtrusive

During any encounter, including a **SKIRMISH**, if you announce *I wish to go unnoticed*, nobody will notice you so long as you don't undertake any **test** which would draw attention to you.

## Vicious Mockery

You are renowned for your scathing tongue and razor-sharp wit. You may spend your *special ability* to inflict **1d3-harm** to an adversary's *poise*. Explain how your character breaks their opponent with nothing more than words.

## Weather Watcher

When you make a **NAVIGATION** test, if the weather is good, gain *advantage*.

## Wilderness Expert

When in the Wilds, you may use your *special ability* to either vanish amongst the natural environment (where you remain hidden until you make a test which would reveal your location), or to find a path others would have missed.

## Whispered Secrets

When you spend **1-TIME** to gather information from various sources, your next **RUMOUR** or **STREETWISE** test gains *advantage*.