

TWILIGHT IMPERIUM

TALENTS OF THE IMPERIUM

Purchasing Talents

Talents come in **tiers**. Higher-tier talents cost more XP (tier × 5) but give more impressive effects. You must always have more talents of a lower tier than you have a higher tier; e.g., if you have three tier 1 talents, you could have up to two tier 2 talents. This is referred to as the "Talent Pyramid".

A few talents are **ranked**, which means you can buy them multiple times. Each time you do, however, the talent goes up one tier, to a maximum of tier 5. For example, "Grit" is a tier 1 talent. If you buy another rank of "Grit", the second purchase is a tier 2 talent; you now have a tier 1 "Grit 1" and a tier 2 "Grit 2" and their effects are cumulative.

Any talent with "(Improved)" or "(Supreme)" in its title requires the basic version of the talent as a prerequisite. For example, "Scathing Tirade (Improved)" and "Scathing Tirade (Supreme)" both require that you first have the basic "Scathing Tirade" talent. Note that "Scathing Tirade (Supreme)" does not require "Scathing Tirade (Improved)"; each adds different enhancements to the basic talent. "Improved" and "Supreme" talents do not count as ranks in a Ranked talent; think of them as independent "add-on" options.

List of Talents

The list which follows comprises official *Genesys* talents, though those marked with a † are not canonical to the Twilight Imperium setting; most come from other *Genesys* books. Some names have been changed to better fit the setting (e.g., Customer Service Experience became Deescalation Training).

Tier I Talents

Basic Combat Training

- **Tier:** 1
- **Activation:** Passive
- **Ranked:** No

When you take this talent, your character gains one of Brawl, Ranged (Heavy), or Ranged (Light) as a career skill.

Bought Info

- **Tier:** 1
- **Activation:** Action
- **Ranked:** No

Instead of rolling a knowledge skill check, your character can use this talent to spend 50 aurei times the difficulty of the check and automatically succeed with ✨.

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 (e.g., you have no way to get in contact with another person).

Challenge!†

- **Tier:** 1
- **Activation:** 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 (or otherwise removed from the fight), these adversaries add ■ to combat checks targeting your character and ■■ to combat checks targeting other characters.

Clever Retort

- **Tier:** 1
- **Activation:** Incidental (Out of Turn)
- **Ranked:** No

Once per encounter, your character may use this talent to add 🔄🔄 to another character's social skill check.

Cosmopolitan Upbringing

- **Tier:** 1
- **Activation:** Passive
- **Ranked:** No

When you take this talent, your character gains Streetwise or Knowledge (Culture) as a career skill. In addition, when using one of these skills to resolve a conflict between members of different species, your character may spend ♠♠ to heal 3 strain.

Data Miner

- **Tier:** 1
- **Activation:** Incidental
- **Ranked:** No

Once per session before making a knowledge skill check, your character may use this talent to use the Computers skill to make the check instead of a knowledge skill.

Deescalation Training†

- **Tier:** 1
- **Activation:** Incidental
- **Ranked:** Yes

After your character makes a Charm check, they may suffer 1 strain to use this talent to cancel 🔄 equal to your character's ranks in Deescalation Training.

Defensive Sysops

- **Tier:** 1
- **Activation:** Passive
- **Ranked:** No

When someone attempts to hack a computer owned or programmed by your character, or your character is actively defending a computer system, the intruder adds ■■ to their 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 2 additional strain.

Diplomatic Instruction

- **Tier:** 1
- **Activation:** Passive
- **Ranked:** No

When you take this talent, your character gains Leadership or Negotiation as a career skill. In addition, when using one of these skills to convince their allies to undertake a particular task in a social encounter, your character may spend ^^ to heal 3 strain.

Duelist

- **Tier:** 1
- **Activation:** Passive
- **Ranked:** No

Your character adds ■ to their melee combat checks while engaged with a single opponent, but adds ■ to their melee combat checks while engaged with three or more opponents.

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.

Emergency Thruster Burn

- **Tier:** 1
- **Activation:** Incidental
- **Ranked:** No

Once per round while controlling a starship that requires the Operating skill to direct, your character may use this talent to increase or decrease its speed by 1, to a minimum of 0 or a maximum of the starship's max speed. The starship suffers 2 system strain.

Emergency Vacuum Training

- **Tier:** 1
- **Activation:** Passive
- **Ranked:** No

Your character does not count zero-gravity environments as difficult terrain. When your character is exposed to vacuum without protective gear, they may hold their breath for a number of rounds equal to twice their Brawn and suffer only 2 wounds for each round they are exposed to vacuum (instead of rounds equal to Brawn and 3 wounds per round).

Fires of Conviction

- **Tier:** 1
- **Activation:** Passive
- **Ranked:** No

Your character must be a Gashlai or a N'orr or have allegiance to the Yin Brotherhood, the Argent Flight, or the Keleres to benefit from this talent.

Your character rerolls failed fear checks.

Forager

- **Tier:** 1
- **Activation:** Passive
- **Ranked:** No

Your character removes up to ■■ 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:** No

Each rank of Grit increases your character's strain threshold by 1.

Hamstring Shot

- **Tier:** 1
- **Activation:** Action
- **Ranked:** No

Once per round, your character may use this talent to perform a ranged combat check against one non-vehicle target. 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:** Incidental
- **Ranked:** No

Once per round while controlling a vehicle that requires the Driving or Piloting skill to direct, 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.

Historical Record

- **Tier:** 1
- **Activation:** Incidental
- **Ranked:** No

Your character must be a Winnu or have allegiance to the Empyrean or the Nomad to benefit from this talent.

Once per session before making a knowledge skill check or Astrocartography check, your character may use this talent to succeed on the check with ✨ ✨ ✨.

Jump Up

- **Tier:** 1
- **Activation:** 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 (instead of a maneuver).

Knack for It

- **Tier:** 1
- **Activation:** Passive
- **Ranked:** Yes

When you purchase this talent for your character, select one non-combat skill. Your character removes ■■ from any checks they make using this skill.

Each additional time you purchase this talent for your character, select two additional non-combat skills to receive the same benefit.

Know Somebody

- **Tier:** 1
- **Activation:** Incidental
- **Ranked:** Yes

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

(House Rule: Also reduce the item's price by 10% per rank.)

Let's Ride

- **Tier:** 1
- **Activation:** 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 (see page 112 of the *Genesys Core Rules*) from a vehicle or animal, they suffer no damage and land on their feet.

Life on the Streets

- **Tier:** 1
- **Activation:** Passive
- **Ranked:** No

When you take this talent, your character gains Deception or Skulduggery as a career skill. In addition, when using one of these skills to obtain wealth (whether by stealing something, lying about the worth of an item, or other duplicitous means), your character may spend AA to heal 3 strain.

One with Nature

- **Tier:** 1
- **Activation:** Incidental
- **Ranked:** No

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

Nocturnal Upbringing

- **Tier:** 1
- **Activation:** Passive
- **Ranked:** No

When you take this talent, your character gains Perception or Stealth as a career skill. In addition, your character may remove ■ added to their checks due to darkness.

Null Gravity Adept

- **Tier:** 1
- **Activation:** Passive
- **Ranked:** No

When you take this talent, your character gains Athletics or Coordination as a career skill. In addition, when making a check using one of these skills in a zero-gravity environment, your character may spend AA to heal 3 strain.

Parry

- **Tier:** 1
- **Activation:** 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, they may suffer 3 strain to use this talent to reduce the damage of the hit by (ranks in Parry + 2). This talent can only be used once per hit and your character needs to be wielding a Melee weapon.

Proper Upbringing

- **Tier:** 1
- **Activation:** 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 up to their ranks in Proper Upbringing. Add A to the check equal to the strain suffered.

Quick Draw

- **Tier:** 1
- **Activation:** 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 (instead of a maneuver). Quick Draw also reduces a weapon's Prepare rating by 1, to a minimum of Prepare 1.

Quick Strike

- **Tier:** 1
- **Activation:** Passive
- **Ranked:** Yes

Your character adds ■ 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:** Incidental (Out of Turn)
- **Ranked:** Yes

When your character checks Vigilance or Cool to determine initiative, they may suffer a number of strain to up to their ranks in Rapid Reaction. Add ✨ to the check equal to the strain suffered.

Sagacious Instruction

- **Tier:** 1
- **Activation:** Passive
- **Ranked:** No

When you take this talent, your character gains Astrocartography or any one knowledge skill as a career skill. In addition, when making a skill check to navigate to an unknown system or to learn new information, your character may spend ♠♠ to heal 3 strain.

Second Wind

- **Tier:** 1
- **Activation:** 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.

Skilled Mechanic

- **Tier:** 1
- **Activation:** Passive
- **Ranked:** Yes

When your character makes a check to repair hull trauma or system strain, they repair 1 additional hull trauma or system strain per rank of Skilled Mechanic.

Street Brawler[†]

- **Tier:** 1
- **Activation:** Passive
- **Ranked:** No

Your character adds ♠ to Brawl checks and to combat checks using improvised weapons (see p. 109 of the *Genesys Core Rules*).

Subtle

- **Tier:** 1
- **Activation:** Incidental
- **Ranked:** No

When making a social skill check, your character can use this talent to spend ♠ to convey to one other character a simple message that has nothing to do with what your character is actually saying. The means by which you convey this message is up to you and your GM, but could include body language, subtle gestures, double entendres, or references to shared experiences.

Surgeon

- **Tier:** 1
- **Activation:** Passive
- **Ranked:** Yes

When your character makes a Medicine check to heal wounds, the target heals 1 additional wound per rank of Surgeon.

Swift

- **Tier:** 1
- **Activation:** Passive
- **Ranked:** No

Your character doesn't suffer the effects of difficult terrain. They spend the standard number of maneuvers (instead of twice as many) to move through it.

Talk Shop[†]

- **Tier:** 1
- **Activation:** Incidental
- **Ranked:** No

Your character may use this talent when making a Charm check targeting an engineer, mechanic, scientist, or similar individual to count their ranks of Charm as equal to their ranks in Knowledge (Science) or Mechanics.

Torment[†]

- **Tier:** 1
- **Activation:** Passive
- **Ranked:** No

When a target is disoriented, staggered, or prone, your character adds ■ to combat checks against them and to social checks made to inflict strain against them.

Toughened

- **Tier:** 1
- **Activation:** Passive
- **Ranked:** Yes

Each rank of Toughened increases your character's wound threshold by 2.

Tumble[†]

- **Tier:** 1
- **Activation:** 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 ✕ to any checks made to find or identify your character in a crowd.

War Veteran

- **Tier:** 1
- **Activation:** Passive
- **Ranked:** No

When you take this talent, your character gains Athletics or Resilience as a career skill. In addition, when healing strain after a combat encounter, your character may spend ♠♠ to heal 3 strain.

Where Did I Put That?

- **Tier:** 1
- **Activation:** Action
- **Ranked:** No

Once per session, your character may use this talent to make an **Average (♦♦) Cool check**. If successful, they may choose one item that has been lost, misplaced, or left behind during a previous encounter and then find the item on their person or in an easily accessible location.

Xenoreader

- **Tier:** 1
- **Activation:** Passive
- **Ranked:** Yes

When you purchase this talent for your character, choose one of the following five categories:

Mammalian: Hacan, Human, Letnev, Naaz-Rokha, Saar.

Aquatic: Hylar, Yssaril. (Includes amphibious races.)

Reptilian: Druaa, Shikrai, Winnu, Xxcha. (Includes avian races, as they're closest to reptiles.)

Insectoid: N'orr.

Anomaly: Creuss, Empyrean, Gashlai, Titan. (Species who don't fit into one of the other categories.)

The races above are just examples, not a closed list. This talent never applies to antagonist species, including Arborec, L1Z1X, Mahact, Nekro, and Vuil'Raith.

When your character makes a social skill check targeting a member of the chosen category, add ♠♠ to the results. Each additional time you purchase this talent for your character, you may choose one additional category.

(Note: The species classifications are an unofficial interpretation.)

Tier 2 Talents

Aethersprite

- **Tier:** 2
- **Activation:** Action
- **Ranked:** No

Once per encounter, if your character has access to a computer network, they may use this talent to make an **Average (♦♦) Computers check**. If successful, they reduce the difficulty of all further Computers and Skulduggery checks to use or manipulate the system or linked subsystems (such as electronic locks on doors) by 1 for the remainder of the encounter. If this would reduce a check's difficulty to **Simple (-)**, the character can choose to succeed with ✨ instead of making the check.

Any ✨ from this or subsequent checks that involve the system must be spent to alert the system's controllers to your character's intrusion.

Angle the Shields

- **Tier:** 2
- **Activation:** Action
- **Ranked:** Yes

While piloting a starship of silhouette 4 or greater, your character may make a **Hard (♦♦♦) Operating check** to use this talent. If they succeed, they choose an amount of system strain no greater than their ranks in this talent for their starship to suffer. Until the end of their next turn, whenever their starship is targeted by a combat check, remove ■ from the dice pool equal to the system strain suffered and add an equal number of ✕ to the results.

Bad Cop[†]

- **Tier:** 2
- **Activation:** Incidental
- **Ranked:** Yes

Your character may spend ♠♠ 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. That check must target the same character as your character's initial check, and it must take place during the same encounter.

Only a single use of Bad Cop or Good Cop can be applied to a given social check.

Bulwark[†]

- **Tier:** 2
- **Activation:** 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.

Called Shot

- **Tier:** 2
- **Activation:** Passive
- **Ranked:** No

When your character uses the aim maneuver to target a specific item carried by an opponent or a specific part of an opponent (see page 99 of the *Genesys Core Rulebook*), they do not add any ■ to the check as a part of performing the maneuver.

Chameleon Infiltration

- **Tier:** 2
- **Activation:** Incidental
- **Ranked:** No

Your character must be a Yssaril or have allegiance to the Yssaril Tribes to benefit from this talent.

When your character makes a Stealth check, they may use this talent and spend all △ generated by the check to add an equal number of △ to the results of the next combat check they make during the current encounter.

Combined Arms

- **Tier:** 2
- **Activation:** Passive
- **Ranked:** No

While your character is engaged with an enemy, your GM or fellow players may not spend ⊗ to cause your character to be hit by an ally's ranged attack.

Coordinated Assault

- **Tier:** 2
- **Activation:** 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 △ 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:** Action
- **Ranked:** No

Once per session, your character may use this talent to choose one minion or rival 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 ⊕ 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:** Incidental
- **Ranked:** Yes

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

Defensive Stance

- **Tier:** 2
- **Activation:** 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:** Incidental
- **Ranked:** No

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

Before adding ■■ from Defensive Sysops to a check, use this talent to add ✕⊕ to the results of the check instead.

(Note: This is effectively a Passive talent, as the sysop need not be aware of the intrusion, but is Incidental so the sysop's player can decide whether to use it or risk the ■■ roll instead.)

Dirty Tricks[†]

- **Tier:** 2
- **Activation:** 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.

Distraction![†]

- **Tier:** 2
- **Activation:** Action
- **Ranked:** No

Your character may use this talent to make an **Average (◆◆) Coordination, Deception, or Skulduggery check**. For each ✨ the check generates, one adversary of your choice within short range becomes disoriented. Your character may spend △ from the check to inflict 1 strain on an affected adversary (maximum 1 strain per foe) and may spend ⊕ from the check to stagger a minion or rival within short range.

Driven to Succeed

- **Tier:** 2
- **Activation:** Incidental
- **Ranked:** No

Your character must be a Human or Winnu or have allegiance to the Federation of Sol or the Winnu to benefit from this talent.

Once per session, your character may spend $\Delta\Delta$ or \textcircled{D} from any check they make to use this talent to move up to two Story Points from the GM pool to the players' pool.

Dual Wielder

- **Tier:** 2
- **Activation:** Maneuver
- **Ranked:** No

Your character may use this talent to decrease the difficulty of the next combined combat check (see p. 108 of the *Genesys Core Rules*) they make during the same turn by one.

Flash of Insight[†]

- **Tier:** 2
- **Activation:** Passive
- **Ranked:** No

When your character generates any \textcircled{D} on a knowledge skill check, roll $\blacksquare\blacksquare$ and add the results to the check, in addition to spending the \textcircled{D} as usual.

Friends in Low Places

- **Tier:** 2
- **Activation:** Action
- **Ranked:** No

Your character must be a Saar or have allegiance to the Mentak Coalition, the Clan of Saar, or the Nomad to benefit from this talent.

Once per session when on a populated world, your character may make an **Easy** (\blacklozenge) **Streetwise check** to use this talent. If they succeed, they obtain one item with a rarity no greater than twice the number of \star scored on the check, or they obtain an equivalent service from a pirate or pirate crew.

If the check generates \textcircled{D} or \textcircled{X} , your character must pay the cost of the item or service within one week of obtaining it.

Good Cop[†]

- **Tier:** 2
- **Activation:** Incidental
- **Ranked:** Yes

Your character may spend $\Delta\Delta$ 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. That check must target the same character as your character's initial check, and it must take place during the same encounter.

Only a single use of Bad Cop or Good Cop can be applied to a given social check.

Grappler[†]

- **Tier:** 2
- **Activation:** 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.

Gunlinger Diplomacy

- **Tier:** 2
- **Activation:** Maneuver
- **Ranked:** No

If your character is armed, they may use this talent to conspicuously display their weapon and add $\star\star\textcircled{D}$ to the results of the next social skill check they make this turn. This subtly threatening move may have additional narrative repercussions at your GM's discretion.

Haughty Demeanor[†]

- **Tier:** 2
- **Activation:** Passive
- **Ranked:** No

Other characters add \textcircled{D} to social skill checks targeting your character.

Heightened Awareness

- **Tier:** 2
- **Activation:** Passive
- **Ranked:** No

You excel at helping your friends notice things they might otherwise miss. Allies within short range of your character add \blacksquare to their Perception and Vigilance checks. Allies engaged with your character add $\blacksquare\blacksquare$ instead.

Inspiring Rhetoric

- **Tier:** 2
- **Activation:** Action
- **Ranked:** No

Your character may use this talent to make an **Average** ($\blacklozenge\blacklozenge$) **Leadership check**. For each \star the check generates, one ally within short range heals one strain. For each Δ , one ally benefiting from Inspiring Rhetoric heals one additional strain.

Inspiration

- **Tier:** 2
- **Activation:** Maneuver
- **Ranked:** No

Once per encounter, you may spend a Story Point to have your character use this talent to target another character within hearing range, and tell them to perform a specific task. If your character knows the target's Strength or Desire Motivation, the target may reroll up to three dice of their choice during the next check they make to perform that task during the current encounter.

This talent doesn't force the target to perform the designated task (it simply benefits them if they do so). In addition, the target becomes less hostile toward your character in the future.

Inventor

- **Tier:** 2
- **Activation:** 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 ■ 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.

Leverage

- **Tier:** 2
- **Activation:** Maneuver
- **Ranked:** No

Once per encounter, you may spend a Story Point to have your character use this talent to target another character within hearing range. If your character knows the target's Flaw or Fear Motivation, the target must spend their next turn performing one action of your character's choice. If this occurs during a narrative encounter, this can be a single discrete task instead.

At your GM's discretion, certain actions or tasks may be too unrealistic for the target to perform (such as harming themselves or betraying a beloved family member). In addition, the target becomes more hostile toward your character in the future.

Long Game

- **Tier:** 2
- **Activation:** Passive
- **Ranked:** No

When your character purchases this talent, they increase the number of benchmarks they need to complete their current agenda and any future agendas they choose by 2 (see page 64 of *Embers of the Imperium*). When they complete an agenda, they double the received rewards (if the rewards are difficult to quantify, your GM determines what an appropriate increase is).

The rest of the party does not double any XP rewards they receive when your character completes their agenda.

Lucky Strike

- **Tier:** 2
- **Activation:** 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.

Overheat

- **Tier:** 2
- **Activation:** Incidental
- **Ranked:** No

Your character must be a Hylar or Gashlai or have allegiance to the Embers of Muaat or the Universities of Jol-Nar to benefit from this talent.

When making a check while using a piece of equipment (such as operating a vehicle, searching with a scanner, or attacking with a weapon), your character may use this talent to add ✨ A to the results. If they do so, after the check is resolved, the equipment becomes damaged one step (from undamaged to minor, from minor to moderate, from moderate to major, or from major to destroyed; see page 89 of the *Genesys Core Rulebook*). If the equipment is a part of a vehicle, the vehicle suffers 2 system strain instead.

Precision Strike

- **Tier:** 2
- **Activation:** Incidental
- **Ranked:** Yes

When making a Brawl or Melee combat check, your character may use this talent to remove a number of ■ from the dice pool no greater than their ranks in Precision Strike and suffer 1 strain per ■ removed, then add an equal number of ✨ to the results of the check.

Scathing Tirade

- **Tier:** 2
- **Activation:** Action
- **Ranked:** No

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

Sharp Tongue[†]

- **Tier:** 2
- **Activation:** Passive
- **Ranked:** Yes

It normally takes A A A A (or ☹) to inflict a "critical remark" in a social encounter (see p. 123 of the *Genesys Core Rules*). Your character reduces the number of A required to do so by their ranks in Sharp Tongue, to a minimum of A (with Sharp Tongue 3).

Shepherding Command

- **Tier:** 2
- **Activation:** Incidental (Out of Turn)
- **Ranked:** No

Your character must be an Xxcha or a Titan or have allegiance to the Titans of Ul or the Xxcha Kingdom to benefit from this talent.

Once per encounter when an ally within short range is targeted by an attack, your character may reduce the damage dealt by that attack by your character's ranks in Leadership before the damage is reduced by soak.

Side Step

- **Tier:** 2
- **Activation:** Action
- **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.

Sneak Attack

- **Tier:** 2
- **Activation:** Passive
- **Ranked:** No

When your character makes a Melee check, they use Cunning instead of Brawn. If they would add their Brawn rating to a weapon's base damage, they add their Cunning rating instead.

Sound Investments

- **Tier:** 2
- **Activation:** Passive
- **Ranked:** Yes

At the beginning of each game session, your character receives aurei equal to their ranks in Sound Investments times 100.

How your character earns this money is up to you and your GM and could represent actual business investments, an inheritance, a legal or illegal side business, or even bribes or blackmail money. Your GM can also decide that the current events of the adventure may make those funds temporarily unavailable.

Sustained Fire

- **Tier:** 2
- **Activation:** Incidental
- **Ranked:** Yes

After making a Ranged (Light), Ranged (Heavy), or Gunnery attack check — whether successful or not — your character may use this talent to spend $\Delta\Delta\Delta$ or ⊕ to add \star equal to their ranks in Sustained Fire to the results of all Ranged (Light), Ranged (Heavy), or Gunnery checks they make against the same target until the end of the current encounter.

Two-Handed Pistoleer[†]

- **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 Δ to the results.

Tier 3 Talents

Aethersprite (Improved)

- **Tier:** 3
- **Activation:** Maneuver
- **Ranked:** No

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

If your character made a successful check to use the Aethersprite talent during the current encounter, you may spend a Story Point to have your character use this talent to make themselves and up to five allies invisible to any electronic sensors for a number of rounds equal to your character's ranks in Computers.

This works on any electronic monitoring or surveillance systems, such as cameras, heat and motion sensors, and even microradar pulses. It also affects any nonsentient drones or robots that are linked with the network affected by Aethersprite.

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. Alternatively, your companion may be a small robot drone, using the same talent rules.

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). In structured encounters, your character may spend one maneuver each round 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).

Barrel Roll

- **Tier:** 3
- **Activation:** Incidental (Out of Turn)
- **Ranked:** No

Your character can only use this talent while piloting a spaceship or air vehicle 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.

Bodyguard†

- **Tier:** 3
- **Activation:** Maneuver
- **Ranked:** Yes

Once per round, your character may suffer a number of strain no greater than their ranks in Bodyguard 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.

Ccrysusian Methodology

- **Tier:** 3
- **Activation:** Incidental (Out of Turn)
- **Ranked:** Yes

When your character is targeted by a social skill check, they may use this talent to reduce any strain they suffer by an amount equal to their ranks in Negotiation, to a minimum amount of strain of 1.

This talent may be used a number of times per session equal to its rank.

Daredevil†

- **Tier:** 3
- **Activation:** Passive
- **Ranked:** No

When your character generates ☒ on an Athletics, Coordination, or Piloting check, roll 🟡 and add the results to the check, in addition to the ☒ being spent as normal.

Deliberate Tactics

- **Tier:** 3
- **Activation:** Incidental
- **Ranked:** No

Your character must be a Titan or an Xxcha or have allegiance to the Titans of Ul or the Xxcha Kingdom to benefit from this talent.

During a combat encounter, your character may choose to take either no maneuvers or no actions during their turn to use this talent. If they do, until the start of their next turn they reduce all strain suffered to 0 (both voluntary and involuntary) and add ♠♠ to combat checks they make.

Distinctive Style

- **Tier:** 3
- **Activation:** 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 🌟🌟🌀🌀 to the results.

If you are using the optional hacking rules (on p. 232 of the *Genesys Core Rules*) and your check generates 🌀🌀, your GM should spend it on the **I Know You!** option in **Table I.2-22**.

Dodge

- **Tier:** 3
- **Activation:** 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 Blow

- **Tier:** 3
- **Activation:** Incidental
- **Ranked:** No

When resolving a combined check to attack with two weapons in melee or ranged combat, your character may suffer 3 strain to use this talent to hit with the secondary weapon (instead of spending ♠♠).

Eagle Eyes

- **Tier:** 3
- **Activation:** 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 this one combat check.

Expert Gunner

- **Tier:** 3
- **Activation:** Incidental
- **Ranked:** No

When your character makes a Gunnery check, they may suffer 3 strain to use this talent to reduce the number of ♠ needed to activate any of their weapon's item qualities by 1, to a minimum of 1, until the end of the turn.

Expert Scrapper

- **Tier:** 3
- **Activation:** Action
- **Ranked:** No

Your character must be a Saar or have allegiance to the Clan of Saar or the Mentak Coalition to benefit from this talent.

Once per encounter while engaged with a vehicle, your character can use this talent to make a Mechanics check with a difficulty equal to the vehicle's silhouette. The vehicle suffers 1 hull trauma per 🌟, and one Critical Hit per ♠♠ or 🌀.

Field Commander

- **Tier:** 3
- **Activation:** 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:** Incidental (Out of Turn)
- **Ranked:** No

When an opponent makes a ranged combat check, you can spend ☹☹ from that check (instead of needing ☹) 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:** 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.

In a narrative scene which isn't using the full vehicle rules, this talent simply makes the vehicle go much faster than normal (specifics up to the GM).

Grenadier

- **Tier:** 3
- **Activation:** Incidental
- **Ranked:** Yes

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

Hard Boiled†

- **Tier:** 3
- **Activation:** Incidental
- **Ranked:** No

When your character makes a check to recover strain at the end of an encounter, they may use Resilience instead of Discipline or Cool. If they do so, they heal 1 strain per ✨ and 1 wound per ▲.

Heroic Will

- **Tier:** 3
- **Activation:** 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 which use either of those two characteristics until the end of the current encounter. (Your character still suffers the Critical Injuries; they just ignore the effects.)

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 ■ to all skill checks they make for a number of rounds equal to your character's ranks in Leadership.

Laugh It Off†

- **Tier:** 3
- **Activation:** Incidental (Out of Turn)
- **Ranked:** No

When your character is targeted by a social check they may use this talent to spend ☹☹☹ or ☹ to reduce any strain the check inflicts by their ranks in Charm. If they do so, the character who targeted them suffers an amount of strain equal to the amount of strain reduced.

Master of the Blade

- **Tier:** 3
- **Activation:** Passive
- **Ranked:** No

Your character must be a Hacan, a Letnev, or a N'orr or have allegiance to the Sardakk N'orr to benefit from this talent.

Your character adds ✕ to the results of all combat checks targeting them while they are wielding a Melee weapon and engaged with multiple enemies (a single minion group counts as multiple enemies for the purposes of this talent).

Mercantile Savant

- **Tier:** 3
- **Activation:** Incidental
- **Ranked:** No

Your character must be a Naaz-Rokha or a Hacan or have allegiance to the Emirates of Hacan to benefit from this talent.

Once per session, you may spend a Story Point to reduce the price of one item or service that your character is attempting to purchase by 50% or increase the monetary value of a mission reward by 50%.

The specifics of how your character accomplishes this is up to you and your GM but could include negotiation, calling in favors, or even intimidation.

Mind Bender

- **Tier:** 3
- **Activation:** Maneuver
- **Ranked:** No

Your character must be a Druaa or have allegiance to the Naalu Collective to benefit from this talent.

Once per session, your character may spend a Story Point to use this talent to make an **opposed Discipline versus Vigilance check** targeting one creature within medium range. If successful, your character may cause the target to adopt an emotional state of your character's choice for the remainder of the current encounter (or one hour in narrative gameplay). Your character may spend Δ Δ or \otimes to have the target unquestionably believe one piece of information of your character's choice for the remainder of the encounter, even if it is untrue. (Your character may do this multiple times, and they may even do this if the check fails.)

At the end of the current encounter, at your GM's discretion the target may or may not continue to believe any information inserted in their mind, depending on how outlandish it is in the face of reality. However, if the check fails with Δ Δ Δ or \otimes , the target knows that someone attempted to manipulate their mind.

Natural

- **Tier:** 3
- **Activation:** 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.

Nimble[†]

- **Tier:** 3
- **Activation:** 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.

Not Even in Death

- **Tier:** 3
- **Activation:** Incidental (Out of Turn)
- **Ranked:** No

Your character must be a N'orr or a Shikrai or have allegiance to the Argent Flight or the Sardakk N'orr to benefit from this talent.

When your character would be incapacitated by suffering wounds that exceed their wound threshold, you may spend a Story Point to use this talent to first make an immediate combat check with a weapon they're currently wielding.

Painkiller Specialization

- **Tier:** 3
- **Activation:** Passive
- **Ranked:** Yes

When your character uses dermal sealers, the target heals one additional wound per rank of Painkiller Specialization. The sixth dermal sealer and beyond each day still has no effect.

Parry (Improved)

- **Tier:** 3
- **Activation:** 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 Δ Δ Δ or \otimes 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.

Precise Shooter[†]

- **Tier:** 3
- **Activation:** Passive
- **Ranked:** No

When making a Ranged combat check targeting a character engaged with one of your character's allies, do not upgrade the difficulty of the attack. \otimes still means a successful attack hits the wrong target.

Primacy

- **Tier:** 3
- **Activation:** Incidental
- **Ranked:** No

Your character must be a Letnev or a Winnu or have allegiance to the Barony of Letnev to benefit from this talent.

Once per session when making a skill check that is *not* linked to Presence, your character may use this talent to upgrade the ability of the check a number of times equal to their Presence rating.

Rapid Archery[†]

- **Tier:** 3
- **Activation:** Maneuver
- **Ranked:** No

Your character must be a Shikrai or have allegiance to the Argent Flight to benefit from this talent.

While your character is armed with a bow, 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.

This talent works with the Shikrai Needle Bow (see p. 112 of *Embers of the Imperium*) or with primitive composite bows (Ranged Heavy, Dmg 5, Crit 3, Long Range, Enc 2, HP 1, Price 140, Rarity 2, Unwieldy 2). The latter can use primitive arrows (Price 1/arrow) or advanced arrows (Price 10/arrow, Rarity +1, adds Pierce 2) in quivers of 10.

Raptor's Flight

- **Tier:** 3
- **Activation:** Action
- **Ranked:** No

Your character must be a *Druaa* or *Shikrai* or have allegiance to the *Argent Flight* to benefit from this talent.

Once per encounter while piloting a vehicle, your character may make a **Hard (◆◆◆) Piloting check** to use this talent. If successful, your character may change the speed of the vehicle they are piloting to any other speed the vehicle is capable of reaching. Your character can also spend **▲▲** from the results to increase the difficulty of combat checks targeting their vehicle by 1 and decrease the difficulty of combat checks made by themselves or other occupants of their vehicle by 1 until the start of your character's next turn.

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 **■** to all skill checks they make for a number of rounds equal to your character's ranks in *Coercion*.

Solo Flight

- **Tier:** 3
- **Activation:** Incidental
- **Ranked:** No

Before making an *Operating* check, your character may use this talent to increase the difficulty of the check by 1 and use the *Piloting* skill to make the check, instead of the *Operating* skill. In addition, if the vehicle requires multiple pilots, your character may operate the vehicle alone when they use this talent.

Spec Ops Elimination

- **Tier:** 3
- **Activation:** Incidental
- **Ranked:** No

Your character must be a *Human* or *Yssaril* or have allegiance to the *Federation of Sol* to benefit from this talent.

After your character makes a successful combat check against a target who is unaware of their presence, your character may use this talent to inflict a *Critical Injury* on the target without spending **▲** or **⊕**. Your character may still inflict only one *Critical Injury* per hit, but they may spend additional **▲** equal to the attack's *Critical* rating or **⊕** to increase the severity of the *Critical Injury* as normal.

University Training

- **Tier:** 3
- **Activation:** Maneuver
- **Ranked:** No

Your character must be a *Hylar* or have allegiance to the *Universities of Jol-Nar* to benefit from this talent.

Once per encounter, your character may use this talent to make a check with a skill that is linked to *Intellect* as a maneuver (if it would normally be a maneuver or action) and add **✦** to the results.

Tier 4 Talents

Aethersprite (Supreme)

- **Tier:** 4
- **Activation:** Action
- **Ranked:** No

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

If your character made a successful *Aethersprite* check during the current encounter, your character may use this talent to make a **Hard (◆◆◆) Computers check**. If they succeed, they falsify a major distraction in the system. The particulars of the distraction are up to you and your GM, but they should be significant enough that any opponents ignore your characters and leave key installations unguarded or unlocked as they work furiously to deal with the distraction or flee for their lives. (Examples might include a major reactor meltdown, an enemy battlefleet entering local space, or poisonous nerve gas being leaked into the facility.)

At your GM's discretion, certain actions that your character undertakes may cause opponents to attempt to deal with them, such as actively attacking an opponent or shouting that your character is the one who initiated the distraction.

Beam Fighter

- **Tier:** 4
- **Activation:** Maneuver
- **Ranked:** No

While using a beam weapon with the *Pierce* item quality, your character may use this talent to cause the weapon to lose that quality. If they do, after your character makes a ranged combat check before the end of their turn, they may assign a number of additional hits from their weapon equal to the value of the *Pierce* item quality that the weapon lost. Each hit deals damage equal to the weapon's base damage plus the number of **✦** scored on the check.

Each hit must be assigned to a different target within short range of another target (each minion in a minion group counts as a target for the purposes of this talent).

Can't We Talk About This?

- **Tier:** 4
- **Activation:** 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 perform hostile actions against your character until the end of their next turn. You may spend **▲▲** to increase the length of the effect by one additional turn, and spend **⊕** 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. An automated sentry turret, for example, has no interest in resolving a conflict through talking, nor would someone consumed by rage and the desire for revenge against your character.

Combat Command

- **Tier:** 4
- **Activation:** Incidental
- **Ranked:** No

When your character makes a check to determine Initiative order (as described on page 95 of the *Genesys Core Rulebook*), they may make a **Simple (–) Leadership check** instead of using Cool or Vigilance. If your character does so, they may spend ☹ from the check to add ✨ to the results of all allies' checks made during the first round of the combat encounter.

Your GM may determine that you cannot use this talent if your character is in no logical position to give orders, such as if they have no means of communicating with allies or are working with individuals who have no interest in listening to your character.

(House Rule: Your character may also spend ▲▲▲ from the check to activate this ability.)

Deadeye

- **Tier:** 4
- **Activation:** 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.

(House Rule: You may select a less severe Critical Injury if for some reason you wish to.)

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 their Defensive Driving rank.

Dormant Personality Overlay

- **Tier:** 4
- **Activation:** Incidental
- **Ranked:** No

When your character purchases this talent, select three skills that your character has one or no ranks in. Once per session, you may spend a Story Point to have your character use this talent. Until the end of the current encounter, they count as having four ranks in each of the selected skills and one fewer rank in *all other* skills. They also suffer 1 strain at the beginning of each of their turns. If they are incapacitated, the effects of this talent end.

At your discretion, your character may also undergo some narrative personality shifts, such as not recognizing friends and family, behaving coldly and logically instead of in a friendly and relaxed manner, or constantly muttering a coded phrase under their breath.

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, they affect a number of allies equal to twice their Presence. In addition, you may spend ☹ to allow one ally to suffer 1 strain to perform an action instead of a maneuver.

Fly Quiet

- **Tier:** 4
- **Activation:** Action
- **Ranked:** No

Once per encounter while controlling a spaceship, your character may use this talent to make a **Hard (◆◆◆) Piloting or Operating check** (depending on the skill needed to control the vehicle). If the check is successful, the ship vanishes from sensors and cannot be located unless it fires weapons, broadcasts a signal, or performs another activity that reasonably allows others to spot it, or unless an opponent aboard another starship with sensors makes a successful **opposed Computers versus Piloting or Operating check** targeting your character.

Future Sight

- **Tier:** 4
- **Activation:** Incidental
- **Ranked:** No

Your character must have allegiance to the Nomad to benefit from this talent.

Once per session, after performing an action (and seeing the results of any check made as a part of that action), your character may use this talent to cancel the results of that action and perform a different action instead. (Narratively, the first action did not occur, and your character only performed the second action.)

How Convenient!

- **Tier:** 4
- **Activation:** 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!

Ingenious Solution[†]

- **Tier:** 4
- **Activation:** Incidental
- **Ranked:** No

Once per session, before making a check your character may use this talent to substitute a knowledge skill of their choice instead of the skill the check would normally require. You should explain how your character's ingenious solution made this possible — in laypeople's terms, anyway.

Inspiring Rhetoric (Supreme)

- **Tier:** 4
- **Activation:** 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.

Multitasking

- **Tier:** 4
- **Activation:** Incidental
- **Ranked:** No

Your character must be a Naaz-Rokha or have allegiance to the Naaz-Rokha Alliance to benefit from this talent.

Once per encounter, your character may use this talent to exchange two maneuvers for an action. This allows your character to perform two actions during a single turn. Your character must have two maneuvers available to exchange to use this talent. This means that unless your character has two free maneuvers during their turn, they must obtain a second maneuver by spending ♠♠ or suffering strain.

Pommel Smash

- **Tier:** 4
- **Activation:** Maneuver
- **Ranked:** No

After making a Melee combat check with a weapon that requires two hands to wield, your character may suffer 3 strain to use this talent to cause one engaged opponent of silhouette 2 or less to become staggered until the end of your character's next turn.

Scathing Tirade (Supreme)

- **Tier:** 4
- **Activation:** 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.

Stunned Silence[†]

- **Tier:** 4
- **Activation:** Incidental
- **Ranked:** No

When your character makes a social skill check to inflict strain during a social encounter, they may use this talent to spend ♠♠♠ or ☹ to stagger the target for one round.

Tier 5 Talents

Against All Odds

- **Tier:** 5
- **Activation:** Incidental
- **Ranked:** No

Once per session, after your character makes a check, they may use this talent to select one of the following types of results: ✕, ♠, or ☹. If they select ✕, they then remove all ✕ and add an equal number of ⚡ to the results. If they select ♠, they then remove all ♠ and add an equal number of ♠ to the results. If they select ☹, they then remove all ☹ and add an equal number of ☹ to the results.

As part of using this talent, you must describe the awe-inspiring way in which your character overcomes any obstacles present in order to perform this feat.

Crushing Blow[†]

- **Tier:** 5
- **Activation:** 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.

Indomitable

- **Tier:** 5
- **Activation:** 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.

Integral Weapon

- **Tier:** 5
- **Activation:** Passive
- **Ranked:** No

Your character must be a Titan to benefit from this talent.

When you select this talent, choose one of the following weapons:

Integral particle beam (in one palm): Ranged [Heavy]; Damage 10; Critical 2; Range [Medium]; Superior, Vicious 2.

Integral grav-field (around one fist): Brawl; Damage +5; Critical 3; Range [Engaged]; Concussive 1, Knockdown, Superior, Special (when your character uses this weapon to attack a target with a lower silhouette than your character, the Knockdown quality triggers without spending Δ).

The weapon is always equipped, cannot be disarmed, and requires the appropriate hand free to use. It cannot be damaged, but a Critical Injury that affects your character's arm may cause it to become unusable temporarily or permanently at your GM's discretion.

Master

- **Tier:** 5
- **Activation:** 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** (\diamond).

Mind Breaker

- **Tier:** 5
- **Activation:** Action
- **Ranked:** No

Your character must be a Druaa or have allegiance to the Naalu Collective to benefit from this talent.

Once per session, your character may spend a Story Point to use this talent to make a **Hard** ($\diamond\diamond\diamond$) **Discipline check**. Whether the check succeeds or fails, all living opponents within medium range suffer strain equal to your character's Willpower rating. For every \star , one living opponent of your character's choice within medium range suffers a Compromised Critical Injury. Your character may spend Δ to increase the strain suffered by all opponents by 1 per Δ spent.

Overwatch

- **Tier:** 5
- **Activation:** Incidental (Out of Turn)
- **Ranked:** No

Once per round when an opponent attacks an ally who is within long range of your character, you may spend one Story Point and Δ or \otimes to have your character use this talent to automatically hit the opponent with a ranged weapon your character is wielding, if the opponent is within the weapon's range. The hit deals the weapon's base damage plus additional damage equal to your character's ranks in the skill used to wield the weapon.

Remote Personal Wormhole

- **Tier:** 5
- **Activation:** Maneuver
- **Ranked:** No

Your character must be a Creuss or have allegiance to the Ghosts of Creuss to benefit from this talent.

Once per session, your character may use this talent to instantly teleport to another location that they can see or have previously visited. If the location is within extreme range, they do not have to make a skill check. If the location is beyond extreme range, your character must make a **Hard** ($\diamond\diamond\diamond$) **Discipline check** when they use this talent. They may teleport up to 100 kilometers per \star , or spend \otimes to be able to teleport up to 1,000 kilometers per \star instead.

If your character teleports 100 kilometers or more, they are staggered for a number of rounds equal to the number of kilometers teleported divided by 10 (rounding up). They may spend Δ to reduce the number of rounds they are staggered by one per Δ spent.

Ruinous Repartee

- **Tier:** 5
- **Activation:** 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 \star . 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 themselves at your character in fury, depending on your GM and the nature of your character's witty barbs.

Void Baron

- **Tier:** 5
- **Activation:** Incidental
- **Ranked:** No

After making a Piloting check, your character may spend Δ Δ or \otimes from the results to use this talent to make a combat check as a maneuver.