

# NEW TALENTS

## Talent Format

Talents are presented in the following manner.

### Talent Name

**Description:** What does it do.

**Replaces:** The Talent(s) that this new Talent may be substituted for, when seen on a Career listing. You may choose the original Talent or the replacement, or, if you have the XP, take both. However, you may not replace more than one Talent per Career.

## Talent Descriptions

### Animal Handler

**Description:** You grew up around horses, dogs, mules and other beasts and can handle them instinctively. You gain a +10% bonus to all Animal Care, Animal Training and Drive Skill Tests.

**Replaces:** Hardy, Rover

### Bawd

**Description:** You spent most of your waking life in pubs, drug dens and whorehouses, the staff of which all know your name. As such you tend to hear a lot of things. You gain a +10% bonus to all Streetwise and Consume Alcohol Skill Tests. The former stacks with Alley Cat, should you have both.

**Replaces:** Alley Cat, Public Speaking

### Common as Muck

**Description:** You were born poor as dirt to poor farming folk. As such you know all too well the cruel vagaries of life on the land, as well as which end of a cow gets up first. Thus you gain a +10% bonus to all Charm and Gossip Tests when talking to the poor and bucolic of the Empire.

**Replaces:** Any, but you cannot also be Ocean-Born, Mountain-Born, River-Born or a Townie, nor may you ever take the Noble career.

### Connected

**Description:** You know people who know people, and they know people too. Wherever you are in the Empire (or specify another country), you may make a Fellowship roll, modified by the size of the town as listed in the Equipment Rarity table. If you succeed, you have an acquaintance in this town of your choice. He will offer limited assistance, as appropriate to his trade and station, but will not break the law, nor take any risks.

**Replaces:** Seasoned Traveller, Suave

## Deadeye

**Description:** You can shoot with great accuracy. You may modify your Hit Location by +/- 20 after a successful hit with a missile weapon.

**Replaces:** Sure Strike, Mighty Shot, Sharpshooter

## Familiar

**Description:** You've got a face no-one ever forgets. At the GM's discretion, when a new PC is introduced, you may roll a Fellowship Test. If you succeed, the NPC recognises you by sight and recalls a previous meeting with you, which will match whatever reputation you have been building. If the GM asks for the roll, you cannot refuse, so this is a dangerous Talent to have!

**Replaces:** Master Orator

## Fingersmith

**Description:** Your nimble fingers give you a +10% bonus to all Pick Locks and Sleight of Hand Skill Tests.

**Replaces:** Alley Cat

## Greasy Palm

**Description:** You know exactly how much to slip any given Old Worlder to get their tongue wagging or eyes looking the other way. You gain a +10% bonus to all Charm and Gossip tests when you slide over some coin (ask your GM for the amount).

**Replaces:** Alley Cat, Public Speaking, Suave, Super-numerate

## Herbalist

**Description:** Your knowledge of herbs and plants gives you a +10% bonus to all Academic Knowledge (Herbalism), Outdoor Survival and Heal tests.

**Replaces:** Rover, Orientation

## Hunting Beast

**Description:** You have a trained animal to help you in hunting and finding food. Typically this is a bird of prey or a hunting dog. You gain +10% to all Outdoor Survival and Follow Trail while the animal is with you. If the animal dies, a new one can be found and trained (but you must still pay the cost for the new animal).

**Replaces:** Rover, Orientation. You must also have the skill Animal Training to take this Talent.

## Lightning Strike

**Description:** You gain a +10% to Agility for the purpose of Initiative rolls only. This stacks with Lightning Reflexes.

**Replaces:** Strike to Stun, Strike to Injure

## Mountain-Born

**Description:** You gain a +10% to all Common Knowledge (The Mountains) and Scale Sheer Surface Skill Tests.

**Replaces:** Any, but you cannot take this Talent if you are already Ocean-Born or River-Born.

## Ocean-Born

**Description:** You gain a +10% to all Common Knowledge (Ocean Lore) and Sail Skill Tests.

**Replaces:** Any, but you cannot take this Talent if you are already Mountain-Born or River-Born.

## Once-Blooded

**Description:** That you have seen the horrors of battle and endured the harsh life of a soldier is obvious by how you carry yourself. You gain +10% to Gossip and Charm tests with anyone in the military.

**Replaces:** Any combat feat

## Pharmacist

**Description:** Your knowledge of drugs and curatives provides a +20% to all Heal Skill Tests when dealing with disease, and a +10% to all Surgery Skill Tests.

**Replaces:** Any, but you must have the Talent Herbalist before you may take this Talent, and you must be in an Advanced Career.

## River-Born

**Description:** You gain a +10% to all Common Knowledge (River Lore) and Row Skill Tests.

**Replaces:** Any, but you cannot take this Talent if you are already Mountain-Born or Ocean-Born.

## Raconteur

**Description:** You have the gift of the gab, and never seem to shut up. You gain a +10% bonus to all Blather, Charm and appropriate Perform (Storyteller, Comedian) Skill Tests.

**Replaces:** Mimic, Public Speaking

## Strike to Maim

**Description:** You know how to direct a weapon right where you want it and your enemy doesn't. You may modify your Hit Location by +/- 20 after a successful hit with a melee weapon.

**Replaces:** Strike Mighty Blow, Strike to Injure

## **Townie**

**Description:** You grew up in a city, and thus are able to pass the time with every possible stripe of the emerging middle classes – such as merchants, shopkeepers, doctors, students, landlords and bailiffs. You gain +10% to all Gossip and Charm Skill Tests when talking to townsfolk.

**Replaces:** Any, but you cannot also be Common as Muck, Mountain-Born, Ocean-Born or River-Born.

## **Trader**

**Description:** Your wide experience with buying, selling and lending all types of commodities gives you a +10% bonus to all Evaluate and Haggle Skill Tests.

**Replaces:** Dealmaker, Seasoned Traveller, Supernumerate

## **Wandering Wizard**

**Description:** You may take Petty Magic (Hedge) even if you did not begin the game as a Hedge Mage.

**Replaces:** Any Lesser Magic

## **Wayward Apprentice**

**Description:** In your past, you dabbled briefly in another occupation. You may take one Academic Knowledge Skill or Trade Skill that is not provided by your Career.

**Replaces:** Any