

CHAPTER TWO

SKILLS & TALENTS

Skills represent a character's training, knowledge, and proficiency. They are acquired through study, practice, and experience. Skills are ranked by both Skill Expertise and Skill Focus.

Talents are a further specialisation in a particular skill. They represent distinctive prowess, tricks of the trade, and uncommon mastery of specific tasks. Each skill has a unique talent tree, with different options for a specialist to pursue.

ACROBATICS (AGILITY)

This skill is a measure of body control, covering whole-body movements such as jumping, tumbling, and diving. Attempts to dodge enemy attacks also fall under Acrobatics.

ACROBATIC TALENTS



CATFALL

Prerequisite: Long Jumper, Acrobatics Expertise 2
Maximum Ranks: 3

The character has learned to take advantage of wind resistance and surface conditions when making a landing. For every rank of Catfall, the character treats the distance fallen as being one zone shorter when calculating damage.

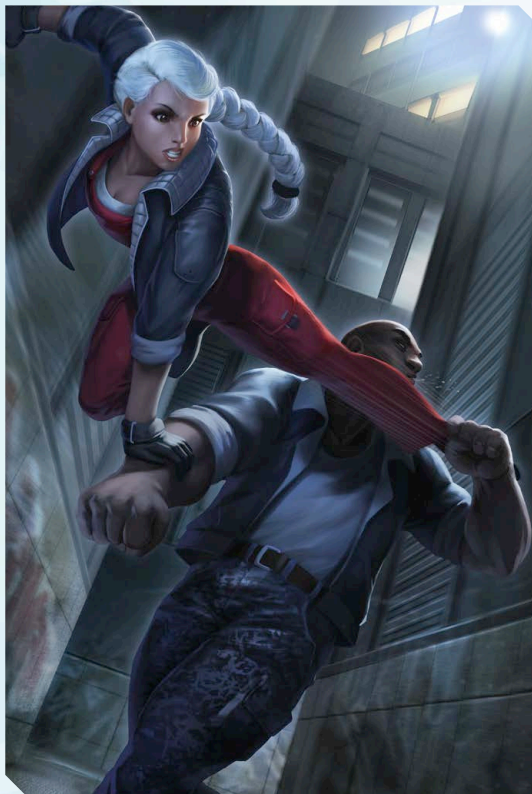
FREE RUNNER

Prerequisite: Graceful
Maximum Ranks: 3

A free runner trains to recognize the environment and let their body move naturally in response to it, taking advantage of what the terrain offers them. For every rank of Free Runner, the character reduces the difficulty of Acrobatics tests to move through, past, or over obstacles and hindering terrain by one step, to a minimum of Simple (D0).

GRACEFUL

Prerequisite: Acrobatics Expertise 1
The character may reroll one d20 when making an Acrobatics test, but must accept the new result.

SKILL EXPERTISE
pg. XXX

A character's Expertise in a skill is their mastery of the subject.

SKILL FOCUS
pg. XXX

A character's Focus in a skill is achieved through constant practice, superior discipline, and deeper insight.

ACROBATIC TIPS

Common Uses: Evading an opponent, tightrope walking, landing safely after a fall.

Common Difficulty Factors: Terrain, Distraction, Encumbrance, Poor Oxygen, Gravity

LONG JUMPER

Prerequisite: Graceful

The character is able to leap extraordinary distances. When making an Acrobatics test to jump, the character reduces the difficulty by one rank, to a minimum of Simple (D0).

ROLL WITH IT

Prerequisite: Catfall

When the character fails a Defence test against a melee attack or a ranged attack with the Blast quality, they gain additional [CD] Cover Soak equal to the character's Acrobatics Focus.

TOTAL REACTION

Prerequisite: Graceful

Maximum Ranks: 3

During combat, the character is in a constant state of fluid motion, making it difficult to hit them with ranged attacks. When they take a Defence reaction against ranged attacks, each rank of Total Reaction counts as an additional point of Acrobatics Focus. (This can increase the character's effective Acrobatics Focus above its normal limits. For example, their effective Focus may be higher than their Acrobatics Expertise.)



UNCANNY DODGE

Prerequisite: Total Reaction, Acrobatics Expertise 2
The character has a natural sense for when their life might be endangered. They make a Defence reaction against any ranged attacks, including ones they might not have any immediately apparent reason to know about. (They must still pay the normal Momentum cost for taking a reaction.)

an additional point of Analysis Focus. This can increase the character's effective Analysis Focus above its normal limits.

INFORMATION INTEGRATION

Prerequisite: Data Analysis, Analysis Expertise 2
The character is skilled at rapidly collating and integrating information from a team of assistants. When analysing data as a teamwork test, those assisting the character may roll two d20 each, instead of being limited to a single d20.

ANALYSIS (AWARENESS)

The Analysis skill doesn't cover the acquisition of information, but it does cover the myriad ways in which it can be parsed, combined, studied, interpreted, audited, and generally evaluated for valuable intel. In addition to yanking key insights out of any bundle of raw or streaming data, Analysis also includes all forms of pattern recognition, from the basic code-breaking to discerning human behaviour, and determining details from small clues.

MICROSCOPIC THREATS

Prerequisite: Pattern Recognition
Maximum Ranks: 2
The character has a knack for recognizing the subtle clues of biological, chemical, nanonic, and similar threats. Whenever the character is in the presence of biohazards that would be protected by BTS – even if the character is not aware of it – the GM should call for the character to make a Challenging (D2) Analysis test. On a success, the character recognises the presence of the threat and may spend Momentum to identify protective measures against said threat. Every Momentum spent increases BTS by 1 against that attack for the remainder of the scene. A second rank of Microscopic Threats reduces the difficulty of this check to Average (D1).

NEW PERSPECTIVE

Prerequisite: Pattern Recognition
The character can intuitively analyse the world around them. They may substitute their Analysis skill for Observation for any task which is not a split second reaction.

PATTERN RECOGNITION

Prerequisite: Analysis Expertise 1
The character may reroll one d20 when making an Analysis test, but must accept the new result.

ANIMAL HANDLING (PERSONALITY)

This skill governs a character's ability to care for, train, and work with domesticated animals, including riding mounts, security animals, and rescue animals. The skill also provides an understanding of wild animals and a knowledge of how to interact with them safely.

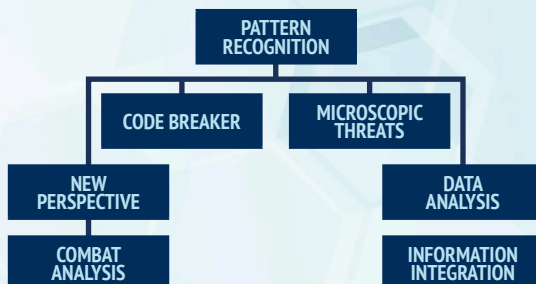
Commanding Animals: Issuing a command to a trained animal is a Simple (D0) test and thus usually does not require a dice roll. Untrained animals generally won't respond to specific commands (although some non-terrestrial animals are particularly clever), but an Animal Handling test can generally influence their behaviour. This takes one minute of effort and the effects of a successful test will last for ten minutes, plus an additional ten minutes per Momentum spent.

ANALYSIS TIPS

Common Uses: Studying data, analysing communications traffic, code breaking, behavioural analysis, accounting.

Common Difficulty Factors: Corrupted Data, Misinformation, Distraction, Limited Time.

ANALYSIS TALENTS



CODE BREAKER

Prerequisite: Pattern Recognition
Maximum Ranks: 3
The character has developed an uncanny insight into cryptographic patterns and the quantum tools required to crack them. When making an Analysis test related to cryptography, the character reduces the difficulty by one per rank of Code Breaker, to a minimum of Simple D0.

COMBAT ANALYSIS

Prerequisite: Analysis Expertise 2, New Perspective
During combat, the character may attempt an Average (D1) Analysis test as a Minor Action. On a success, they can identify one special power, hidden piece of equipment, technological advantage, alien ability, or similar effect that an opponent has in use. Each Momentum spent allows the character to recognise one additional effect.

DATA ANALYSIS

Prerequisite: Pattern Recognition
Maximum Ranks: 2
When analysing data, the character enters a fugue state. Each rank of Data Analysis counts as

ANIMAL HANDLING TIPS

Common Uses: Controlling animals that are confused, scared, or startled; understanding animal behaviours.

Common Difficulty Factors: Distraction, Unfamiliarity, Complexity.

Animals in Combat: Issuing commands to a trained animal in combat is a Minor Action that requires an Average (D1) test. Untrained animals cannot be controlled in combat – they will act purely on instinct.

Animal Reaction: Particularly wilful animals may attempt a reaction to resist efforts to control them, opposing the Animal Handling test with the creature's Discipline test.



ANIMAL HEALER

Prerequisite: Symbiosis, Animal Handling Expertise 2
Any time the character is called upon to make a Medicine test upon an animal, they may instead use their Animal Handling skill. Characters with this talent may also substitute their Animal Handling skill for Medicine tests upon humans, but increase the difficulty of such tests by one rank.

FIRM HAND

Prerequisite: Recognise Cues, Animal Handling Expertise 2
The character has experience with animals that are resistant to training. Any time the character attempts to direct an animal to take an action that goes against its instinct or training – including if the animal is in service to another – any Momentum spent or Heat paid to add extra dice to the skill test add two d20s to the dice pool instead of one. (The normal maximum of three bonus d20s still applies.)

RECOGNISE CUES

Prerequisite: Wild Empathy
The character has come to recognise when and how an animal is reacting to their environment. Any time the character is in the company of animals and needs to make an Observation test, they may substitute their Animal Handling skill instead. This includes active searches if the character can use an animal to aid in the search.

SMELLS RIGHT

Prerequisite: Firm Hand
Any time the character encounters a new animal, they make an Average (D1) Observation test as a

minor action. On a success, the animal immediately considers them a friend. If the target is a guard animal, it does not alert its handlers to the character's presence.

SYMBIOSIS

Prerequisite: Wild Empathy
The character is particularly adept at recognising the needs of their animal companions. Any time the character succeeds on a Survival test, they automatically also find food and shelter for their animal companions. (Note that the presence of animals does not increase the difficulty of the test for characters with this talent.)

WILD EMPATHY

Prerequisite: Animal Handling Expertise 1
Maximum Ranks: 3
Having spent much of their lives in the company of animals, the character can quickly recognise personality quirks and sources of distress. On any Animal Handling test where the character generates at least one success, they may immediately roll an additional number of bonus d20s equal to their ranks in Wild Empathy. Any successes generated on these additional dice are added to the initial success total and repercussions on these additional dice may be ignored.

ATHLETICS (BRAWN)

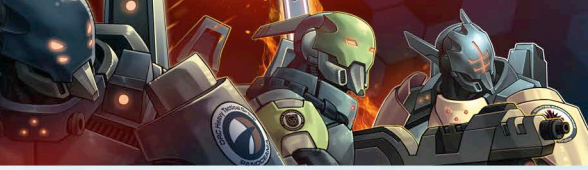
This skill is a measure of how well a character can apply their overall body strength and endurance. Examples using Athletics include lifting objects, breaking down doors, swimming, climbing, or running.



CLIFF DWELLER

Prerequisite: Rigorous Training
Maximum Ranks: 3
The endless hours of climbing have made vertical surfaces a natural environment for the character. The character never suffers from vertigo or a fear of heights. In addition, they may reduce the difficulty of any climbing test by one step per rank of Cliff Dweller, to a minimum of Simple (D0).

ATHLETICS TIPS
Common Uses: Climbing, swimming, running, wrestling, races, kicking down doors, lifting weights.
Common Difficulty Factors: Terrain, Distraction, Encumbrance, Poor Oxygen.



IRRESISTIBLE FORCE

Prerequisite: Leverage, Athletics Expertise 2
The character gains the weapon quality Knockdown on all melee attacks.

LEVERAGE

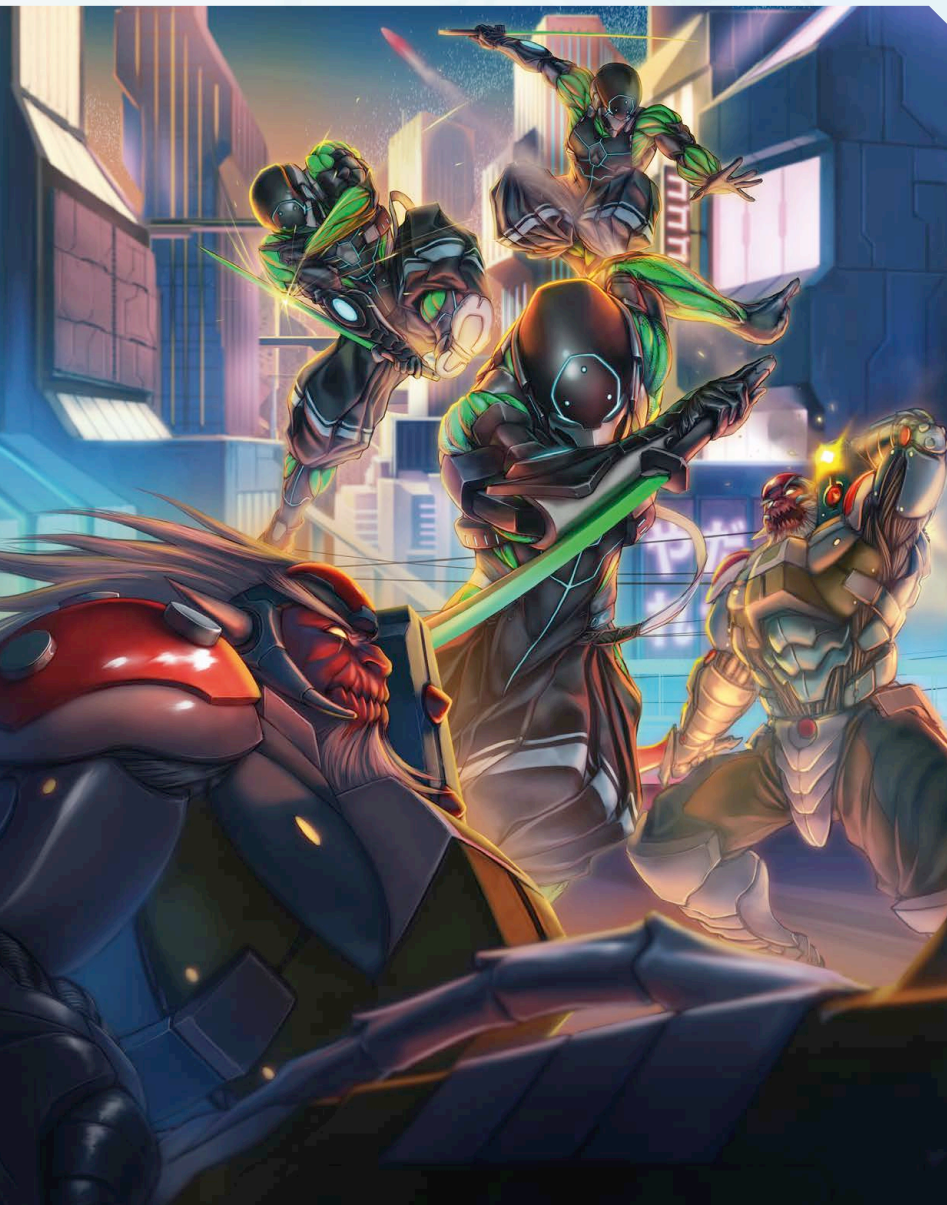
Prerequisite: Rigorous Training
Maximum Ranks: 3

Due to a combination of training and technique, the character is able to perform feats of strength that seem at odds with their physique. On any test to lift or move an inanimate object where the character generates at least one success, they may immediately roll a number of bonus d20s equal to their ranks in Leverage. Any successes generated on these additional dice are added to the initial success total and repercussions on these additional dice may be ignored.

BALLISTIC TIPS

Common Uses: See Warfare (p. XXX). Identifying weapons based on the sound of their fire or physical inspection. Studying the wounds or other evidence left by such weapons.

Common Difficulty Factors: Distance, Unfamiliarity, Complexity, Poor Equipment.



RIGOROUS TRAINING

Prerequisite: Athletics Expertise 1
Maximum Ranks: 3

The character is exceptionally athletic and physically gifted. For each rank of Rigorous Training, the character generates one bonus Momentum on any Athletics test.

STRONG GRIP

Prerequisite: Irresistible Force

The character never drops or surrenders an object unless they have chosen to do so. They are immune to any attempt to forcibly disarm them or otherwise knock a weapon or other held object from their hands.

WALL CRAWLER

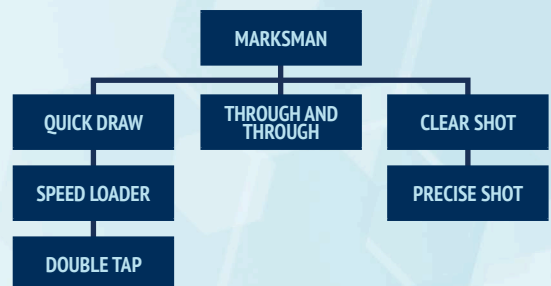
Prerequisite: Cliff Dweller, Athletics Expertise 2

The character has learned to climb comfortably without equipment, even while carrying significant burdens. They never suffer any penalty for climbing without proper equipment. Furthermore, if rope, harness, or other climbing equipment is available, they can add a bonus d20 to their Athletics test.

BALLISTICS (COORDINATION)

This skill is used for firefights. It covers the use and maintenance of ranged weapons, as well as familiarity with the damage they inflict. It includes both hand-held weaponry and heavy weapons (including vehicle-mounted weapons).

BALLISTICS TALENTS



CLEAR SHOT

Prerequisite: Marksman

The character reduces the penalty for firing at a range other than the weapon's optimal range by one step (to a minimum of zero).

DOUBLE TAP

Prerequisite: Speed Loader

Maximum Ranks: 2

If the character succeeds at a ranged attack and spends Momentum or an Infinity Point to make another attack with the same weapon against the same target, the difficulty of the attack is

decreased by one step, to a minimum of Average (D1). Double Tap can only be used once per turn per rank in the talent.

MARKSMAN

Prerequisite: Ballistics Expertise 1

When making a ranged attack, a character with this talent may reroll a number of damage dice equal to the number of Ballistics talents they have acquired. (As normal, each die may only be re-rolled once.)

PRECISE SHOT

Prerequisite: Clear Shot, Ballistics Expertise 2

When spending Momentum for a Called Shot with a ranged attack it only costs one Momentum (instead of two).

QUICK DRAW

Prerequisite: Marksman

The character can draw a weapon or other item as a free action (instead of the normal minor action). This can only be done once per turn, although when the Quick Draw action is taken the character can draw a different item into each hand (in order to dual wield pistols, for example). This talent exists for both the Ballistics and Close Combat skill, and if it is purchased for either skill it can be used as a prerequisite for talents in the other skill.

SPEED LOADER

Prerequisite: Quick Draw, Ballistics Expertise 2

The character can disassemble and reassemble their weapon and its components with little thought. During combat, they may spend a Minor Action to increase their rate of fire, allowing them to count the weapon's Burst as one higher than its listed value.

THROUGH AND THROUGH

Prerequisite: Marksman

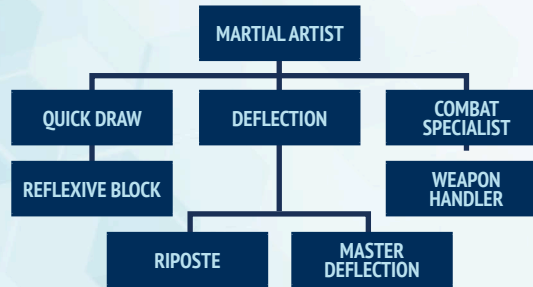
Maximum Ranks: 3

When the character spends Momentum on a Secondary Target effect for a ranged attack it only costs one Momentum (instead of two). In addition, the character can use this Momentum spend a number of times equal to their ranks of Through and Through on any given attack.

CLOSE COMBAT (AGILITY)

This skill governs the ability to hit targets within Reach with hand-held weaponry and with the character's own body. This includes objects intended for this purpose – such as knives or swords – but also improvised weaponry like metal bars, barstools, and broken beer bottles.

CLOSE COMBAT TALENTS



COMBAT SPECIALIST

Prerequisite: Martial Artist

Each point of Momentum or Heat the character pays to gain additional dice for a Close Combat test provides two dice instead of one. (The normal maximum of three bonus d20s still applies.)

DEFLECTION

Prerequisite: Martial Artist

Characters with this talent reduce the Heat cost of Defence or Guard reactions using the Close Combat skill by one. (This can reduce the cost to zero, but no less.)

MARTIAL ARTIST

Prerequisite: Close Combat Expertise 1

When making a melee attack, a character with this talent may reroll a number of damage dice equal to the number of Close Combat talents they have acquired. (As normal, these dice may only be re-rolled once.)

MASTER DEFLECTION

Prerequisite: Deflection, Close Combat Expertise 2

Maximum Ranks: 3

On any Defence or Guard reaction using the Close Combat skill where the character generates at least one success, they may immediately roll an additional number of d20s equal to their ranks in Master Deflection. Any successes generated on these additional dice are added to the initial success total and repercussions on these additional dice may be ignored.

QUICK DRAW

Prerequisite: Martial Artist

The character is always prepared for melee combat. They can draw a weapon as a free action (instead of the normal minor action) and do not need to have a weapon in their hand in order to respond to attacks – any weapon within Reach may be used to defend against attacks. This talent exists for both the Ballistics and Close Combat skill, and if it is purchased for either skill it can be used as a prerequisite for talents in the other skill.

CLOSE COMBAT TIPS

Common Uses: See Warfare (p. XXX) Identifying weapon-based combat styles, close combat weaponry, and the injuries they cause.

Common Difficulty Factors: Terrain, Unfamiliarity, Complexity, Poor Equipment.

REFLEXIVE BLOCK

Prerequisite: Quick Draw, Close Combat Expertise 2
The character has become so attuned to his melee expertise that he can use it to defend against ranged attacks. The character may substitute their Close Combat skill for their Acrobatics skill any time they attempt a Defence or Guard reaction with a weapon in hand.

RIPOSTE

Prerequisite: Deflection, Close Combat Expertise 2
Some characters learn that the instant after an opponent's strike is when they are most vulnerable. After successfully executing a parry, characters with this talent may immediately perform a reaction to make a standard melee attack against the foe they parried.

WEAPON MASTER

Prerequisite: Combat Specialist, Close Combat Expertise 2

When making an attack using the Close Combat skill, each point of Momentum the character spends to deal bonus damage adds two points of damage instead of one.

COMMAND (PERSONALITY)

Command is the measure of a character's ability to manipulate groups of people, including but not limited to those expected to defer to the character, such as those of a lower military rank or social caste.

Chain of Command: When issuing orders to direct subordinates, reduce the difficulty of the Command test by one step. For standard orders, this will generally reduce the difficulty to a Simple (D0) test.



COMMAND TALENTS



AIR OF AUTHORITY

Prerequisite: Professional

The character knows how to bring his authority to bear. When making Psywar attacks, the character may use the Command skill instead. Further, they may use Air of Authority as a Psywar attack which has a range of Close and inflicts 1+3[CD] damage with the Area and Stun qualities. The character cannot use this talent unless he has some way to prove his authority – a uniform, a badge of office, or simply being recognised by the people he has authority over.

COMMANDING PRESENCE

Prerequisite: Air of Authority, Command Expertise 2
Maximum Ranks: 3

The character leads with immense charisma and persuasive skills. When making a Command test, any Momentum spent or Heat paid to add extra dice to the skill test add two d20s to the dice pool instead of one.

COORDINATOR

Prerequisite: Group Dynamics, Command Expertise 2
The character is proficient in coordinating the actions of a group working in unison. Any time the character is involved in a teamwork test – even if

they are not the leader for the test – all characters involved may choose to reroll one d20, but must accept the new result.

FONT OF COURAGE

Prerequisite: Professional

Maximum Ranks: 2

The character is an inspiring presence to those who follow them. Any time forces under their direct command are subject to a Psywar attack, those forces gain +2[CD] Morale Soak for each rank of Font of Courage.

GROUP DYNAMICS

Prerequisite: Professional

The character is very familiar with the way a crowd normally acts and can recognise actions that are unusual or out of place. When dealing with places full of people – even if the people are not organised – the character may substitute their Command skill for any Observation test. This includes active searches if the character can rally a crowd to assist them.

MINIONS

Prerequisite: Commanding Presence

Individuals under the character's authority become extremely loyal to them, even willing to sacrifice themselves. Any time the character comes under attack and has a character under their command within three metres, they may pay one Heat to have that character immediately perform a Guard reaction.

PROFESSIONAL

Prerequisite: Command Expertise 1

The character has learned to issue orders so that they are clear to the recipient and with little margin for misinterpretation. The character may reroll one d20 when making a Command test, but must accept the new result.

DISCIPLINE (WILLPOWER)

This skill is the basis for resisting Psywar attacks, as well as the self-control and mental strength to avoid succumbing to interrogation, coercion, or fear.



COURAGEOUS

Prerequisite: Irrepressible, Discipline Expertise 2

Maximum Ranks: 3

Some characters are simply more capable of enduring stress and mental assault. The character has Courage Soak equal to twice his ranks in Courageous.

GUARDED HEART

Prerequisite: Wary, Discipline Expertise 2

The character is wary even of their friends and comrades. When targeted by Psywar attacks, they gain +2[CD] Morale soak. Further, when rolling Soak dice for Morale, they instead count each Effect rolled as if it were a 2 on those Soak dice.

IRREPRESSIBLE

Prerequisite: Stubborn

Maximum Ranks: 3

The character has survived countless challenges and is prepared to face even more. When taking the Recover action, they gain a number of bonus Momentum equal to their rank in Irrepressible.

JADED

Prerequisite: Stubborn

Maximum Ranks: 3

The character has suffered cruelties and emotional trauma repeatedly. They have built up a tolerance to mental suffering. The character increases their Resolve by two points for each rank of Jaded.

OUT OF DARKNESS

Prerequisite: Courageous

Maximum Ranks: 2

Even when their psyche has taken a beating, the character has an organised mental framework that allows them to recover. Whenever the character makes a Discipline check to recover from Trauma, the difficulty of the check is reduced one step per rank of Out of Darkness.

STUBBORN

Prerequisite: Discipline Expertise 1

The character may reroll one d20 when making a Discipline test, but must accept the new result.

WARY

Prerequisite: Stubborn

The character is cautious in their trust and hesitant to believe the things that they are told. Any time the character is the target of a Persuade or Command test, any Momentum paid to add dice to their Discipline test add two d20 instead of one.

COMMAND TIPS

Common Uses: Commanding a group of NPCs, bolstering subordinates in the face of horror or disaster, conveying orders and objectives clearly and with the correct emphasis.

Common Difficulty Factors:

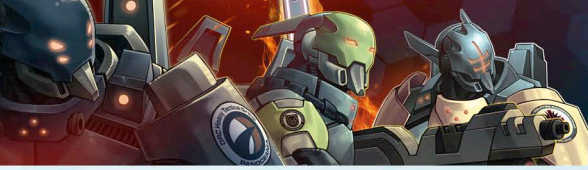
Disruption, Distraction, Distance, Foreign Language, Noise, Social Factors, Authority, Unfamiliarity, Complexity.

DISCIPLINE TIPS

Common Uses: See Psywar (p. XXX). Resisting persuasion or mind-influencing effects.

Common Difficulty Factors:

Lighting, Disruption, Distraction, Poor Weather.



EDUCATION (INTELLIGENCE)

Education is a measure of the character's familiarity with the worlds beyond their personal experiences, as well as knowledge gained through formalised education systems. This includes a basic understanding of history, politics, current events, and places.

PLAYTEST TIP: EDUCATION MOMENTUM

Education is one of the most flexible skills and can often be used as a precursor for generating Momentum on other tests. For example, you can recognize the common philosophies of a Faction and use that to your advantage on a Persuade test. Or test your familiarity with the design specs for an enemy TAG to generate Momentum for a face-to-face Pilot test. These tests reward creative problem-solving.

EDUCATION TIPS

Common Uses: Recalling useful information, researching specific topics.

Common Difficulty Factors: Distance, Time, Unfamiliarity, Foreign Language, Complexity, Equipment.

DISCIPLINED STUDENT

Prerequisite: Education Expertise 1

The character paid attention in class, was extensively self-taught, or both. They constantly sought out knowledge beyond the scope of the minimum necessary training. If they generate at least one success when attempting an Education test, they may immediately roll an additional d20 and add the result to the test.

KNOWLEDGE SPECIALISATION

Prerequisite: Disciplined Student

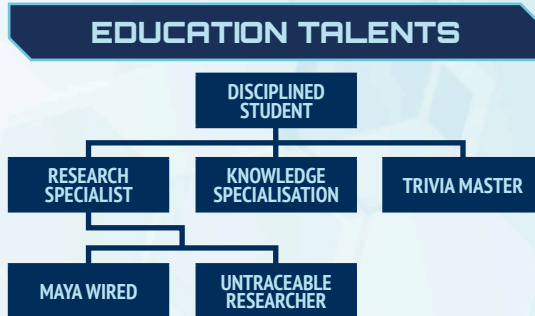
Maximum Ranks: Education Focus

The character is particularly devoted to a particular topic (which is chosen at the same time as this talent, subject to the GM's approval). When making an Education test related to that topic, the character gains +1d20 on their test. This talent can be taken multiple times, with each additional rank either granting a new specialisation or an additional +1d20 to an existing specialisation. (The normal limit of three bonus d20s applies.)

MAYA WIRED

Prerequisite: Research Specialist, Education Expertise 2

Years of experience with the datasphere has allowed the character to create and master a huge suite of customised, automatic research tools that are anticipating their needs. As long as the character has access to their geist (and their geist has access to Maya, Arachne, or a similar datasphere), whenever they attempt an Education test to recall information quickly, the geist may assist on the test, and roll 2d20 rather than the



normal 1d20 for assistance. (Their automated systems deliver information they need to know so instantaneously it's as if they already knew it themselves.)

RESEARCH SPECIALIST

Prerequisite: Disciplined Student

Maximum Ranks: 3

After spending hours buried in the nooks and crannies of various dataspheres, the character is an expert at finding the information that they need. When making a skill test to research a topic, the character gains bonus Momentum equal to their ranks in Research Specialist.

TRIVIA MASTER

Prerequisite: Disciplined Student

Maximum Ranks: 3

The character keeps up on current events, both globally and throughout the Human Sphere. On any Education test that involves pop culture, trivia, or current events within the past twenty years, the character reduces the difficulty by one step per rank of Trivia Master, to a minimum of Simple (D0).

UNTRACEABLE RESEARCHER

Prerequisite: Research Specialist

The danger of relying on the knowledge of the datasphere is that there are those who can trace and track your use of it. There are tricks to avoid such attention, however, and the character is a master of them. They reduce the difficulty of any Stealth check to avoid detection as a result of their research checks by two steps, to a minimum of Simple (D0).

EXTRAPLANETARY (AWARENESS)

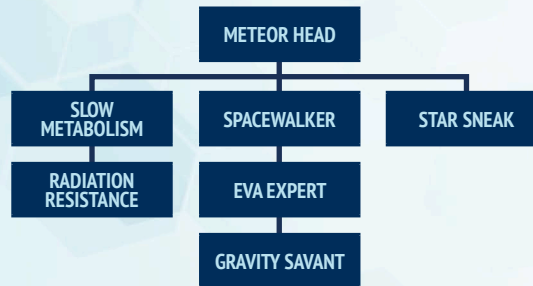
This skill represents the specialised training necessary to survive and function in the vacuum of space, on worlds without self-sustaining atmospheres, or in other extraterrestrial environments.

Extrplanetary Survival: In space or on alien worlds, the Extrplanetary skill can be used in many of the same ways that the Survival skill can be used. (Conditions are often less friendly, however, which may result in higher difficulties, particularly for finding the necessities of food, water, and shelter. In many extrplanetary environments, it may be impossible to find such basic necessities.)

Gravity Movement: A character attempting Acrobatics, Athletics, or Close Combat tests while in non-standard gravity reduces their Expertise and Focus ranks to those of their Extrplanetary skill. Moving easily in space or on unterraformed

worlds is challenging even for the most physically adept.

EXTRAPLANETARY TALENTS



EVA EXPERT

Prerequisite: Spacewalker

The character has learned how to work fine tools effectively, even when wearing the thick gloves that are part of a pressure suit. The character may ignore any difficulty increases or other penalties associated with wearing a pressure suit or otherwise encumbering equipment.

GRAVITY SAVANT

Prerequisite: EVA Expert, Extrplanetary Expertise 2

The character has worked in a broad range of different gravitational environments and has learned to quickly adapt to such changes. The character can ignore any penalties associated with working in situations of gravity that differ from Earth normal.

METEOR HEAD

Prerequisite: Extrplanetary Expertise 1

The character may reroll one d20 when making an Extrplanetary test, but must accept the new result.

RADIATION RESISTANCE

Prerequisite: Slow Metabolism, Extrplanetary Expertise 2

Either due to a genetic quirk or a deliberate anatomical modification, the character is less subject to the effects of cosmic radiation. The character reduces the difficulty of all Resistance tests against the effect of radiation exposure by two steps, to a minimum of Simple (D0).

SLOW METABOLISM

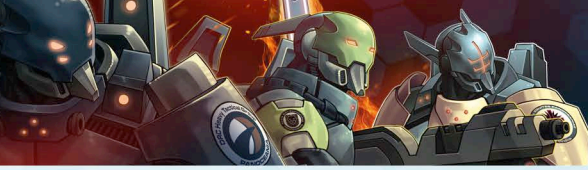
Prerequisite: Meteor Head

The character has learned to function at a decreased atmospheric pressure and with a reduced level of oxygen in order to extend operating time in pressure suits. Any time the character begins strenuous activity in an EVA suit, they may make an Average (D1) Extrplanetary test. On a success, they do not use up any of the suit's Oxygen Loads.

COMMAND TIPS

Common Uses: Surviving common hazards in non-standard gravity, maintaining oxygen supplies, movement in non-standard gravities, operating vac suits.

Common Difficulty Factors: Terrain, Encumbrance, Equipment, Poor Oxygen, Weather, Celestial Phenomena (radiation, micrometeoroid showers), Time, Unfamiliarity, Complexity



SPACEWALKER

Prerequisite: Meteor Head

The character has significant experience in using EVA suits and operating in zero-g environments. Whenever a test is required for working in such an environment, the character gains two d20s to their Extraterrestrial pool for every Momentum spent instead of one.

STAR SNEAK

Prerequisite: Meteor Head

Years of extraterrestrial experience have familiarized the character with aspects of the environment which landlubbers find it difficult to grok (such as the presence of a meaningful z-axis in day-to-day life in zero-g). While in space or upon alien worlds, the character may substitute their Extraterrestrial skill for Stealth tests.

HACKING (INTELLIGENCE)

Almost anyone can consume Maya media and take advantage of the basic functions and features of the datasphere (particularly with the aid of their geists), but it takes a trained hacker to take full advantage of the quantronic substrate of modern reality. This skill, often employed with the use of hacking device, governs the character's ability to penetrate quantronic systems, override security systems, exploit local networks, and manipulate augmented reality. It also allows them to aggressively attack the personal area networks of others, as well as repairing quantronic damage and breaches to their own systems.

PARANOID

Prerequisite: Tricks of the Trade, Hacking Expertise 2

Maximum Ranks: 3

The character, their geist, and their systems are always ready for enemy intrusion. As a reaction the character may respond to any Infowar attack with an Infowar attack of their own with any software immediately to hand at a penalty of +2 difficulty. This attack is resolved before the enemy attack and if it causes the enemy to suffer a breach, then their hack is prevented.

Each additional rank of Paranoid reduces the difficulty of the reaction hack by one. (With three ranks of Paranoid, therefore, the penalty is completely eliminated.)

PHISHER

Prerequisite: Hacker

The character has made it a practice to collect access to other people's comlogs and financial details. When making a Lifestyle test, the hacker can substitute Hacking for Lifestyle.

PIGGYBACK

Prerequisite: Phisher

The character maintains a log of easily hackable devices and common admin codes, which when referenced allow the hacker to extend their quantronic reach. When performing a remote Infowar attack, piggybacking off these systems allows the hacker to extend their usual hacking ranger from Close to Medium range at a penalty of +1 difficulty.

QUANTRONIC FLAK

Prerequisite: Hacker

Maximum Ranks: 2

The character has created a number of protocols and subroutines that generates a burst of signal interference nearby. As a minor action, the character's current zone gains 2[CD] Interference Soak per rank of Quantronic Flak, which disappears at the start of the character's next turn.

QUANTRONIC LEAP

Prerequisite: Piggyback, Hacking Expertise 2

Maximum Ranks: 3

When the character spends Momentum during an Infowar attack to affect a secondary target, it only costs one Momentum. In addition, the character can use the secondary target Momentum spend on Infowar attacks a number of times equal to their ranks in Quantronic Leap.

TRICKS OF THE TRADE

Prerequisite: Hacker

The character may reroll one d20 when making a Hacking test, but must accept the new result.

HACKING TIPS

Common Uses: See Infowar (p. XXX). Advanced quantronic programming, augmented reality manipulation, gaining illicit access to data, exploiting or navigating dataspheres.

Common Difficulty Factors: Distance, Interference, Distraction, Equipment, Security.



HACKER

Prerequisite: Hacking Expertise 1

When making an Infowar attack, the character may reroll a number of damage dice equal to the number of Hacking talents they have acquired. (As normal, dice may only be re-rolled once.)

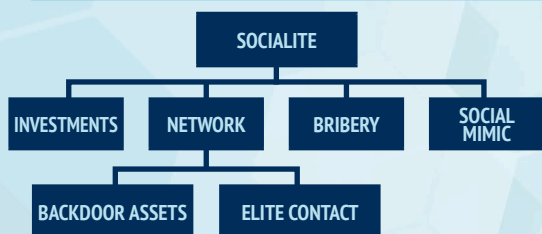


LIFESTYLE (PERSONALITY)

Lifestyle measures a character's social influence, status within popular culture and high society, access to resources such as cash and other assets, and the ability to wield those assets effectively to get what they want. It also reflects general knowledge regarding such things.

Passing: When attempting to maintain the appearance of a particular social class (including your own), it requires an **Average (D1) Lifestyle test**. The difficulty increases by one for every level of social status above or below your own. The difficulty also increases for foreign or unfamiliar cultures.

LIFESTYLE TALENTS



BACKDOOR ASSETS

Prerequisite: Network, Lifestyle Expertise 2
Maximum Ranks: 3

Having contacts with access to valuable assets can be the quickest way to acquire needed equipment. Characters with access to Backdoor Assets may reduce the restriction rating of any item or service

by one per rank of Backdoor Assets, to a minimum of one, but the item or service is regarded as illegally-obtained, which may cause other problems later.

BRIBERY

Prerequisite: Socialite

The character recognises that everyone has their price, and they know how to pay it – particularly without raising any flags. They may substitute their Lifestyle skill for Persuade when attempting to bribe an NPC.

ELITE CONTACT

Prerequisite: Network, Lifestyle Expertise 2

The character has established connections with individuals in positions of significant authority. Each time this talent is selected, the character gains an elite contact. (The player must specify the type and allegiance of the contact, which is subject to the GM's approval.) The character may make a Daunting (D3) Lifestyle test to ask the selected contact for a favour. On a success, the contact responds with resources proportionate to their level of importance – providing one asset, plus one additional asset per point of Momentum spent. The character can make such a skill test once per month, and it takes an hour (if the character is on the same planet) or 2+4[CD] hours (if the character is on a different planet) to make the attempt. Elite Contact may be purchased multiple times, with each purchase establishing a new highly placed contact.

LIFESTYLE TIPS

Common Uses: See *Acquisitions* (p. XXX) and *Psywar* (p. XXX). Fitting in with a particular social class, avoiding social embarrassment, interpreting business or financial information, establishing or reaching out to contacts.

Common Difficulty Factors: Equipment, Social Factors, Time, Unfamiliarity, Complexity.

INVESTMENTS

Prerequisite: Socialite

Maximum Ranks: 3

Each rank of Investments increases the character's Earnings Rating by one.

NETWORK

Prerequisite: Socialite

Maximum Ranks: 3

The character has a broad range of contacts in different fields and in different regions. Any time they need assistance from other individuals, they may reduce the difficulty of a Lifestyle test to find a contact by one step per rank of Network, to a minimum of Simple (D0).

SOCIALITE

Prerequisite: Lifestyle Expertise 1

The character may reroll one d20 when making a Lifestyle test, but must accept the new result.

SOCIAL MIMIC

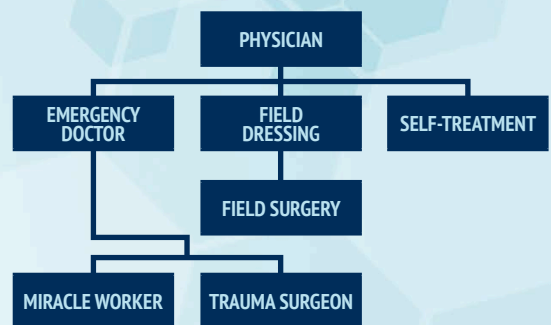
Prerequisite: Socialite

The character is skilled at blending into disparate cultures and social classes. There is no increase in difficulty for differences in social classes when passing.

MEDICINE (INTELLIGENCE)

This skill covers the treatment of all physical wounds and maladies, along with the use of drugs, biotechnology, wetware, medical nanobots, and the like. Those skilled in Medicine can render immediate assistance, provide short-term and long-term care, perform surgery, implant cybernetics, treat diseases, redress radiation sickness, and attend to other corrective, therapeutic, or curative needs.

MEDICINE TALENTS



EMERGENCY DOCTOR

Prerequisite: Physician

When making a teamwork test with the Medicine skill to assist another character with the Recover action, the character may roll a number of dice equal to the character's ranks in Medicine Focus.

FIELD DRESSING

Prerequisite: Physician

The character has become particularly adept at practicing medicine in situations where few resources are available. They suffer no penalty for Medicine tests attempted without the use of MediKit or stocked medical facility.

FIELD SURGERY

Prerequisite: Field Dressing

Having worked with very limited resources in the past, the character has learned to take full advantage of them when available. Each dose of serum used by the character adds two bonus d20s to Medicine tests instead of one. (The normal limit of three bonus d20s still applies.)



MIRACLE WORKER

Prerequisite: Field Surgery, Medicine Expertise 2
When performing the Treatment action or assisting on the Recover action using the Medicine skill, the character gains two bonus Momentum, which may only be used to recover Vigour or treat Wounds.

PHYSICIAN

Prerequisite: Medicine Expertise 1
The character may reroll one d20 when making a Medicine test, but must accept the new result.

SELF-TREATMENT

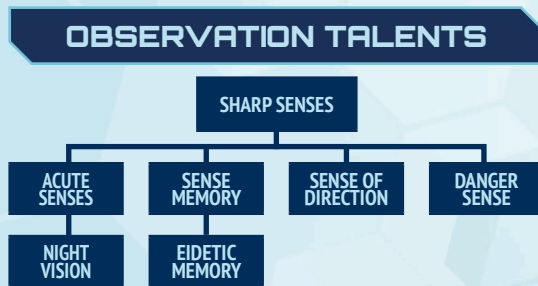
Prerequisite: Physician
When performing a treat test on themselves, a character with Self-Treatment no longer increases the difficulty of the test by two.

TRAUMA SURGEON

Prerequisite: Field Surgery, Medicine Expertise 2
Maximum Ranks: 3
The character has learned techniques to aid a character in recovering from particularly grievous injuries. The character may reduce the difficulty of Medicine tests to treat Wounds by one step per rank of Trauma Surgeon they possess, to a minimum of Average (D1).

OBSERVATION (AWARENESS)

This skill governs a character's ability to notice and discern details and subtle environmental cues. It also covers general perceptiveness and the ability to recognise that something is out of place, to search an area for clues, or to spot a potential ambush.



ACUTE SENSES

Prerequisite: Sharp Senses
Maximum Ranks: 3
On a successful Observation test, the character gains bonus Momentum equal to their ranks in Acute Senses.

DANGER SENSE

Prerequisite: Sharp Senses
When making a face-to-face test to determine Surprise, the character can reroll any failed check.

EIDETIC MEMORY

Prerequisite: Sharp Senses, Observation Expertise 2
The character can recall images, sounds, objects, and other memories with high precision even after only a momentary exposure. When examining such memories, they can even attempt Observation tests at a +1 difficulty to notice things they may have originally missed in the moment. (Such recall is not actually perfect, however, and GMs are encouraged to use complications on such tests to generate false information.)

NIGHT VISION

Prerequisite: Acute Senses, Observation Expertise 2
The character ignores any penalties to skill tests as a result of poor illumination or low light levels. This talent does not help in total darkness, however.

SENSE OF DIRECTION

Prerequisite: Sharp Senses
The character has a perfect Sense of Direction. With an Average (D1) Observation test, they can determine which direction is north. When attempting to retrace their footsteps or follow a path they've taken, the difficulty of the test is reduced by one per Observation talent the character has, which may reduce the difficulty to Simple (D0). (This benefit applies even if their senses were obscured. For example, if they were blindfolded or locked in the trunk of a car and attempting to figure out where it had taken them.)

SENSE MEMORY

Prerequisite: Sharp Senses
The character has a knack for recalling patterns of sounds, smells, or colours. They are much more likely to recognise people, places, and objects they have interacted with, even when they are shrouded or attempts have been made to obscure, disguise, or hide them. When trying to detect, locate, or recognise such targets they gain a bonus 1d20 to any related skill tests. (This bonus die may be rolled by the GM to avoid revealing the subject of the Observation test before the test is made.)

SHARP SENSES

Prerequisite: Observation Expertise 1
The character may reroll one d20 when making an Observation test, but must accept the new result.

MEDICINE TIPS

Common Uses: See *Recovery* (p. XXX). Studying and identifying poisons, diseases, and other ailments. Performing autopsies or determining cause of death.

Common Difficulty Factors: Distraction, Equipment, Disruption, Random Motion, Unfamiliarity, Complexity.

OBSERVATION TIPS

Common Uses: Searching for physical clues, detecting ambushes and other threats, noticing small details.

Common Difficulty Factors: Distance, Distraction, Lighting, Noise, Poor Weather, Equipment, Size. Often opposed by Stealth or Thievery tests.



PERSUADE (PERSONALITY)

The Persuade skill covers a wide range of interpersonal abilities, including the ability to charm, deceive, coerce, bribe, seduce, or haggle. It allows a character to convince others of what they believe or to believe that which is not true.

PERSUADE TIPS

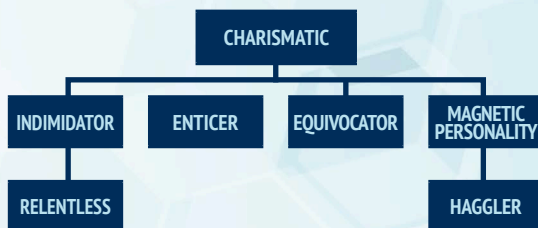
Common Uses: See *Psywar* (p. XXX). Lying to, negotiating with, intimidating, seducing, or befriending others.

Common Difficulty Factors: Distance, Foreign Language, Noise, Social Factors, Time, Unfamiliarity, Complexity, Often opposed by Discipline tests.

PLAYTEST TIP: LIMITS OF PERSUASION

NPCs will often shake off the effects of a Persuade test, having second thoughts, seeing through a lie, or overcoming a scare. The GM should have a rough idea how long the Persuade effect will last when setting the difficulty of the test, and players can spend Momentum in order to increase the length of effect.

PERSUADE TALENTS



CHARISMATIC

Prerequisite: Persuade Expertise 1
The character may re-roll 1d20 on any Persuade test, but must keep the new result.

ENTICER

Prerequisite: Charismatic
Maximum Ranks: 3
The character is particularly adept at seducing others. When using affection, physical attraction, or the promise of sexual favours as part of negotiation, the character gains a number of bonus d20s equal to their ranks in Enticer. (The normal limit of three bonus d20s still applies.) Whether or not the character is honest with their seduction is irrelevant – the character is as effective with fake seduction as with honest attraction.

EQUIVOCATOR

Prerequisite: Charismatic
The character is willing and able to tell any lie to overcome an opponent's social defences. When attempting to deceive an opponent, the character gains two bonus d20s to their Persuade test per Momentum spent or Heat paid (instead of the normal one). The normal limit of three bonus d20s still applies.

HAGGLER

Prerequisite: Magnetic Personality, Persuade Expertise 2

The character is particularly proficient at striking a bargain, either to obtain goods or favours. They can use Persuade instead of Lifestyle when making attempting to acquire goods or strike a bargain.

INTIMIDATOR

Prerequisite: Charismatic
The character recognises others' limitations and is always willing to exploit them. When attempting to intimidate an opponent, the character gains two d20s to their Persuade test per Momentum spent or Heat paid (instead of the normal one). The normal limit of three bonus d20s still applies.

MAGNETIC PERSONALITY

Prerequisite: Charismatic
Maximum Ranks: 3
When making Persuade tests, the character gains one bonus Momentum per rank of Magnetic Personality.

RELENTLESS

Prerequisite: Intimidator, Persuade Expertise 2
Maximum Ranks: 2
The character's bonus damage to Psywar attacks is increased by +1[CD] per rank of Relentless.

PILOT (COORDINATION)

This skill covers the ability to drive or operate any vehicle operating within an atmosphere, including motorcycles, cars, trucks, hovercraft, watercraft, and aircraft. (Controlling space-based vehicles is handled by the Spacecraft skill.)

PILOT TALENTS



ACE

Prerequisite: Pilot Expertise 1
The character may reroll one d20 when making a Pilot test, but must accept the new result.

BORN TO THE WHEEL

Prerequisite: Ace
Decrease the difficulty for any Pilot tests using ground-based vehicles by one, to a minimum of one.

PILOT TIPS

Common Uses: See *Vehicles* (p. XXX).

Common Difficulty Factors: Lighting, Terrain, Weather, Unfamiliarity, Complexity, Damage to Vehicle.



COMBAT PILOT

Prerequisite: Ace
Maximum Ranks: 3
 The character knows how to keep a vehicle running effectively, even when it's seriously damaged. When performing a Pilot test with a damaged vehicle, the penalty from damage is reduced by one step per rank of Combat Pilot.

PUSH THE ENVELOPE

Prerequisite: Ace
Maximum Ranks: 3
 The character is particularly adept at making vehicles perform beyond their design specifications. When making Pilot tests, the character gains one bonus Momentum per rank of Push the Envelope.

RAMMING SPEED

Prerequisite: Combat Pilot, Pilot Expertise 2
 When the character rams their vehicle into another, each point of Momentum spent for bonus damage adds two damage (instead of the normal one).

STORM BREAKER

Prerequisite: Ace
 When piloting watercraft, the character may ignore any penalties to a Pilot test that are due to choppy waters, severe weather, or other environmental conditions.

TOP GUN

Prerequisite: Push the Envelope, Pilot Expertise 2
 The character may substitute their Pilot skill for Ballistics when firing weapons mounted on an airborne vehicle that they are also piloting.

PSYCHOLOGY (INTELLIGENCE)

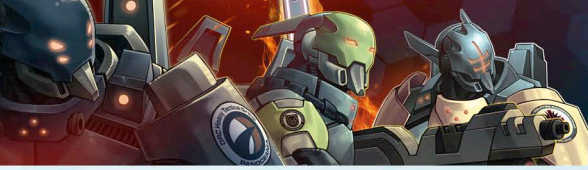
This skill describes the character's ability to perceive and address the mental states of others. This includes the diagnosis and treatment of mental distress, psychoses, insanity, and similar maladies, but also includes assessing day-to-day social interactions.

PSYCHOLOGY TIPS

Common Uses: See *Recovery* (p. XXX). Determining if a person is lying, recognising patterns of behaviour, uncovering secret vices.

Common Difficulty Factors: Distraction, Disruption, Distance, Foreign Language, Noise, Social Factors, Time.





ALIEN SPECIALIST

Prerequisite: Counsellor

The character has spent considerable time studying the psychology of a particular non-human species. When making Psychology tests involving members of that species, the character gains +1d20 on their test. This talent can be taken multiple times, with each additional rank granting specialisation with a new alien species. (For the purposes of this talent, the character can select artificial intelligences as a non-human species.)

BATTLEFIELD PSYCHOLOGY

Prerequisite: Counsellor

When making a teamwork test with the Psychology skill to assist another character with the Recover action, the character may roll a number of dice equal to the character's ranks in Psychology Focus.

COUNSELLOR

Prerequisite: Psychology Expertise 1

When making a Psychology test, the character may reroll any dice that did not generate a success on the initial roll, but they must accept the new result.

LIE DETECTOR

Prerequisite: Counsellor

The character is a human lie detector. They roll an additional d20 when making Psychology tests to determine whether or not someone is lying.

PSYCHOANALYST

Prerequisite: Counsellor, Psychology Expertise 2

Maximum Ranks: 3

The character is a trained psychologist and is often able to guide a patient's focus in order to expedite the recovery process. The character may reduce the difficulty of treat tests using the Psychology skill by one step per rank of Psychoanalyst they possess to a minimum of one.

REMOTE ANALYST

Prerequisite: Counsellor

The character does not suffer any increase in difficulty to Psychology tests due to being unable to interact with the subject face-to-face.

THERAPEUTIC INSIGHT

Prerequisite: Battlefield Psychology, Psychology Expertise 2

Maximum Ranks: 3

The character has a keen insight into those suffering from mental debilitation. When performing the Treat action or assisting on the Recover action using the Psychology skill, the character gains two bonus Momentum, which may only be used to recover Resolve or treat Trauma.

RESISTANCE (BRAWN)

Resistance covers both natural resilience and physical conditioning to better endure substances, activities, and events that would otherwise impair a character.

RESISTANCE TALENTS



FAST HEALER

Prerequisite: Quick Recovery

Maximum Ranks: 3

When attempting the Recover action, the character can add an additional d20 to the Resistance test per rank of Fast Healer.

JUST A SCRATCH

Prerequisite: Sturdy

Maximum Ranks: 3

The character has a knack for ignoring minor injuries and pushing through the pain. When taking the Recover action, the character recovers one additional Vigour per rank of Just a Scratch.

MITHRADATIC

Prerequisite: Sturdy

Maximum Ranks: 3

The character is either naturally resistant to toxins or has become inured to them through constant exposure (possibly pharmacological). When a character needs to make a Resistance test against a poison, toxin, or the effects of drugs, they may reduce the difficulty by one step per rank of Mithradatic. This may reduce the difficulty to zero, eliminating the need for a test.

QUICK RECOVERY

Prerequisite: Just a Scratch, Resistance Expertise 2

When taking the Absterge action, the difficulty of the Resistance test to remove the condition is reduced by one step, to a minimum of Average (D1).

RESILIENT

Prerequisite: Sturdy

Maximum Ranks: 3

When making a Resistance test to avoid a status condition, the difficulty of the Resistance test to resist the negative effects is reduced by one step per rank of Resilient. This may reduce the difficulty to Simple (D0), eliminating the need for a test.

RESISTANCE TIPS

Common Uses: See *Damage* (p. XXX). Resisting, recovering, or enduring sensory deprivation, environmental extremes, poisons, diseases, physical disorientation, extreme pain, physical hardships, or extreme effort.

Common Difficulty Factors:

Poor Oxygen, Gravity, Distraction, Duration.

SELF-MEDICATING

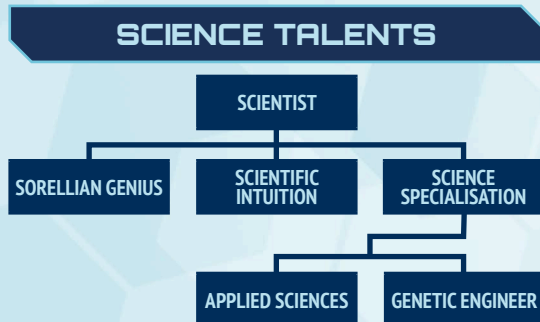
Prerequisite: Mithradatic, Resistance Expertise 2
The character has learned how to cope with mental trauma through the heavy use of drugs, alcohol, or other pharmacological means, relying on their physical stamina to endure the results. If they're able to self-medicate with such substances, the character can use their Resistance skill on any recovery test for which they would normally use Discipline. (This sort of behaviour isn't healthy, of course, and GMs are encouraged to use complications on the recovery test to reflect this.)

STURDY

Prerequisite: Resistance Expertise 1
When making Resistance tests, the character may reroll any dice that did not generate a success on the initial roll, but must accept the new result.

SCIENCE (INTELLIGENCE)

The character is familiar with a wide range of scientific studies and principles, including both practical applications and theoretical considerations. This includes the fields of physics, chemistry, geology, astronomy, biology, botany, advanced mathematics, and the arcane fields of study surrounding neomaterials, VoodooTech, wormhole topography, nanonics, and the like.



APPLIED SCIENCES

Prerequisite: Science Specialisation, Science Expertise 2
The character has great experience in taking science out of the lab and into the field. They may substitute their Science skill for any skill tests involving areas of knowledge covered by or involving their Science Specialisation (such as Tech or Education).

GENETIC ENGINEER

Prerequisite: Science Specialisation (Biology or Genetics), Science Expertise 2
The character is not only familiar with the different organisms that dwell in the Human Sphere, they are also comfortable modifying them or even creating new forms of life. The character can use their Science skill instead of Tech or Medicine when performing genetic engineering and also gains +1d20 to such tests.



SCIENCE SPECIALISATION

Prerequisite: Disciplined Student
Maximum Ranks: Science Focus
The character is particularly devoted to a particular branch of science (which is chosen at the same time as this talent, subject to the GM's approval). When making a Science test related to that topic, the character gains +1d20 on their test. This talent can be taken multiple times, with each additional rank either granting a new specialisation or an additional +1d20 to an existing specialisation.

SCIENTIFIC INTUITION

Prerequisite: Scientist
Maximum Ranks: 3
When making Science tests, the character gains one bonus Momentum per rank of Scientific Intuition.

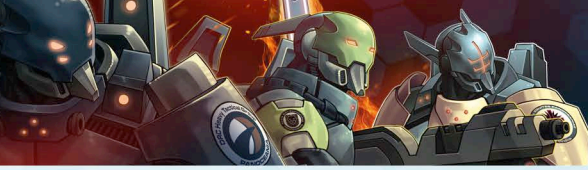
SCIENTIST

Prerequisite: Science Expertise 1
The character may reroll one d20 when making a Science test, but must accept the new result.

SCIENCE TIPS

Common Uses: Gathering scientific data, scientific research, creation of experimental procedures, understanding scientific documentation, recognising scientific principles, analysing scientific phenomena.

Common Difficulty Factors: Distraction, Disruption, Equipment, Weather, Time, Unfamiliarity, Complexity.



SORELLIAN GENIUS

Prerequisite: Scientist

Maximum Ranks: 3

The adjective of “sorellian”, invoked from the famous Sorel sisters who cracked the mysteries of wormhole travel, has become a popular adjective for gifted scientists. The character may reduce the difficulty of any Science test by one step per rank of Sorellian Genius, to a minimum of Simple (D0).

STARFIGHTER

Prerequisite: Starslinger, Spacecraft Expertise 2

The character may substitute their Spacecraft skill for Ballistics when firing weapons mounted on a space vehicle that they are also piloting.

STARSLINGER

Prerequisite: Space Ace

Maximum Ranks: 3

When making Spacecraft tests involving piloting, the character decreases the difficulty rating by one per rank of Starslinger, to a minimum of Simple (D0).

TRANSATMOSPHERIC

Prerequisite: Space Ace

When flying a ship designed for both atmospheric and space flight, the character can substitute their Spacecraft skill for Pilot on tests.

STEALTH (AGILITY)

The art of going unnoticed, whether staying hidden within shadows and moving silently, blending into a crowd, slipping through a Maya cluster, or disguising the source of a smear campaign. Stealth also governs the creation and use of camouflage, disguises, covering one's tracks, and other indirect means of discretion.

SPACECRAFT TIPS

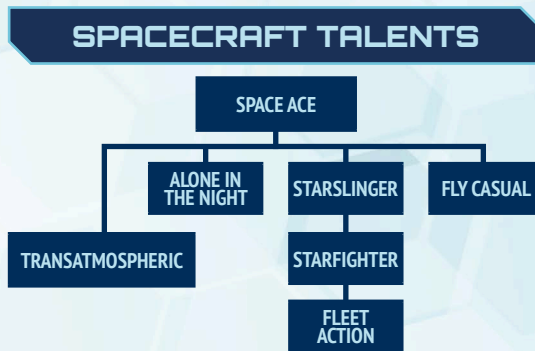
Common Uses: See *Vehicles* (p. XXX).

Common Difficulty Factors:

Terrain (celestial objects – asteroids, gas clouds, debris), Stellar Phenomena (gravitational anomalies), Traffic, Unfamiliarity, Complexity, Equipment, Vessel Damage.

SPACECRAFT (COORDINATION)

This skill covers the ability to pilot any vehicle outside of a planet's atmosphere or through interplanetary space, including small shuttles, merchant cargo haulers, large battlecruisers, and the like. (Driving or operating land-based or atmospheric flight vehicles are handled by the Pilot skill.)



ALONE IN THE NIGHT

Prerequisite: Space Ace

It's not unusual for spacecraft to encounter mechanical difficulties far from facilities where repairs can be made. Pilots often gain practical, hands-on experience with repairing their rides. The character can substitute their Spacecraft skill when making Tech tests to repair spacecraft.

FLEET ACTION

Prerequisite: Starfighter

The character has commanded squadrons of spacecraft during conflicts and has survived the experience with tales to tell. They may substitute their Spacecraft skill for Command in any such conflicts.

FLY CASUAL

Prerequisite: Space Ace

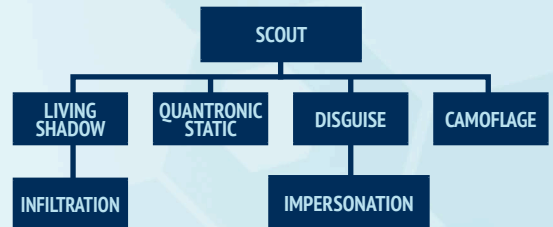
When attempting to evade detection while flying a spacecraft, the character may substitute their Spacecraft skill for Stealth.

SPACE ACE

Prerequisite: Spacecraft Expertise 1

The character may reroll one d20 when making a Spacecraft test, but must accept the new result.

STEALTH TALENTS



CAMOUFLAGE

Prerequisite: Scout

The character recognises that often it is not important for just themselves to remain unseen, but also their allies and any equipment they might be using. When attempting to conceal anything vehicle sized or larger, any Momentum paid to add dice to their Stealth test adds two d20s instead of one.

DISGUISE

Prerequisite: Scout

Maximum Ranks: 3

The character has learned to capably impersonate a broad range of people, effectively blending into the background and acting like they belong. When making Stealth tests to make or use a disguise, they gain bonus Momentum equal to their ranks in Disguise.

STEALTH TIPS

Common Uses: See *Stealth* (p. XXX). Moving quietly or silently, hiding from observers, setting up an ambush, creating camouflage, creating and employing disguises, concealing tracks, avoiding quantronic detection.

Common Difficulty Factors:

Lighting, Terrain, Encumbrance, Noise. Often opposed by Observation tests. Complexity, Equipment, Vessel Damage.

IMPERSONATION

Prerequisite: Disguise, Stealth Expertise 2
When impersonating another, the character may substitute their Stealth skill for Persuade or Command.

INFILTRATION

Prerequisite: Living Shadow, Stealth Expertise 2
The character has learned a variety of techniques necessary to bypass security measures when infiltrating a target facility. The character may substitute Stealth for Thievery when attempting to bypass physical security measures.

LIVING SHADOW

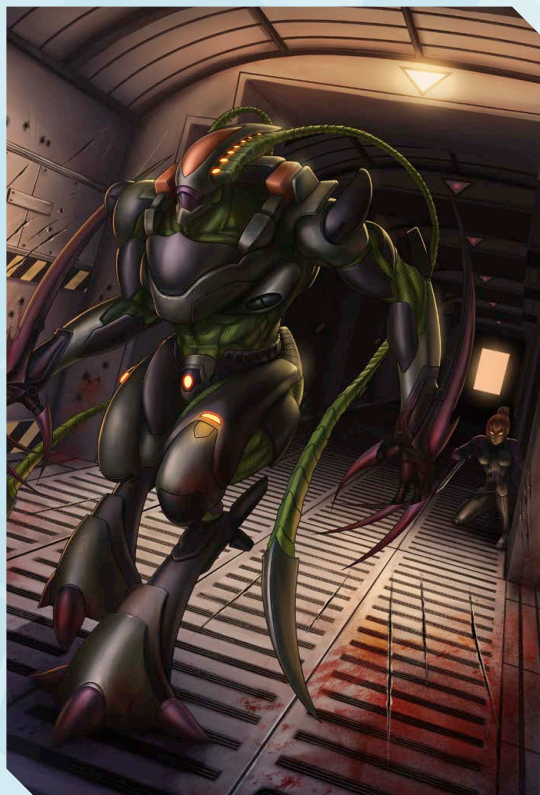
Prerequisite: Scout
When the character attempts to remain unseen or unnoticed, any Momentum spent or Heat paid to add dice to their Stealth test adds two d20s instead of one.

QUANTRONIC STATIC

Prerequisite: Scout
When the character attempts to evade detection while hacking, any Momentum spent or Heat paid to add dice to their Stealth test adds two d20s instead of one.

SCOUT

Prerequisite: Stealth Expertise 1
The character may reroll one d20 when making a Stealth test, but must accept the new result.



SURVIVAL (AWARENESS)

This skill covers the ability to find food, shelter, and other resources. It is possible to eke out Survival in incredibly harsh environments – from the vast icefields of Svalarheima to the alien biomes of Paradiso – but the skill presumes that the character is in a fundamentally life-sustaining biosphere. (For survival in the vacuum of space or on worlds incapable of sustaining human life, see Extraterrestrial.) Survival also governs the ability to find and follow tracks.

Necessities: Finding food, water, and shelter requires a Survival test, with the difficulty of the test determined by the severity of the environment. On a success, the character provides one day of necessities for one person plus one additional day per Momentum spent.

PLAYTEST TIP: LIVING OFF THE LAND

When you're out in the wilderness, you can often use Survival to make up for a lack of proper tools or supplies needed for other skill checks. For example, if a comrade has been poisoned, a Survival test may allow you to find a natural remedy (and you can apply the Momentum you generate to the Medical test).

SURVIVAL TIPS

Common Uses: Avoiding environmental hazards, finding daily sustenance, tracking movement through an area, setting traps, determining likely weather forecasts, locating or building shelter to resist exposure, avoiding or seeking out encounters with wild animals.

Common Difficulty Factors: Lighting, Terrain, Equipment, Weather, Time, Unfamiliarity, Complexity.

SURVIVAL TALENTS



ENVIRONMENTAL SPECIALISATION

Prerequisite: Self-Sufficient
Maximum Ranks: Education Focus
The character is particularly devoted to a particular kind of environment (Arctic, Desert, Jungle, Mountain, Forest, Plains, Subterranean, or Urban). When making a Survival test in or related to that environment, the character gains +1d20 on their test. This talent can be taken multiple times, with each additional rank either granting a new specialisation or an additional +1d20 to an existing specialisation.

NATURAL ALLIES

Prerequisite: Environmental Specialisation, Survival Expertise 2
When interacting with creatures native to their Environmental Specialisation, the character may substitute their Survival skill for Animal Handling tests.



ONE WITH YOUR SURROUNDINGS

Prerequisite: Environmental Specialisation, Survival Expertise 2

While moving through their Environmental Specialisation, the character may substitute their Survival skill for Stealth tests.

PROVIDER

Prerequisite: Self-Sufficient

The character is particularly capable of finding the necessities of life. When attempting to find food, water, or shelter, each point of Momentum earned on the Survival test can be spent to provide necessities for two days (instead of the normal one).

SCROUNGER

Prerequisite: Provider, Survival Expertise 2

Maximum Ranks:

Useful items and resources are often discarded or abandoned. A resourceful individual can often recover these for their own purposes. The character may reduce the restriction rating of any item by one per rank of Scrounger, to a minimum of one.

SELF-SUFFICIENT

Prerequisite: Survival Expertise 1

The character may reroll one d20 when making a Survival test, but must accept the new result.

TRACKER

Prerequisite: Self-Sufficient

Maximum Ranks: 3

The character is experienced with recognising all the signs of passage, from the subtle to the obvious. When tracking an opponent, the character reduces the difficulty of the Survival test by one step per rank of Tracker, to a minimum of Simple (D0).

TECH (INTELLIGENCE)

This skill covers the understanding, maintenance, and repair of machinery and structures. This covers a wide range of disciplines and fields of expertise, from internal combustion engines, to zero-g construction, to nanotech, to robotics, to biosynthetics.

DESIGN SAVANT

Prerequisite: Natural Engineer

Maximum Ranks: 3

The character has a knack for designing novel solutions to problems. Any time the character chooses to design a new piece of equipment – or modify an existing design – they may reduce the difficulty of the Tech test by one step per rank of Design Savant, to a minimum of Simple (D0).

EXPLOSIVES EXPERT

Prerequisite: Natural Engineer, Tech Expertise 2

Maximum Ranks: 3

When setting an explosive charge, the character gains bonus Momentum equal to their ranks in Explosives Expert.

GREASEMONKEY

Prerequisite: Natural Engineer

The character is familiar with mechanical systems, and recognises the most likely points of failure intuitively. When attempting to treat damage sustained by an object or construct (something with Structure and Faults, instead of Vigour and Wounds), the character gains two bonus Momentum.

JURY RIG

Prerequisite: Snap Diagnosis, Tech Expertise 2

Often when a critical piece of equipment breaks down – either due to wear and tear or damage – components necessary to replace it are unavailable. Characters with this talent have a knack for making do without. They suffer no penalty for Tech tests attempted without the use of proper tools. They can also make an Average (D1) Tech test to temporarily repair a device when necessary parts are unavailable. On a success, the device will continue functioning for one hour. Each point of Momentum earned on the test can be spent to add an additional hour of function.

MAKESHIFT WIZARD

Prerequisite: Greasemonkey, Tech Expertise 2

When the character uses Parts, each Part expended grants two bonus d20s instead of the normal one. (The normal limit of three bonus d20s still applies.)

NATURAL ENGINEER

Prerequisite: Tech Expertise 1

When making a Tech test, the character may reroll any dice that did not generate a success on the initial roll, but must accept the new result.

SNAP DIAGNOSIS

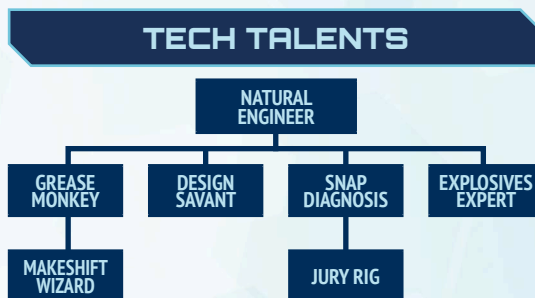
Prerequisite: Natural Engineer

The character is able to identify the problem with any broken or malfunctioning device – to recognise a vulnerability that could be used to compromise it. The character reduces the difficulty of any Tech test performed for diagnostic purposes by one, to

TECH TIPS

Common Uses: Identifying, building, repairing, maintaining, or disabling mechanical devices. Identifying, creating, placing, or disarming explosive devices.

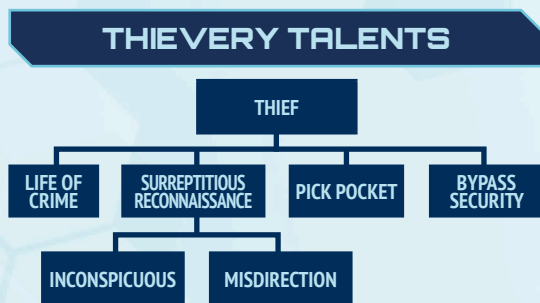
Common Difficulty Factors: Lighting, Disruption, Distraction, Distance, Equipment, Random Motion, Time, Unfamiliarity, Complexity.



a minimum of Simple (D0). When an Exploit action is taken, Snap Diagnosis also grants the Piercing weapon quality to the character's subsequent attack with a value equal to their Tech Focus (which stacks with the normal Piercing quality granted by Exploit).

THIEVERY

Thievery covers a broad spectrum of techniques in criminal and criminal-type activities. Many of these skills are, unsurprisingly, also useful in the intelligence and law enforcement communities. In addition to the physical techniques, Thievery also includes an understanding of how criminals act and think, along with the nuances of the criminal underworld which exists beneath every ordered society.



BYPASS SECURITY

Prerequisite: Thief

Maximum Ranks: 3

The character has studied different security systems and has developed a broad range of different techniques to mitigate their efficiency. Any time the character attempts to pick a lock or overcome a security system – regardless of whether it is electronic or mechanical – they may reroll a number of d20s equal to their ranks in Bypass Security. The results on the rerolled dice must be accepted.

INCONSPICUOUS

Prerequisite: Surreptitious Reconnaissance, Thievery Expertise 2

Committing a crime is easy, getting away is harder. Through practice, the character has learned how to avoid notice and slip away undetected. They may substitute their Thievery skill for Stealth when attempting to escape from the scene of a crime, con job, heist, or other Thievery tasks.

LIFE OF CRIME

Prerequisite: Thief

Maximum Ranks: 3

After years of dealing with the criminal underworld, the character has a basic familiarity of how to interact with the Submondo. When making a Persuade or Education test relating to or interacting with the criminal element, they gain bonus Momentum equal to their Life of Crime ranks.

MISDIRECTION

Prerequisite: Surreptitious Reconnaissance, Thievery Expertise 2

A successful theft relies on making sure the target has no reason to expect it. In a Face-to-Face Thievery test (such as against Observation to see if a theft is noticed), if the character generates at least one success they can immediately roll an additional d20 and add the result to the skill test.

PICK POCKET

Prerequisite: Thief

Maximum Ranks: 3

The character is an expert on lifting and placing objects around someone's person. When making a face-to-face Thievery test (against the target's Observation) to remove an item from someone's body, or to place an item on their person, the opponent's difficulty to detect the crime is increased by one for each rank of Pick Pocket.

SURREPTITIOUS RECONNAISSANCE

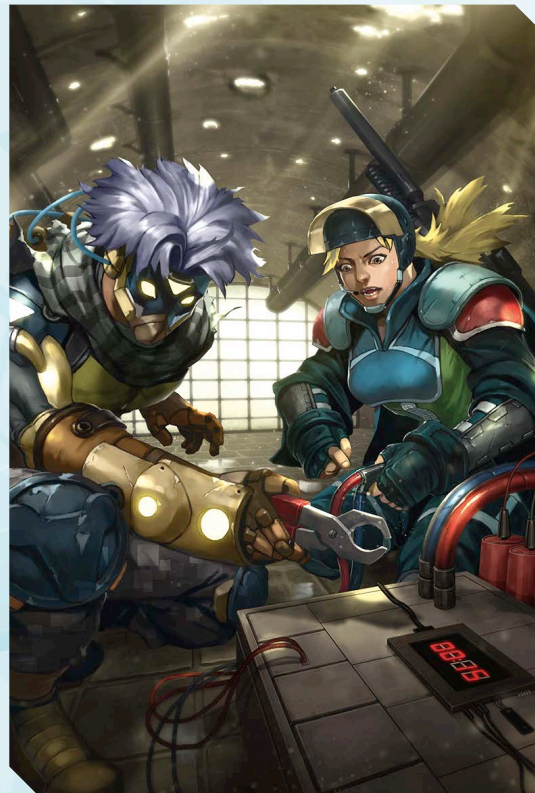
Prerequisite: Thief

When making Observation tests to case a joint, spot a mark, or otherwise prepare for Thievery tasks, the character can substitute their Thievery skill for Analysis or Observation tests.

THIEF

Prerequisite: Thievery Expertise 1

The character may reroll one d20 when making a Thievery test, but must accept the new result.



THIEVERY TIPS

Common Uses: Picking locks, picking pockets, circumventing surveillance or security systems, bypassing traps and alarms, assessing a target of criminal activities, obtaining or selling items through illicit channels (see *Assets*, p. XXX), sleight of hand.

Common Difficulty Factors: Disruption, Distraction, Equipment, Time, Unfamiliarity, Complexity.