

Book of Talents

For use with the MEP Light RPG System. This supplement is compatible with Realmwalkers Light™, Hero 8™, Cychosis™, TekHL™, Soul Axis™, and Placidhaven™.

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There are many different talents that a character may learn. Some are useful in combat; others are only useful for the role-playing aspects of the game. Any character may purchase any talent.

Using Talents

Talents may be used at any time. Each time a character needs to use a talent, in everyday life, or in combat, he has to make a roll to see if he performs it successfully or not. Depending on what he is doing, the talent has a difficulty rating.

Difficulty	Score Required	Example
Very Easy	none/automatic	loosening a bolt
Easy	1	electrical wiring layout
Medium	2	basic assembly
Hard	4	making blueprints
Very Hard	6	building an engine

To perform the skill successfully, the character needs to roll a six-sided die and score a number equal to or higher than the difficulty of the skill using the point scoring chart.

The referee may also requires that if the task is "do-able", but will just take some time, the character may have to make a series of rolls and score a number of points before he is finished.

For example, a character wants to build a car. The referee looks at his talents and deems that he has those required to build a car. He decides how many points the character must spend on buying parts for the car, then the character starts building.

The referee decides that he may make one roll per day, attempting to score any amount of points. When he has scored 20 points, the car will be finished. The player rolls 2, none, 4, none, 1, 6, 6, 4. On the eighth roll, he broke 20 points, so it took him eight days to build the car.

All talents cost 1 point. Talents with an asterisk (*) cost 2 points. Those with two asterisks cost 3 points.

***Archeology:** Characters with this talent are proficient in matters that are affiliated with archeology and anthropology. A basic understanding of dating techniques, current theory, site management, data analysis and model building, archaic forensic pathology and osteology (study of bones), measurement bases, and seemingly infinite hours of setting in the basements of dark, dreary labs on university campuses cleaning ten thousand year old bones are known to the students of archeology.

****Armorer:** Characters with this talent have the ability to design, build, repair, and modify armors of all types depending on the advancements of technology available to them. With this talent, characters can make armor at half cost.

***Astronomy:** Characters talented in astronomy have a good knowledge base in the lay out of star systems, constellations, very rudiment theories of astrophysics, how stars and planets are formed, and methods of collecting and compiling planetary data.

***Biology:** Characters with this talent are familiar with, genus species names of creatures in the animal kingdom, their habitats, feeding habits, and social structures. They also have acquired a basic understanding of rudimentary chemistry and molecular structures, as well as, very basic botany.

***Blind Fighting:** Characters with this talent are trained to fight effectively in total darkness, suffering no penalties, even if the character is actually blind. Note that the character gains no bonuses.

***Botany:** Botany is the study of plants. Characters with this talent have an understanding of the photosynthetic process, functions of particular plants, growing and nurturing methods, and phylum.

***Business:** Characters with this talent are well trained in one or many types of business oriented talents. Management, finance, accounting, marketing, information systems, economics, and entrepreneurship are covered by this talent.

***Chemistry:** Characters talented in chemistry have an understanding of formulae and principles, analysis of compounds, use of lab equipment, as well as, methods of synthesis.

***Computer Programming:** Characters with this talent understand the linear approaches used in writing source code for structured and object-oriented computer programs. Diagnosis and correction of problems that occur in source code writing; the use of compilers, databases, emulators, functions, array construction, etc. are understood by the programmer. The understanding of popular low, middle, and high level languages, such as C++, Pascal, BASIC, COBOL, etc. are also covered by this talent.

***Demolitions:** Characters with this talent have the ability to manufacture crude explosives. They have a working knowledge of pressure, electrical, and mercury switches; including their own improvisations. Designing and sculpting charges, as well as focusing blasts for maximum effectiveness is also included in this talent. Characters with this talent may also disarm bombs with a successful roll.

***Engineer: Electrical:** Characters with this talent are highly knowledgeable in electricity. Wiring buildings and vehicles, designing and repairing simple and complex electrical devices, and paths of logic for diagnosing and solving problems dealing with electricity and electrical devices are covered by this talent.

****Engineer: Mechanical:** Characters with this talent have an understanding of how machinery is designed, operates, and sequences in diagnosing and solving problems. Redesign, construction, repair, and modification are covered by this talent. This talent also allows the character to build machines, such as robots and transports at half cost.

***Forensics:** Characters talented in forensics are talented in concluding causes of death. Osteology, event recreation, injury interpretation and analysis, as well as models and measurements are part of the forensics specialist's repository of knowledge.

***Hacking:** Characters with the talent of hacking have the ability to infiltrate computers that are connected to the public domain. Characters can't hack computers that aren't connected to an outside line, unless they, or an entity they can instruct, are physically there. Once into a system, the hacker can use his talents to either collect, alter, or destroy information on that system.

***Herbalism:** Characters with this talent have a good repository of knowledge dealing with natural medicines. They know how to

locate, prepare, and administer medicines made from natural herbs and plants. If the character doesn't have a particular thing needed, and he is in the proper biome, he may find the herbs he needs with a successful talent check. He will need another successful check, however, to prepare his concoction. If he fails in preparation, the amounts of herbs and plants used are destroyed and he must start all over again. Sometimes this requires another walk in the woods. If he is successful, however, it is assumed that if he is smart enough to learn the complex procedures in making his concoctions, he is smart enough to apply them properly. Characters may not specialize in this talent.

***Impersonation:** Characters with the impersonation talent have the ability to replicate voice, action, expressions, and if teamed with disguise looks of an individual. In the presence of individuals the impersonated know, the character must make a talent check every ten minutes.

***Intelligence:** Characters with this talent have the ability to compile and analyze information gathered. This includes mapping an area, pin-pointing enemy units, identifying enemy units, basic extraction of information from the enemy, placement of own troops and other items of this detail.

***Interrogate:** Characters with the Interrogate talent are knowledgeable in the techniques used for extracting information from an enemy. This includes torture, psychology, and other measures.

***Jamming/Scrambling:** With the proper equipment, characters with this talent have the ability to jam or scramble transmissions within a certain radius from all points of communication (radio, satellite, etc.) inside enemy territory. They may also encode their own messages to hide them from the enemy.

***Law:** Characters with this talent have a knowledge and understanding of law. The ability to interpret, an understanding of its history and function, and knowledge on different types of law are included in this talent.

***Medic: Cybernetic/Bionics:** Characters with this talent have a broad understanding of how cybernetic and bionic implants work and are repaired. If the character has the surgeon talent, they may install implants.

***Medic: Paramedic:** Characters with this talent have the ability to perform first aid, suture wounds, set broken bones, use medical equipment properly, and administer drugs. Characters specializing in this talent may restore 2 points to a patient on a successful roll. The amount of wounds the patient has is irrelevant. Note that first aid talent is required for a character to take paramedic.

***Medic: Surgeon:** Characters with this talent are certified medical doctors. They are specialist in physiology, pathology, pharmacology, and have good data collection and lab talents. When using this talent, the doctor must roll to properly diagnose symptoms, if it isn't obvious, then they must make a second roll to properly administer treatment. Characters specialized in this talent may restore 2 points immediately after treating a wound. They may make one attempt per wound. Characters must have first aid and paramedic to become a doctor.

***One-handed Style:** This talent is for ancient weapon use only. A character with this talent fighting with only one hand gains +2 points. His other hand must be free to gain the bonus.

***Physics:** Characters with this talent have an understanding of energy and motion. They have an understanding of knowledge that covers wide array of subjects ranging from kinematics and dynamics to quantum theory and theory of virtuosity.

***Read Rhythm:** This talent is only available in realms that use magic. This talent allows the character to read the verbal and somatic gestures used to perform magic. A character may only identify those types of magic to which he has access (i.e. psychics can not identify common spell magic). Upon a

successful talent roll, the character may identify spells and powers of his level and lower.

***Toxicology:** Characters talented in toxicology have a working knowledge of poisons. They are informed of the delicate recipes used in the manufacturing poisons and antidotes, as well as, how and where to find the raw resources required and how to extract what is desired from these resources.

****Two Weapons:** Characters with this talent may fight with two weapons simultaneously. Character gets +1 turn per round, but only when using two weapons. The character can do nothing else while holding two weapons.

***Two-handed Style:** When wielding an ancient weapon that requires two hands for use, characters with this talent score +1 point on successful rolls.

****Weapon Engineer: Advanced:** Characters with this talent have the ability to design, construct, repair or modify most super high-tech weapons. Space and starship weapon systems, vehicle, robot, exosuit and personal energy weapons and weapon systems, and missile and rocket systems are included. Characters with this talent may create the mentioned weapons at half cost.

****Weapon Engineer: Basic:** Characters with this talent have the ability to design, construct, repair, and modify most modern weapons. Manually operated vehicle mounted weapons, pistols and revolvers, all assortments of rifles, compact sub weapons, and heavy weapons of all types other than rocket and missile systems are included. With this talent, characters can make conventional modern weapons at half cost.

***Weaponless:** Weaponless combat allows the character to fight effectively without the use of weapons. This talent allows the character to score +1 point on successful rolls.

***Weaponsmith: Ancient:** Characters with this talent have knowledge in the design, repair, and construction of ancient weapons. They have the ability to modify and create ancient weapons at half cost.

***Wrestling:** Characters with this talent are proficient in wrestling techniques and maneuvers gaining the following moves and bonuses; Knockdown: This move knocks an opponent down; must use one turn to get back up. Pin / Squeeze: This move renders opponent incapacitated. Opponent must break pin to be freed. This requires a successful roll and the use of a turn.

***Xenology:** Characters with this talent have knowledge on alien races; their habitats, and social interactions and structures, anatomy, and basic wildlife and botanical organisms that exist on the races home planet.

Agriculture: Characters with this talent are proficient in farming, including plant crops and livestock. A basic understanding of rotation, breeding of livestock, and planting cycles is understood, as well as, methods for superior selection of product.

Animal Handling: Characters with this talent have the ability to properly handle and provide care for domesticated animals.

Animal Training: Characters with this talent are qualified to properly train domestic animals for certain tasks. These tasks range anywhere from simple tricks to guard duty and drug tracking.

Appraising: Characters with this talent have the ability to identify the value of common goods within 25% accuracy with a successful talent roll.

Art: Characters with this talent are not only capable of identifying and recognizing artworks. They also have the ability to produce art of their own. This includes pottery, drawing, painting, graphic design, sculpting, etc.

Athletics: Characters with this talent have a working knowledge of sports and their rules.

Begging: Characters with this talent have the ability to coax people into giving them what they need, such as small gifts of

money, food, and sometimes shelter. How much is given to the beggar depends on how convincing he is, as well as his talent check. The amount and items given is up to the referee.

Blacksmith: Characters with this talent have the ability to construct basic equipment, such as nails, mallets, wagon wheels, and other similar tasks. An understanding of required equipment and its operation is also covered by this talent.

Body Building: Characters with this talent understand the techniques of bodybuilding, measures of safety, and health issues surrounding the subject.

Brawling: Characters with this ability are natural scrappers. They enjoy a good bar fight and the occasional scar.

Brewing: Characters with this talent have the ability to brew concoctions of their own design. All types of beverages including; beer, minor potions, and fountain drinks are covered by this talent.

Camouflage: On a successful roll, characters with this talent have the ability to properly camouflage themselves or equipment and vehicles in any environment using either natural or artificial resources. They also have the ability to spot camouflaged objects.

Carpentry: Characters with this talent are talented in repairing and constructing items in all forms of carpentry. Basic electricity and plumbing knowledge are also included in this talent.

Climbing: Characters with this ability are proficient at climbing. Climbing without ropes, as well as rappelling techniques are associated with this talent.

Cobbling: Characters with this talent are talented in making, repairing, and manufacturing shoes. The character is also proficient in the equipment required to use this talent.

Computer Operations: This talent familiarizes the player with computers. How to operate different platforms and peripherals. Simple functions of computers, basic typing, and other things all eight year olds understand.

Computer Repair: Characters with this talent have the ability to perform computer repair. They understand the concepts of integration and non-integration, how to install, remove, and modify hardware and use of supporting software.

Concealment: This talent gives the character the ability to hide small items, such as guns or knives, on his person without chance of detection. Characters with this talent also have the ability to spot telltale signs of concealed items on individuals.

Cook: Characters with the cooking talent know how to properly operate kitchen utensils and prepare regular dishes. Specializing in this talent allows the character to prepare gourmet style cuisine.

Cryptography: Cryptography is the art of creating, using, and breaking secret codes. Characters using this talent must study the code for at least an hour to attempt to break it. A failed roll means they must start from the beginning again. The character must keep rolling, only once per hour, until they have scored a total of 10 points.

Dance: Characters with this talent the character understands basic casual techniques in dancing. Specializing, however, allows the character to become knowledgeable in types of dancing, such as, ballroom, and ballet.

Detect Ambush: Characters with this talent have the ability to analyze terrain and recognize possible ambush locations.

Detect Trap: Characters with this talent have the ability to find and remove traps. When a trap is found and a character is attempting to remove it, a failed roll may result in the trap being set off. The character must make a second check for this.

Disguise: Characters talented in disguise have a working knowledge of the usage of face paints, masks, and other feature altering paraphernalia, such as fake beards and boot stilts.

Electronics: Basic: Characters with this talent have a basic

understanding of how electronic equipment works. They are proficient in operation of electronic equipment and can perform minor repairs and modifications.

Engineer: Wide: This talent covers a wide variety of engineering on a basic level. Architecture of buildings, bridges, and highways, static problems, engineering of basic electrical devices, designing and constructing useful day to day simple apparatus are covered in this talent.

Escape Artist: Characters with this talent have the ability to escape from bonds with decent proficiency. Note that on occasions, tools may be required to successfully perform an escape.

Etiquette: Characters with this talent have a great understanding of the rules of civility. They are coached in things such as, table and conversational manners, proper courting manners, etc. They are basically familiar with all mores associated with proper social interaction.

First Aid: Characters with this talent have an understanding of basic first aid procedures. How to stop bleeding, CPR, save choking victims, apply ointments, bandage wounds, etc. They can not perform complex procedures, such as setting bones.

Forgery: Characters with the forgery talent are talented in identifying and replicating legal documents and tenders, as well as handwriting.

Gaming: Characters who are proficient in gaming have an understanding of the rules for most popular gambling games. They also have the talent for cheating in these games. When cheating, however, if the check roll is failed, then the cheater is discovered.

Geography: Characters with the geography talent are talented in identification and interpretation of rocks, types of biomes and what minerals are abundant in those regions, geographic landscape identification, and locations on maps and basic knowledge of what types of societies exist in those regions.

Gymnastics: Characters with this talent are trained in maneuvers associated with gymnastics. This talent provides them with great flexibility and good upper body strength.

Heraldry: Characters with this talent are knowledgeable in identifying code of arms, hierarchies in a society, colors of honor, codes of honor, etc.

History: Characters talented in history have a repository of knowledge dealing with past events. Folklore, legends, and mythology are specialties of the historian.

Hunting / Fishing: Characters with this talent are familiar with techniques of hunting game animals and fishing. They have an understanding of the proper methods of dressing, cleaning, and the preparation of meat for consumption.

Journalism: Characters with this talent are talented in one or many fields of journalism. This talent includes, photo and print journalism, advertising, and public relations are all covered with this talent.

Lore: Lore talents allow a character to have a good specialized repository of knowledge on a general subject. Devoting points to a particular lore talent gives the character information on that subject.

Alien: It allows the character to know general information about social structures and mores, legends, myths, and perhaps even fighting tactics of alien races. **Animal:** This talent allows the character to recognize animals, their habitats, how animals react to the character's race, identifying natural actions and reactions of animals, etc.

Magic: Characters with this talent are acquainted with the concepts and philosophies dealing with magic. Legends and myths, basic theories of how magic works, how to recognize magic usage, and wifes tales on how to protect them from magic apply to this talent.

Monsters: This talent covers recognizing monsters, their lairs and habitats, myths and legends surrounding monsters, combating and protecting oneself against supernatural

creatures, etc.

***Martial Arts:** A character that has studied any form of martial arts has the ability to score +1 point when using no weapons.

Masonry: Characters with the masonry talent have the ability to design and set foundations for immobile structures. Laying bricks, operating machinery, and understanding of statics is included in this talent.

Master Marksman: This talent may only be used with projectile weapons. It allows a character to fire a shot and automatically hit a target within his effectiveness range. This shot requires two turns. The shot does normal damage and can not be a called shot.

Math: Advanced: Characters with this talent know the basics of math; addition, subtraction, multiplication, and division. Characters specializing in this talent, spending the cost in points are talented in algebra, calculus, geometry, and trigonometry. Characters spending the cost again in this talent are also proficient in multiple variable calculus, differentials, and advanced theory.

Mechanics: Characters with this talent have an understanding of how to diagnose problems and repair vehicles of their specialties. 1point includes motorcycles and automobiles, 2 points adds military and civilian aircraft and water going vessels, 3 points adds spaceships, robots, and exosuits.

Mining: The character has an understanding of how to operate mining equipment, as well as, how to build proper underground structures for mining purposes and can estimate the quality of an underground structure. In addition, the character can use this talent to identify raw material commonly extracted from mines (precious stones, coal, various ores, etc.).

Musical Instruments: Characters with this talent have the ability to play a chosen musical instrument. They may specialize in a particular instrument or instruments, depending on how many points they devote to this talent. The character gains one instrument per point.

Navigation: Land: With this talent, characters have the ability to map regions, find their way through different environments, and identify cardinal directions using landmarks. While a successful roll indicates staying on course, a failed roll means loss of course by 500 ft. On foot, a check needs to be made every mile. In a ground vehicle, checks apply every ten miles, with a failed roll baring the character off course by one thousand feet.

Palming: Characters with this talent have the ability to conceal items within the palm of their hand. Note that this item obviously has to be small, but characters may conceal the rest of the object up a sleeve.

Photography: Characters with this talent are proficient in recognizing, selection, and proper operation of photographic equipment. Dimensions and planes, schemes and concepts, and other ideas are covered in this talent.

Pick Locks: Characters with this talent have the ability to pick all manners of locks. This includes safe-cracking techniques. Note that this ability requires expensive tools.

Pick Pockets: Characters with this talent have the ability to steal the contents of the pockets of an individual.

Pilot: Characters with a talent in piloting have the understanding of how to operate a particular type of vehicle. This includes the ability to read all sensory devices associated with particular vehicle. Because some vehicles are more difficult to operate than others are, the character may be required to spend more points to initially learn a particular piloting talent. **Piloting talents that cost 1 point: Automobile:** Includes all street legal autos and RVs. **Boat:** Includes all sail, fishing, and speedboats.

Commercial Vehicles: Includes tractor-trailers, lifts, and all industrial vehicles. **Hovercraft:** Includes all hovercrafts. **Motorcycle:** Includes all street legal motorcycles. **Riding:**

Includes all domesticated riding animals. Spending 2 points in this talent means the character may perform a number of tricks and maneuvers on or with the animal, as well as riding exotic animals.

Piloting talents that cost 2 points: Flying: Includes single prop and twin prop airplanes and gliders. 3 points adds civilian helicopters and commercial airliners. **Flying: Military:** Includes all military helicopters and planes. 3 points adds jet. **Robots:** Includes all robots, of small to large size, of any variation, and all exosuits. **Ship:** Includes all pontoons, house boats, small industrial fishing, yachts, and ships, civilian and military, of equal caliber. 3 points include all oceangoing vessels, such as cruiseliners, oil tankers, submarines, and other large industrial and military vessels. **Spaceship: Small:** Includes all planetary and intersystem class vessels. 3 points include all transsystem and transgalactic vessels. **Tanks / APCs:** Includes all tanks and armored personnel carriers.

Pilot: Navigation: Allows the character to read radar and maps, plot courses, and identify the cardinal directions and landmarks. The character must make a check every ten miles of travel. A failed check means the character is off course by up to one-quarter of a mile.

Pilot: Seamanship: Character is familiar with the duties of seafarers. The character also understands basic seafarer mores and customs.

Pilot: Weapon Systems: The character is familiar with the operation of all types of panels and devices associated with weapon systems on vehicles that aren't directly operated manually.

Radio: This talent allows the character to understand the functions and operations of using citizen band, commercial, and military technologies in radio communications.

Read Lips: Characters with this talent have the ability to read lips. Rolling a success indicates that the character has read fifteen seconds of a conversation correctly.

Read/Write: This talent gives the character the ability to read and write properly. Conveyance of thought and cognitive extraction of thought is covered with this talent. Note that characters must have this talent to be literate. The most characters without this talent can achieve are writing their names and reading and understanding very simple sentences.

Religion: Characters with this talent are practiced in the theological doctrines of a particular religion. Scripture and rituals are well know by the character, and the character has some familiarity with religious concepts and duties not of his own.

Repair: General: Characters with this talent have an understanding of how to make basic property, equipment, and vehicle repairs and modifications.

Research: Characters with this talent are familiar with the concepts and methods involved in research. Extracting useful references, measures and models, finding quick summations and solutions, and compiling information are included in this talent. Note that characters that use magic, lower the difficulty of researching new spells by one when they have this talent.

Resistance: Characters with this talent have the ability to withstand extraordinary amounts of physical and mental stress, such as torture.

Rope Use: Identifying types and quality of ropes, as well as how to measure lengths, how to measure using ropes, tying different types of knots, etc. are covered by this talent.

Running: No, characters are not required to have this talent to run. Those who do possess this talent are considered track stars.

Scribe: Characters with this talent have a great understanding of how to quickly find useful references and form summations of those references. They also are talented in recording events using proper conveyance methods. Characters who use magic may lower the difficulty of successfully researching a spell by one

when they have this talent.

Set Traps: Characters with this talent have the ability to set traps and snares for animals, monsters, and people. When setting a trap, if a success is rolled the trap will activate as designed. If a failure is rolled, however, the trap will not. If three sixes were rolled, the trap activates as it is being set. This will injure the character. So, when designing traps, be careful, the design may work better than expected.

Singing: Characters with this talent are properly coached in singing. Specializing allows the character to be an expert at a particular type of singing, such as opera.

Sniper: This talent is primarily for use with projectile weapons. Using this talent allows a player at -1 action that round, to make a carefully placed shot rolling an additional die to attempt a successful roll. Called shots may be attempted when using the sniper talent.

Stamina: Characters with this talent have hardened themselves, physically and mentally, through rigorous training to be able to endure great amounts of stress.

Stealth: This talent gives the character the ability to sneak around silently and hide in the shadows. Unless technological detection devices or magical detection is used, this talent makes him undetectable.

Streetwise: Characters with this talent are knowledgeable in street lingo, gang colors and philosophies, dangerous areas of a city, potential dangerous situations, dealers, powerful individuals, and illegal activities.

Surveillance Systems: Characters with this talent have the ability to identify, install, and use alarms, motion detectors, display and recording equipment, and audio equipment. They also have the ability to hide miniaturized listening and video devices in enemy environs. Characters with this talent must also be talented in computer operations and basic electronics.

Survival: Characters with this talent have the ability to survive in a specific environment. They are aware of what dangerous animals live there, what enemy may be in the area, what plants and bugs are edible, and what techniques are implemented to make life a little easier in desperate situations.

Swimming: Characters with this talent are very proficient at swimming.

Tailoring: Characters with this talent have knowledge on how to design, construct, repair, and modify articles of clothing. Proper usage of machinery and equipment, as well as, models of measurement is covered by this talent.

Tracking: Characters with this talent have the ability to identify subtle changes in the environment that indicate recent activity, such as footprints, broken limbs, small objects of litter, etc. How often a character tracking a particular target must make a check, depends on the referee. Note that characters with this talent also have the ability to "tail" or follow their potential targets without being noticed. This also requires periodical talent checks.

Tumbling: Characters with this talent are proficient at leaps, tumbles, and falling. Characters with this talent may make tumbling feat rolls rolling +1 die to attempt a successful roll.

Ventriloquism: Characters with this talent have the ability to throw their voices and talk without moving their lips.

Writing: Characters with this talent have the ability to convey thought on paper at a very proficient status. Subject development, content flow, and structuring are talents that are developed. Styles of writing may also be chosen; creative, print journalism, business, and documentary styles are good examples.

Combat Oriented

These talents are meant to be used primarily in confrontations.

***Weapon Training:** grants a +1 die to rolls when using the specified weapon.

Ancient

Archery: Includes all bows and crossbows.

Blunt: Includes all hammers, maces, staves and other blunt weapons.

Mouth: Includes all blowguns and variations.

Pole Arms and Axes: Includes all pole arm weapons, such as halberds, ranseurs, pikes, etc.

Siege: Includes all ancient siege weaponry, such as ballista, catapults, fire projectors, etc.

Sword: Includes all blades, true or not, that measure more than a foot and a half in length; covers varieties of short swords, long swords, broad sword, single or double edged, etc.

Throwing: Characters with this talent are proficient in throwing small weapons, such as knives, hammers, explosives, etc. Allows him to use objects as ranged attacks.

Modern

Artillery: Characters with this talent have the ability to use any modern artillery weapons. This talent includes; loading, operating, plotting paths of projection, and adjusting for accuracy.

Rifle: Includes all rifles.

Heavy I: Includes all heavy machine-guns and tripod mounted weapons, such as the M-60 and the .50 caliber.

Heavy II: Includes all weapons that fire high explosive projectiles. Bazookas, LAWs, grenade launchers, rocket and missile systems and launchers are covered in this proficiency.

Pistol, Revolver, Sub-Machine Gun: Includes all civilian and military pistols.

Vehicle Mounted: Includes all land, sea, and air manually operated vehicle-mounted weapons. Helicopter door gunners, gunboat support weapons, and jeep and hummer mounted weapons are good examples of this proficiency in use.

Futuristic:

Energy Pistol: Includes all automatic, semi-auto, and constant flow firing ion, laser, and plasma pistols.

Energy Rifle: Includes all automatic, semi-auto, and constant flow firing ion, laser, and plasma rifles.

Heavy Energy Weapons: Includes all automatic, semi-auto, radius effect, and constant flow firing ion, laser, and plasma heavy energy weapons.

***Armor Optimization:** With the talent of armor optimization a character is trained to know the weaknesses of armor, and what measures to take to eliminate them. This bestows upon the armor worn by the character a +3 points.

***Lucky: Glancing Blow** The character is lucky, he may force his opponent to subtract 2 points scored against him. This requires using the character's turn.

***Lucky: Near Miss** The character is lucky, he may negate the points scored from any single hit from the opponent. This requires using his turn, and may only be used once per confrontation.

****Probability Manipulation I** The character may roll, once per confrontation, double the normal number of dice attempting to make a successful roll.

Probability Manipulation II (5) The character ALWAYS gets to roll one additional six-sided dice to attempt to make a successful roll.

****Dodge** Character may dodge one attack that scores points for the opponent once per confrontation.

****Lucky: Auto-Hit** The character is lucky. Once per confrontation, he can spend his turn and choose to automatically score 4 points against his opponent.

****Fast Attack** The character gets two turns in all the even numbered rounds.

Quick Attack Once per confrontation, the character may take a second turn in a single round.

Multiple Attacks (5) The character may take two turns every round.

Physical and Mental Talents

****Mysterious Death** Normally, if the character is beaten in a story, he is out for the rest of the story. If he has the Mysterious Death talent, he may rejoin the story after one confrontation has passed. This still requires spending one point to "re-activate" the character.

***Intuition** Once per story, per level he has achieved, the character may roll one extra dice in an attempt to successfully use a talent.

Genius (5) The character may ALWAYS roll one additional dice in attempt to successfully use a talent.

Strong When not using a ranged attack, the character scores +1 point against an opponent with a successful roll. The character also rolls an additional die when attempting feats that require strength.

Mega-Strong (5) When not using a ranged attack, the character scores +3 points against an opponent with a successful roll. The character also rolls two additional dice when attempting feats that require strength.

Agile When performing any feat that requires agility, the character rolls one additional die.

***Quick Reflexes** Once per story, per level he has achieved, the character may roll one additional die to attempt to successfully perform a talent that requires agility, or to gain a +1 to initiative.

Alert When rolling initiative, the character gains a +1 bonus.

Lucky: Alert Once per story, the character gains +2 when rolling initiative.

Healthy The character is incredibly fit. He gains +3 points. These points can not be used toward purchasing anything else.

****Mega-Healthy** The character is the epitome of fitness. He gains +6 points. These points can not be used toward purchasing anything else.

Tough The character gains +3 points. These points may not be used to purchase more powers.

****Mega-Tough** The character gains +6 points. These points may not be used to purchase more powers.

Combining Talents with Powers

When combining talents, powers, magic, gear, etc., they produce cumulative effects. However, the same aspect, of the same name, regardless of its type (T, P, G), may only be purchased once.

*Example 1: the aspect **Mega-Strong** is a talent (T). It is also a racial trait (RT), power (P), and cyber gear (CG). Any character, regardless of template, may only purchase any aspect once.*

*However, the talent, racial trait, power, cyber gear **Strong**, which grants +1 point when not using a ranged weapon and +1 die when performing feats requiring strength can be combined with **Mega-Strong**, which grants +3 points when not using a ranged weapon and +2 die when performing feats requiring strength, granting the character a total +4 points.*

Using Talents and Common Sense

Unless a specific talent allows for a particular bonus, the referee may want to omit some of the more simplistic talents mentioned in this book. For example, reading/writing, radio, math, etc. Of course this only applies if the character already has a talent that one of these lesser talents is detrimental to the success thereof.

For example, a character with archeology, or any other science, would have to know how to read, write, and use math to perform the talent. However, he may not know radio, yet a mechanical engineer may (and would definitely require all the others. Of course in the end, this all relies on the whims of the referee and his strictness.