

GENESYS TALENTS EXPANDED

Version 6.0

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REVISION AND EDIT LOG:

In an effort to further the works of the original collaborative authors and to support the fans of the FFG Genesys RPG gaming community, principal additions to this document include the Talents released in recent publication of the Genesys Expanded Player’s guide. This also includes a few minor grammatical error corrections, syntax revisions, and some additional modifications to the talents compiled within this compendium. Below is a reference table detailing modifications made to talents within this version from the V5.0 compendium.

Talent name	Modification	Reasoning
Unstoppable	Tier 2 elevated to tier 4	Falls in line with Tier 4 talent creation guidelines
Uncanny Senses	“Add ■■ per rank...” reduced to “Add ■ per rank”	Similar to Stalker and Physical training talents
Knack for It (option)	Refer to <u>Knack for It</u> talent for details	Expands available talent pool, mimics lower tier SW talents such as “Streetwise or Pilot: Skill Jockey”
Unarmed Parry	<i>The character can be considered to be using a shield for purposes of the Reflect talent at the GM’s discretion.</i>	Option to allow Martial Artist/Monk style characters to be able to use the Reflect talent line versus thrown weapons or primitive ranged attacks (arrows) per GM approval.
Vehicle Combat Training	Gunnery , and Driving and Piloting become career skills. (removed Piloting)	Original SW talent read “Gunnery and Piloting (Planetary) become career skills”
Intense Focus	Reduced from Tier 5 to Tier 3	Falls in line with Tier 3 talent creation guidelines
Jury-Rigged	Reduced from Tier 4 to Tier 3	Falls in line with Tier 3 talent creation guidelines*****
Sorry about the Mess	Reduced from Tier 4 to Tier 3	Tier 3 talent guidelines, original Gunslinger SW tree T3
Hard-Boiled	Removed the translation from No Disintegrations	SOTB provided newer version of this talent.
Armor Master	Moved down from Tier 3 to tier1	Special caveats downgrade to T1
Armor Master Improved	Moved down from Tier 4 to tier3	Special caveats downgrade to T3
Sound Investments	Reduced from Tier 3 to Tier 2	EOTI provided Tier 2 version of this talent

INTRODUCTION

Genesys Talents Expanded is a community effort to bring a wider selection of talents to the Genesys Roleplaying System, published by Fantasy Flight Games, to provide GM's and players more options for constructing their campaigns and characters. The bulk of these talents are from Fantasy Flight Games publications, mostly from the Star Wars Roleplaying games, Edge of the Empire, Age of Rebellion, and Force and Destiny. Talents from the Star Wars games, which do not fit the nature and/or standards of Genesys, were modified and/or renamed, or omitted altogether.

Additional talents, at the end of the collection, were created and vetted by the Genesys gaming community.

TIER 1

All-Terrain Driver

Tier: 1

Activation: Passive

Ranked: No

Do not suffer usual penalties for driving through difficult terrain when using **Driving**.

Sources: ACRB, ETU, ND

Apothecary

Tier: 1

Activation: Passive

Ranked: Yes

When a patient under your character's care heals wounds from natural rest, they heal additional wounds equal to twice your character's ranks in Apothecary.

Source: ROT

Armor Master

Tier: 1

Activation: Passive

Ranked: No

When wearing armor, increase total soak value by 1.

Sources: ACRB, EBGR, ECRB, KTP

Black Market Contacts

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

When purchasing illegal goods, may reduce rarity by 1 per rank of Black-Market Contacts, increasing cost by 50 percent of base cost per reduction.

Source: ECRB

Basic Combat Training

Tier: 1

Activation: Passive

Ranked: No

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

Source: EOTI

Bought Info

Tier: 1

Activation: Active (Action)

Ranked: No

When making any knowledge skill check, your character can instead use this talent to spend an amount of currency equal to fifty times the

difficulty of the check and automatically succeed on the knowledge check with one uncanceled ✨ (instead of rolling). At your GM's discretion, your character may not be able to use Bought Info if the information is particularly sensitive or difficult to find or buying it doesn't make narrative sense.

Source: GCRB

Brace

Tier: 1

Activation: Active (Maneuver)

Ranked: Yes

As a maneuver, the character may Brace himself. This allows a character to remove ■ per rank of Brace from the next skill check based on changing conditions, inclement weather, unstable surfaces, zero gravity, heavy gravity, or other disruptive physical obstacles that would make a skill check more difficult.

Sources: ACRB, ECRB

Bullrush

Tier: 1

Activation: Active (Incidental)

Ranked: No

When your character makes a **Brawl**, **Melee (Light)**, or **Melee (Heavy)** combat check after using a maneuver to engage a target, you may spend ▲▲▲ or 🌀 to use this talent to knock the target prone and move them up to one range band away from your character.

Source: ROT

Call 'Em

Tier: 1

Activation: Passive

Ranked: No

Do not add ■ to combat checks due to the use of the Aim maneuver.

Source: FC

Challenge!

Tier: 1

Activation: Active (Maneuver)

Ranked: Yes

Once per encounter, your character may use this talent to choose a number of adversaries within short range no greater than your character's ranks in Challenge! (a minion group counts as a single adversary for this purpose). Until the encounter ends or your character is incapacitated, these adversaries add ■ to combat checks targeting your character and ■■ to combat checks targeting other characters.

Source: ROT

Clever Retort

Tier: 1

Activation: Active (Incidental, Out of Turn)

Ranked: No

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

Source: GCRB

Component Casting

Tier: 1

Activation: Active (Incidental)

Ranked: No

When your character cast a spell, they may use this talent to consume a physical item and add ■ to the check. The item does not have to be expensive or rare, but it does have to be thematically appropriate for the spell, available to your character and subject to the GM's approval.

Source: GEPG

Construction Specialist

Tier: 1

Activation: Passive

Ranked: Yes

Your character removes one ■ per rank of Construction Specialist from checks made to construct bases, defense works, positions, fortifications, tunnels, bunkers, and similar combat engineering projects.

Source: FO

Cosmopolitan Upbringing

Tier: 1

Activation: Passive

Ranked: No

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

Source: EOTI

Corporate Drone

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains **Knowledge (Society)** or **Negotiation** as a career skill. In addition, once per session, your character may collect a small favor from any other member of a single corporation (chosen when you take this talent), even if they do not owe your character a favor.

Source: SOTB

Creative Design

Tier: 1

Activation: Passive

Ranked: Yes

As part of resolving a successful crafting check, your character may also apply a result equivalent to spending a number of Δ equal to their ranks in Creative Design. The GM may then apply a result equivalent to the same number of Δ .

Source: FO

Custom Code

Tier: 1

Activation: Passive

Ranked: No

When your character selects this talent, they choose one icebreaker or piece of ice that they own. If they choose an icebreaker, whenever they use that icebreaker to override ice, they add Δ to the results. If they choose a piece of ice, whenever someone else attempts to override it, they add Δ to the results.

Source: SOTB

Custom Rig

Tier: 1

Activation: Passive

Ranked: Yes

When your character selects this talent, they choose one computer (such as a rig, PAD, or spinal modem) that they own. The amount of ice or icebreakers (your character's choice) that they can have on that computer is increased by 1 per rank of Custom Rig. (This may be a mix of ice and icebreakers, as long as the combined total increase does not exceed your character's ranks in Custom Rig). If your character loses their affected computer, they may choose a new computer to be affected by this talent.

Source: SOTB

Customer Service Experience

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

After your character makes a **Charm** check, they may suffer 1 strain use this talent to cancel Δ equal to your character's ranks in Customer Service Experience.

Source: SOTB

Dark Insight

Tier: 1

Activation: Active (Incidental)

Ranked: No

When a spell adds a quality to your character's spell with a rating determined by your character's ranks in **Knowledge (Lore)**, your character may use their ranks in **Knowledge (Forbidden)** instead.

Source: ROT

Data Miner

Tier: 1

Activation: Active (Incidental)

Ranked: No

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

Source: EOTI

Deep Pockets

Tier: 1

Activation: Active (Maneuver)

Ranked: No

Once per session, your character may use this talent to produce a small but narratively useful item from their pockets, backpack, or similar receptacle (it turns out the item had been there the whole time).

Your GM has final say as to what items can be produced with Deep Pockets, but generally the item should cost less than 100 credits and have an encumbrance of 0 or 1.

Source: SOTB

Defensive Sysops

Tier: 1

Activation: Passive

Ranked: No

When attempting to defend a computer system against intrusion (or when someone attempts to hack a computer owned or programmed by your character) your character adds ■■ to their opponent's checks. If your character has access to the computer system when the intrusion takes place, they are automatically aware of the intrusion.

Source: GCRB

Desperate Recovery

Tier: 1

Activation: Passive

Ranked: No

Before your character heals strain at the end of an encounter, if their strain is more than half of their strain threshold, they heal two additional strain.

Source: GCRB

Diplomatic Instruction

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains **Leadership** or **Negotiation** as a career skill. In

addition, when using one of these skills to convince their allies to undertake a particular task in a social encounter, your character may spend ♠♠ to heal 3 strain.

Source: EOTI

Disenfrancisto

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains **Streetwise** or **Survival** (your choice) as a career skill. In addition, once per session, your character may collect a small favor from any other *Disenfrancisto*, even if they do not owe your character a favor.

Source: SOTB

Duelist

Tier: 1

Activation: Passive

Ranked: No

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

Source: GCRB

Dungeoneer

Tier: 1

Activation: Passive

Ranked: Yes

After your character makes a **Perception**, **Vigilance**, or **Knowledge (Adventuring)** check to notice, identify, or avoid a threat in a cavern, subterranean ruin, or similar location, your character cancels a number of uncanceled ♠ no greater than your character's ranks in Dungeoneer.

Source: ROT

Durable

Tier: 1

Activation: Passive

Ranked: Yes

Your character reduces any Critical Injury result they suffer by 10 per rank of Durable, to a minimum of 01.

Source: GCRB

Elementalist

Tier: 1

Activation: Passive

Ranked: No

When your character purchases this talent, choose one of the following attack spell effects (and associated element): Fire (fire), Ice (water), Impact (earth), or Lightning (air). Whenever your character casts an Attack spell, they always add the chosen effect to the spell without increasing the difficulty. However, they may never add any of the other three effects to a spell they may cast.

Sources: GEFG

Emergency Thruster Burn

Tier: 1

Activation: Active (Incidental)

Ranked: No

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

Source: EOTI

Emergency Vacuum Training

Tier: 1

Activation: Passive

Ranked: No

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

Source: EOTI

Ensorcelled

Tier: 1

Activation: Active (Incidental)

Ranked: No

If your character has at least one rank in a magic skill, once per encounter, they may use this talent to add Δ to the result of their next social skill check.

Additionally, this has a passive narrative effect; your character's appearance is subtly enhanced by their magic. Others do not note it as supernatural, but maybe slightly put off. What form this takes is up to you, with GM's approval, but should be based on the magic skill your character possesses (as well as their backstory).

Sources: GEFG

Extra Ammo

Tier: 1

Activation: Passive

Ranked: No

Cannot run out of ammo due to a \otimes . Items with Limited Ammo quality run out of ammo as normal.

Sources: ACRB, ECRB

Familiar Sky

Tier: 1

Activation: Active (Maneuver)

Ranked: No

Once per session, may perform a Familiar Sky maneuver; make a Hard ($\blacklozenge\blacklozenge\blacklozenge$) Knowledge check to reveal the current type of environment and other useful information.

Sources: ACRB, ECRB

Finesse

Tier: 1

Activation: Active (Incidental)

Ranked: No

When making a **Brawl** or **Melee (Light)** check, your character may use Agility instead of Brawn.

Source: ROT

Fires of Conviction

Tier: 1

Activation: Passive

Ranked: No

Your character must be a Gashlai or a N'orr or have allegiance to the Yin Brotherhood, the

Argent Flight, or the Keleres to benefit from this talent. Your character rerolls failed fear checks.

Source: EOTI

Forager

Tier: 1

Activation: Passive

Ranked: No

Your character removes up to ■■ from any skill checks they make to find food, water, or shelter. Checks to forage or search the area that your character makes take half the time they would normally.

Source: GCRB

Former Professor

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains one **Knowledge** skill (of your choice) as a career skill. In addition, once per session, your character may collect a small favor from a member of an institute of higher learning, even if they do not owe your character a favor.

Source: SOTB

Grit

Tier: 1

Activation: Passive

Ranked: Yes

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

Source: GCRB

Hamstring Shot

Tier: 1

Activation: Active (Action)

Ranked: No

Once per round, your character may use this talent to perform a ranged combat check against one non-vehicle target within range of the weapon used. If the check is successful, halve the damage inflicted by the attack (before reducing damage by the target's soak). The target is immobilized until the end of its next turn.

Source: GCRB

Hand on The Throttle

Tier: 1

Activation: Active (Incidental)

Ranked: No

Once per round while driving or piloting a vehicle, your character may use this talent to increase or decrease its speed by 1, to a minimum of 0 or a maximum of the vehicle's max speed.

Sources: EOTI, SOTB

Historical Record

Tier: 1

Activation: Active (Incidental)

Ranked: No

Your character must be a Winnu or have allegiance to the Empyrean or the Nomad to benefit from this talent. Once per session before making a knowledge skill check or

Astrocartography check, your character may use this talent to succeed on the check with ✨ ✨ ✨.

Source: EOTI

Hidden Storage

Tier: 1

Activation: Passive

Ranked: Yes

Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.

Sources: ACRB, EBGR, ECRB

Iaijutsu Training

Tier: 1

Activation: Passive

Ranked: No

The first time during an encounter that your character draws a Melee weapon, increase the weapon's damage by 2 for the remainder of the turn.

Source: SOTB

Jump Up

Tier: 1

Activation: Active (Incidental)

Ranked: No

Once per round during your character's turn, your character may use this talent to stand from a prone or seated position as an incidental.

Source: GCRB

Knack for It

Tier: 1

Activation: Passive

Ranked: Yes

When you purchase this talent for your character, select one skill. Your character removes ■■ from any checks they make using this skill. Each additional time you purchase this talent for your character, select two additional skills. Your character also removes ■■ from any checks they make using these skills. You cannot select combat or magic skills when choosing skills for this talent.

Optional rule (in lieu of above):

When you purchase this talent select one skill.

Your character removes ■ from any checks they make using this skill per rank. This talent can be chosen for a different skill (as a Tier 1 talent) creating a new unique talent line.

Source: GCRB

Knockout Punch

Tier: 1

Activation: Passive

Ranked: No

Your character adds the Stun quality to their **Brawl** combat checks, with a rating equal to two plus your character's ranks in **Coordination** (this does not stack with other instances of the Stun quality).

Source: SOTB

Know Somebody

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

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

Source: GCRB

Knowledge Specialization

Tier: 1

Activation: Passive

Ranked: Yes

When acquired, choose 1 **Knowledge** skill. When making that skill check, may spend a ☉ result to gain additional ✨ equal to ranks in Knowledge Specialization.

Sources: ACRB, ECRB, FCRB

Life on the Streets

Tier: 1

Activation: Passive

Ranked: No

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

Source: EOTI

Let's Ride

Tier: 1

Activation: Active (Incidental)

Ranked: No

Once per round during your character's turn, your character can use this talent to mount or dismount from a vehicle or animal, or move from one position in a vehicle to another (such as from the cockpit to a gun turret) as an incidental. In addition, if your character suffers a short-range fall (see page 112) from a vehicle or animal, they suffer no damage and land on their feet.

Source: GCRB

Museum Worthy

Tier: 1

Activation: Active (Action)

Ranked: No

Once per session, take Museum Worthy action, make a **Hard** (◆◆◆) **Knowledge** check to ascertain information regarding a relic, ruin, or piece of history.

Source: ETU

Net Search

Tier: 1

Activation: Active (Maneuver)

Ranked: No

If your character has access to the Network, they may use this talent to upgrade the ability of the next Knowledge check they make during their turn twice and the difficulty of that check once. Your GM must spend a ⚔ to have your character learn some seemingly relevant and believable information that turns out to be completely (and possibly maliciously) false.

Source: SOTB

Nocturnal Upbringing

Tier: 1

Activation: Passive

Ranked: No

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

Source: EOTI

Null Gravity Adept

Tier: 1

Activation: Passive

Ranked: No

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

Source: EOTI

One with Nature

Tier: 1

Activation: Active (Incidental)

Ranked: No

When in the wilderness, your character may make a **Simple (-) Survival** check, instead of **Discipline** or **Cool**, to recover strain at the end of an encounter (see page 117).

Source: GCRB

Painful Blow

Tier: 1

Activation: Active (Incidental)

Ranked: No

When your character makes a combat check, you may voluntarily increase the difficulty by one to use this talent. If the target suffers one or more wounds from the combat check, the target suffers 2 strain each time they perform a maneuver until the end of the encounter.

Source: ROT

Parry

Tier: 1

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

When your character suffers a hit from a melee combat check, after damage is calculated but before soak is applied (so immediately after Step 3 of Perform a Combat check, page 102), your character may suffer 3 strain to use this talent to reduce the damage of the hit by two plus their ranks in Parry. This talent can only be used once per hit, and your character needs to be wielding a Melee weapon.

Source: GCRB

Physician

Tier: 1

Activation: Passive

Ranked: Yes

When making a **Medicine** check to help a character heal wounds, the target heals 1 additional strain per rank of Physician.

Source: FCRB

Precision

Tier: 1

Activation: Active (Incidental)

Ranked: No

When making a **Brawl** or **Ranged** check, your character may use **Cunning** instead of **Brawn** and **Agility**.

Source: ROT

Proper Upbringing

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

When your character makes a social skill check in polite company (as determined by your GM), they may suffer a number of strain to use this talent to add an equal number of \wedge to the check. The number may not exceed your character's ranks in Proper Upbringing.

Source: GCRB

Quick Draw

Tier: 1

Activation: Active (Incidental)

Ranked: No

Once per round on your character's turn, they may use this talent to draw or holster an easily accessible weapon or item as an incidental. Quick Draw also reduces a weapon's Prepare rating by one, to a minimum of one.

Source: GCRB

Quick Strike

Tier: 1

Activation: Passive

Ranked: Yes

Your character adds \blacksquare for each rank of Quick Strike to any combat checks they make against any targets that have not yet taken their turn in the current encounter.

Source: GCRB

Rapid Reaction

Tier: 1

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Your character may suffer a number of strain to use this talent to add an equal number of \star to a **Vigilance** or **Cool** check they make to determine Initiative order. The number may not exceed your character's ranks in Rapid Reaction.

Source: GCRB

Rapid Recovery

Tier: 1

Activation: Passive

Ranked: Yes

When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

Sources: ABGR, ACRB, ECRB, FBGR, FCRB

Redundant Systems

Tier: 1

Activation: Active (Action)

Ranked: No

Once per session, may take a Redundant Systems action; make an **Easy** (\blacklozenge) **Mechanics** check to harvest components from a functioning device to repair a broken one without breaking the first device.

Sources: ACRB, ECRB

Reflect

Tier: 1

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

When your character suffers a hit from a Ranged combat check, after damage is calculated but before soak is applied, your character may suffer 3 strain to use this talent to reduce the damage of the hit by two plus their ranks in Reflect. This talent can only be used once per hit, and your character needs to be wielding a Shield or Weapon (Lightsaber, etc.) deemed appropriate by the GM.

Sources: FBGR, FCRB

Resourceful Mechanic

Tier: 1

Activation: Passive

Ranked: Yes

When your character makes a **Mechanics** check to repair system strain or hull trauma on a vehicle, they repair one additional system strain or hull trauma per rank of Resourceful Mechanic.

Source: SOTB

Sagacious Instruction

Tier: 1

Activation: Passive

Ranked: No

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

Source: ROT

Source: EOTI

Second Wind

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

Once per encounter, your character may use this talent to heal an amount of strain equal to their ranks in Second Wind.

Source: GCRB

Shapeshifter

Tier: 1

Activation: Passive

Ranked: No

When your character is incapacitated due to having exceeded their strain threshold while in their normal form, they undergo the following change as an out-of-turn incidental: they heal all strain, increase their **Brawn** and **Agility** by one to a maximum of 5 and reduce their Intellect and Willpower by one to a minimum of 1. They deal +1 damage when making unarmed attacks and their unarmed attacks have a Critical rating of 3, but they cannot use magic skills or make ranged attacks. Your GM should ensure that NPCs react appropriately to this (at the very least, upgrading the difficulty of social skill checks twice). Your character reverts to their normal form after eight hours or if they become incapacitated (for instance, by exceeding their wound or strain threshold).

Source: ROT

Shield Slam

Tier: 1

Activation: Active (Incidental)

Ranked: No

When your character uses a shield to attack a minion or rival, you may spend $\Delta\Delta\Delta\Delta$ or \otimes to stagger the target until the end of the target's next turn.

Signature Vehicle

Tier: 1

Activation: Passive

Ranked: Yes

Choose one starship or vehicle with a silhouette of 3 or lower that your character owns. This vehicle is your character's "Signature Vehicle." Upgrade the ability of all **Mechanics** checks made to work on the vehicle once. If the vehicle ever lost or destroyed, the character may apply Signature Vehicle to a new vehicle that meets the requirements.

Sources: SOT, SM

Skilled Mechanic

Tier: 1

Activation: Passive

Ranked: Yes

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

Source: EOTI

Smooth Talker

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

When first acquired choose 1 skill: **Charm, Coercion, Deception, or Negotiation**. When making checks with that skill spend \otimes to gain additional \star equal to ranks in Smooth Talker.

Sources: ACRB, ECRB, FCRB

Solid Repairs

Tier: 1

Activation: Passive

Ranked: Yes

The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

Sources: ABGR, ACRB, ECRB, FCRB

Soothing Tone

Tier: 1

Activation: Active (Action)

Ranked: No

Once per encounter, take a Soothing Tone action; make an **Average** (◆◆) **Knowledge** check to allow a beast to recover strain equal to ✨.

Sources: SOT, SS

Street Fighter

Tier: 1

Activation: Active (Incidental)

Ranked: No

When your character disorients or knocks their target prone while making a **Brawl** combat check, they may use this talent to cause the target to suffer wounds equal to your character's ranks in **Skullduggery**.

Source: SOTB

Surgeon

Tier: 1

Activation: Passive

Ranked: Yes

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

Source: GCRB

Subtle

Tier: 1

Activation: Active (Incidental)

Ranked: No

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

Source: EOTI

Swift

Tier: 1

Activation: Passive

Ranked: No

Your character does not suffer the penalties for moving through difficult terrain (they move through difficult terrain at normal speed without spending additional maneuvers).

Source: GCRB

Tavern Brawler

Tier: 1

Activation: Passive

Ranked: No

Your character adds ⚡ to **Brawl** checks and combat checks using improvised weapons.

Source: ROT

Templar

Tier: 1

Activation: Passive

Ranked: No

Divine is now a career skill for your character.

They can only cast one spell using this skill per encounter.

Source: ROT

Toughened

Tier: 1

Activation: Passive

Ranked: Yes

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

Source: GCRB

Tri-Maf Contact

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains **Melee** or **Skullduggery** (your choice) as a career skill. In addition, once per session, your character may collect a small favor from a member of a single or crime group (chosen when you take this talent), even if they do not owe your character a favor.

Source: SOTB

Tumble

Tier: 1

Activation: Active (Incidental)

Ranked: No

Once per round on your character's turn, they may suffer 2 strain to disengage from all engaged adversaries.

Source: ROT

Union Member

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains **Athletics, Mechanics, or Operating** (your choice) as a career skill. In addition, once per session, your character may collect a small favor from a member of Humanity Labor or Human First, even if they do not owe your character a favor.

Source: SOTB

Unremarkable

Tier: 1

Activation: Passive

Ranked: No

Other characters add ✕ to any checks made to find or identify your character in a crowd.

Source: GCRB

War Veteran

Tier: 1

Activation: Passive

Ranked: No

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

Source: EOTI

Wheel and Deal

Tier: 1

Activation: Passive

Ranked: Yes

When selling good legally, gain 10% more currency per rank of Wheel and Deal.

Where did I put that?

Tier: 1

Activation: Active (Action)

Ranked: No

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

Source: EOTI

Worlds War Vet

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains **Ranged (Heavy) or Resilience** as a career skill. In addition, once per session, your character may collect a small favor from a current or former member of a single country's military (chosen when you take this talent), even if they do not owe your character a favor.

Source: SOTB

Xenoreader

Tier: 1

Activation: Passive

Ranked: Yes

When you purchase this talent for your character, choose one of the following five categories: mammalian, aquatic, insectoid, reptilian, or anomaly (species that do not fit into one of the other categories). When your character makes a social skill check targeting a member of the chosen category, add ^^ to the results.

Each additional time you purchase this talent for your character, you may choose one additional category.

Source: EOTI

Years on The Force

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains **Perception** or **Ranged (Light)** as a career skill. In addition, once per session, your character may collect a small favor from a current or former member of the NAPD or New Angeles city government, even if they do not owe your character a favor.

Source: SOTB

TIER 2

Adventurer

Tier: 2

Activation: Passive

Ranked: No

Athletics and **Knowledge (Adventuring)** are now career skills for your character.

Source: ROT

Aethersprite

Tier: 2

Activation: Active (Action)

Ranked: No

Once per encounter, if your character has access to a computer network, they may use this talent to make an **Average (◆◆) Computers** check. If successful, they reduce the difficulty of all further **Computers** and **Skulduggery** checks to use or manipulate the system or linked subsystems (such as electronic locks on doors) by 1 for the remainder of the encounter. If this would reduce a check's difficulty to **Simple (-)**, the character can choose instead to succeed without making the check.

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

Source: EOTI

Angle the Shields

Tier: 2

Activation: Active (Action)

Ranked: Yes

While piloting a starship of silhouette 4 or greater, your character may make a **Hard (◆◆◆) Operating** check to use this talent. If they succeed, their starship suffers system strain no greater than their ranks in this talent, and until the end of their next turn, whenever their starship is targeted by a combat

check, remove ■ from the dice pool equal to the system strain suffered and add an equal number of ✕ to the results.

Source: EOTI

Animal Expertise (Hunter)

Tier: 2

Activation: Passive

Ranked: Yes

Add ■ per rank of Animal Expertise to all checks when interacting with beast or animals (including combat checks). Add +10 to Critical Injury results against beasts or animals per rank of Animal Expertise.

Sources: ECRB, FCRB

Bad Cop

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

Your character may spend △△ from a **Coercion** or **Deception** check to use this talent to upgrade the ability of a single ally's subsequent social skill check a number of times equal to your character's ranks in Bad Cop. The check must target the same character as your character's initial check, and it must take place during the same encounter.

Only one character may affect a check with this talent.

Source: SOTB

Bard

Tier: 2

Activation: Passive

Ranked: No

Knowledge (Lore) and **Verse** are now career skills for your character.

Source: ROT

Barrage

Tier: 2

Activation: Passive

Ranked: Yes

Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

Source: ABGR, FIB, EBGR, ECRB

Basic Military Training

Tier: 2

Activation: Passive

Ranked: No

Athletics, Ranged (Heavy), and Resilience are now career skills for your character.

Source: GCRB

Beast Wrangler

Tier: 2

Activation: Passive

Ranked: Yes

Add ■ per rank of Beast Wrangler to checks to tame or wrangle creatures.

Source: SOT

Berserk

Tier: 2

Activation: Active (Maneuver)

Ranked: No

Once per encounter, your character may use this talent. Until the end of the encounter or until they are incapacitated, your character adds ✨▲▲ to all melee combat checks they make. However, opponents add ✨ to all combat checks targeting your character. While berserk, your character cannot make ranged combat checks. At the end of the encounter (or when they are incapacitated), your character suffers 6 strain.

Source: GCRB

Big Guns

Tier: 2

Activation: Passive

Ranked: No

Your character's encumbrance threshold is 10 plus their Brawn, instead of 5 plus their Brawn. Your character reduces the Cumbersome rating of any weapon they carry by 1, to a minimum of 3.

Source: SOTB

Blackmail

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: No

When an NPC exceeds his strain threshold, may spend 1 Story Point to convince that NPC to perform a single task of choice instead.

Source: DA

Block

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the Parry talent to benefit from this talent. While wielding a shield, your character may use the Parry talent to reduce damage from ranged attacks as well as melee attacks targeting your character.

Source: ROT

Blood Sacrifice

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

Your character must have purchased the Dark Insight talent to benefit from this talent. Before your character makes a magic skill check, they may suffer a number of wounds to use this talent to add an equal number of ✨ to the check. The number cannot exceed your character's ranks in Blood Sacrifice.

Source: ROT

Blooded

Tier: 2

Activation: Passive

Ranked: Yes

Add ■ per rank of Blooded to all checks to resist or recover from poisons, venoms, or toxins.

Reduce duration of ongoing poisons by 1 round per rank of Blooded to a minimum of 1.

Sources: ACRB, ECRB

Brilliant Casting

Tier: 2

Activation: Active (Incidental)

Ranked: No

When your character casts a spell, you may spend one Story Point to use this talent to add Δ equal to your character's ranks in Knowledge to the results.

Source: GEPG

Bulwark

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the Parry talent to benefit from this talent. While wielding a weapon with the Defensive quality, your character may use Parry to reduce the damage of an attack targeting an engaged ally.

Source: ROT

Burly

Tier: 2

Activation: Passive

Ranked: Yes

Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burly to a minimum of 1.

Sources: FIB, DC

Called Shot

Tier: 2

Activation: Passive

Ranked: No

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

Source: EOTI

Chameleon Infiltration

Tier: 2

Activation: Active (Incidental)

Ranked: No

Your character must be a Yssaril or have allegiance to the Yssaril Tribes to benefit from this talent. When your character makes a **Stealth** check, they may use this talent and spend all Δ generated by the check to add an equal number of Δ to the results of the next combat check they make during the current encounter.

Source: EOTI

Chill of Nordros

Tier: 2

Activation: Active (Incidental)

Ranked: No

Your character cannot take this talent if they have taken the Flames of Kellos talent. When casting an Attack spell, your character may add the Ice effect without increasing the difficulty. Your character can never add the Fire effect.

Source: ROT

Code Slinger

Tier: 2

Activation: Passive

Ranked: No

When your character performs the activate program maneuver (page 132) in a hacking encounter, they can choose not to deactivate one other active icebreaker. They may have two icebreakers active at once.

Source: SOTB

Combat Medicine

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

Before making a **Medicine** check, your character may use this talent to add \star equal to their ranks in Combat Medicine to the results. After the check is resolved, the target suffers 2 strain for each rank your character has in Combat Medicine.

Source: SOTB

Combined Arms

Tier: 2

Activation: Passive

Ranked: No

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

Sources: EOTI

Command

Tier: 2

Activation: Passive

Ranked: Yes

Add ■ per rank of Command when making **Leadership** checks. Affected targets add ■ to Discipline checks for next 24 hours.

Sources: ACRB, ECRB, FCRB

Confidence

Tier: 2

Activation: Passive

Ranked: Yes

May decrease difficulty of **Discipline** checks to avoid fear by 1 per rank of Confidence, to a minimum of Easy (◆).

Sources: ACRB, ECRB, FCRB

Containment

Tier: 2

Activation: Passive

Ranked: Yes

The character and each ally within short range may spend ⚔ on their failed combat checks to inflict one strain on the target per rank of Containment. Each character can only activate this effect once per round.

Sources: FIB, KTP

Coordinated Assault

Tier: 2

Activation: Active (Maneuver)

Ranked: Yes

Once per turn, your character may use this talent to have a number of allies engaged with your character equal to your ranks in **Leadership** add

▲ to all combat checks they make until the end of your character's next turn. The range of this talent increases by one band per rank of Coordinated Assault beyond the first.

Source: GCRB

Counteroffer

Tier: 2

Activation: Active (Action)

Ranked: No

Once per session, your character may use this talent to choose one non-nemesis adversary within medium range and make an opposed Negotiation versus Discipline check. If successful, the target becomes staggered until the end of their next turn. At your GM's discretion, you may spend ⚔ on this check to have the adversary become an ally until the end of the encounter. However, the duration of this may be shortened or extended depending on whether your GM feels your offer is appealing to the adversary and whether your character follows through on their offer!

Source: GCRB

Cutting Question

Tier: 2

Activation: Active (Incidental)

Ranked: No

Once per encounter, when making a **Coercion** skill check, the character may use Deception skill instead.

Source: DA

Daring Aviator

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

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

Source: GCRB

Debilitating Shot

Tier: 2

Activation: Active (Incidental)
 Ranked: No
 Upon successful attack with a starship or vehicle weapon, may spend **AA** to reduce the maximum speed of the target by 1 until the end of the next round.

Sources: ACRB, ND

You may spend a Story Point to use this talent to have your character heal system strain on a vehicle they are currently driving, piloting, or operating equal to their ranks in **Driving, Piloting, or Operating** (choose the skill used to direct the vehicle).

Source: SOTB

Deceptive Taunt

Tier: 2
 Activation: Active (Action)
 Ranked: No
 Once per session, may make Deceptive Taunt action. Make opposed **Deception** check. If successful, one adversary must attack the character during adversary's next turn.

Source: FH

Dirty Tricks

Tier: 2
 Activation: Active (Incidental)
 Ranked: No
 After your character inflicts a Critical Injury on an adversary, they may use this talent to upgrade the difficulty of that adversary's next check.

Source: ROT

Defensive Stance

Tier: 2
 Activation: Active (Maneuver)
 Ranked: Yes
 Once per round, your character may suffer a number of strain no greater than their ranks in Defensive Stance to use this talent. Then, until the end of your character's next turn, upgrade the difficulty of all melee combat checks targeting your character a number of times equal to the strain suffered.

Source: GCRB

Disorient

Tier: 2
 Activation: Passive
 Ranked: Yes
 After hitting with combat check, may spend **AA** to disorient target for number of rounds equal to ranks in Disorient.

Sources: ACRB, ECRB

Defensive Sysops (Improved)

Tier: 2
 Activation: Active (Incidental)
 Ranked: No
 Your character must have purchased the Defensive Sysops talent to benefit from this talent. Before adding **■■** from Defensive Sysops to a check, use this talent to add **XA** to the results of the check instead.

Source: GCRB

Distracting Behavior

Tier: 2
 Activation: Active (Maneuver)
 Ranked: Yes
 Make a Distracting Behavior maneuver and suffer strain no greater than ranks in **Cunning**. Until the beginning of next turn, equal number of engaged NPC's suffer **A** on checks. Range increases with additional ranks.

Source: FH

Determined Driver

Tier: 2
 Activation: Active (Incidental)
 Ranked: No

Dominion of the Dimora

Tier: 2
 Activation: Active (Incidental)
 Ranked: No
 Your character cannot take this talent if they have taken the Favor of the Fae talent. When casting an Attack spell, your character may add the Impact effect without increasing the difficulty. Your character can never add the Manipulative effect.

Source: ROT

Driven to Succeed

Tier: 2

Activation: Active (Incidental)

Ranked: No

Your character must be a Human or Winnu or have allegiance to the Federation of Sol or the Winnu to benefit from this talent. Once per session, your character may spend $\Delta\Delta$ or \otimes from any check they make to use this talent to move up to two Story Points from the GM pool to the players' pool.

Source: EOTI

Dual Wielder

Tier: 2

Activation: Active (Maneuver)

Ranked: No

Once per round, your character may use this talent to decrease the difficulty of the next combined combat check (see Two- Weapon Combat, on page 108) they make during the same turn by one.

Source: GCRB

Dynamic Fire

Tier: 2

Activation: Active (Incidental)

Ranked: No

When making a ranged attack while engaged with an opponent, may suffer 2 strain to reduce the ranged modifier by 1.

Source: ACRB

Encouraging Song

Tier: 2

Activation: Active (Action)

Ranked: No

While equipped with a musical instrument, your character may use this talent to make an **Average** ($\blacklozenge\blacklozenge$) **Charm** or **Verse** check. For each \star the check generates, one ally within medium range adds \blacksquare to their next skill check. For each Δ , one ally benefiting from Encouraging Song heals 1 strain.

Source: ROT

Ensorcelled (Improved)

Tier: 2

Activation: Passive

Ranked: No

Your character must have purchased the *Ensorcelled talent* to benefit from this talent. If your character has at least two ranks in a magic skill, when using the *Ensorcelled talent*, they may add $\star\Delta$ to the result of their next social skill check (instead of Δ).

After purchasing this talent, your character's appearance is now noticeably changed by their magic. What form this enhancement takes is up to you, with GM's approval, but should be based on the magic skill your character possesses (as well as their backstory).

Sources: GEPG

Exploit

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

When your character makes a combat check with a **Ranged** or **Melee (Light)** weapon, they may suffer 2 strain to use this talent to add the Ensnare quality to the attack. The rating of the Ensnare quality is equal to your character's ranks in Exploit.

Source: ROT

Fan the Hammer

Tier: 2

Activation: Active (Incidental)

Ranked: No

Once per encounter before making a combat check with a pistol (your GM has the final say on whether a weapon is a pistol or not), your character may use this talent to add the *Auto-fire quality* to the pistol when resolving the check. If your character does, the weapon runs out of ammo exactly as with an *Out of Ammo* result (see page 104).

Source: GCRB

Fancy Paint Job

Tier: 2

Activation: Passive

Ranked: No

Your character must have purchased the Signature Vehicle talent to benefit from this talent. Upgrade all **Charm**, **Deception**, and **Negotiation** checks made in the presence of Signature Vehicle once.

Sources: SOT, SM

Favor of the Fae

Tier: 2

Activation: Active (Incidental)

Ranked: No

Your character cannot take this talent if they have taken the Dominion of the Dimora talent. When casting an Attack spell, your character may add the Manipulative effect without increasing the difficulty. Your character can never add the Impact effect.

Source: ROT

Fearsome

Tier: 2

Activation: Passive

Ranked: Yes

When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.

Sources: DC, FCRB

Fine Tuning

Tier: 2

Activation: Passive

Ranked: Yes

When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.

Sources: ACRB, ECRB, FCRB

Flames of Kellos

Tier: 2

Activation: Active (Incidental)

Ranked: No

Your character cannot take this talent if they have taken the Chill of Nordros talent. When casting an Attack spell, your character may add the Fire effect without increasing the difficulty. Your character can never add the Ice effect.

Source: ROT

Flash of Insight

Tier: 2

Activation: Passive

Ranked: No

When your character generates ☉ on a knowledge skill check, roll ■■ and add the results to the check, in addition to spending the ☉ as usual.

Source: ROT

Friends in Low Places

Tier: 2

Activation: Active (Action)

Ranked: No

Your character must be a Saar or have allegiance to the Mentak Coalition, the Clan of Saar, or the Nomad to benefit from this talent. Once per session when on a populated world, your character may make an **Easy (◆) Streetwise** check to use this talent. If they succeed, they obtain one item with a rarity no greater than twice the number of ✨ scored on the check, or they obtain an equivalent service from a pirate or pirate crew.

If the check generates ☁ or ☼, your character must pay the cost of the item or service within one week of obtaining it.

Source: EOTI

Go Without

Tier: 2

Activation: Active (Incidental)

Ranked: No

Once per session, count as having the right tools for the job when performing the next skill check this turn.

Source: DOH

Gunslinger Diplomacy

Tier: 2

Activation: Active (Maneuver)

Ranked: No

If your character is armed, they may use this talent to conspicuously display their weapon and add ✨ ✨ 🔄 to the results of the next social skill check they make this turn. This may have additional narrative repercussions at your GM's discretion.

Source: EOTI

Good Cop

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

Your character may spend △△ from a **Charm** or **Negotiation** check to use this talent to upgrade the ability of a single ally's subsequent social skill check a number of times equal to your character's ranks in Good Cop. The check must target the same character as your character's initial check, and it must take place during the same encounter.

Only one character may affect a check with this talent.

Source: SOTB

Grapple

Tier: 2

Activation: Active (Incidental)

Ranked: No

Your character may suffer 2 strain to use this talent. Until the start of your character's next turn, enemies must spend two maneuvers to disengage from your character.

Source: ROT

Hard-Headed

Tier: 2

Activation: Active (Action)

Ranked: Yes

When staggered or disoriented, perform the Hard-Headed action; make a **Daunting** (◆◆◆◆) **Discipline** check to remove status. Reduce the difficulty per rank of Hard-Headed.

Sources: ACRB, ECRB

Haughty Demeanor

Tier: 2

Activation: Passive

Ranked: No

Other characters add 🔄 to social skill checks targeting your character.

Source: SOTB

Headbutt

Tier: 2

Activation: Active (Incidental)

Ranked: No

Once per encounter, the character may perform the *Headbutt incidental*. The character suffers two wounds and selects one engaged non-vehicle target with a silhouette of up to one higher than the characters. The target is knocked prone and is disoriented until the end of the next round.

Source: KOF

Heightened Awareness

Tier: 2

Activation: Passive

Ranked: No

Allies within short range of your character add ■ to their **Perception** and **Vigilance** checks. Allies engaged with your character add ■■ instead.

Source: GCRB

Heroic Recovery

Tier: 2

Activation: Active (Incidental)

Ranked: No

When your character acquires this talent, choose one characteristic. Once per encounter, you may spend one Story Point to use this talent to have your character heal strain equal to the rating of the chosen characteristic.

Source: ROT

Hidden Storage (Improved)

Tier: 2

Activation: Passive

Ranked: No

Your character may use Hidden Storage to store an item within their own suitably modified body

(such as through cybernetics, surgery, or prosthetic replacements).

Source: CAM

Hold Together

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: No

Spend 1 Story Point to perform a *Hold Together incidental* immediately after vehicle or starship takes damage to turn it into system strain.

Sources: ACRB, ECRB

Hunter

Tier: 2

Activation: Passive

Ranked: No

Knowledge (Geography), Ranged, and Survival are now career skills for your character.

Source: ROT

Hunter's Quarry

Tier: 2

Activation: Active (Action)

Ranked: No

Take Hunter's Quarry action, make a **Hard** (◆◆◆) **Survival** check to upgrade the ability of all attacks made against a target within long range until the end of the character's next turn.

Sources: ETU, SS

Impaling Strike

Tier: 2

Activation: Active (Incidental)

Ranked: No

When your character inflicts a Critical Injury with a melee weapon, until the end of the target's next turn they may use this talent to immobilize the target (in addition to the other effects of the Critical Injury).

Source: ROT

Improvised Defenses

Tier: 2

Activation: Active (Action)

Ranked: No

Your character may attempt an **Average** (◆◆) **Survival** check to fashion small defenses using scavenged materials. If the check is successful, the structure can provide cover for up to 4 characters for the rest of the encounter. Your character may spend ▲▲ or ☉ from the check to increase the ranged defense the structure provides to 2.

Source: FO

Inspiration

Tier: 2

Activation: Active (Maneuver)

Ranked: No

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

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

Source: EOTI

Inspiring Rhetoric

Tier: 2

Activation: Active (Action)

Ranked: No

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

Source: GCRB

Inventor

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

When your character makes a check to construct new items or modify existing ones, use this talent to add a number of ■ to the check equal to ranks of Inventor. In addition, your character may attempt to reconstruct devices that they have heard described but have not seen and do not have any kinds of plans or schematics for.

Source: GCRB

Knockdown

Tier: 2

Activation: Passive

Ranked: No

After hitting with a melee attack, may spend a ⚔ to knock the target prone.

Sources: ABGR, ACRB, EBGR, ECRB

Know the Enemy

Tier: 2

Activation: Passive

Ranked: No

May use an appropriate **Knowledge** skill when making checks to determine initiative.

Source: DOR

Know-It-All

Tier: 2

Activation: Active (Incidental)

Ranked: No

Once per session, perfectly recall an important fact previously learned as if a Story Point had been spent.

Source: DA

Known Schematic

Tier: 2

Activation: Active (Maneuver)

Ranked: No

Once per session, may perform the Known Schematic maneuver; make an appropriate **Hard** (◆◆◆) **Knowledge** check. Success grants familiarity with a building or ship's design.

Sources: ACRB, ECRB

Knows the Ropes

Tier: 2

Activation: Passive

Ranked: No

Add ■ to checks made to escape from restraints equal to ranks in **Skullduggery**. Spend ⚔ to free all other allies within short range.

Source: DOR

Leverage

Tier: 2

Activation: Active (Maneuver)

Ranked: No

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

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

Source: EOTI

Long Game

Tier: 2

Activation: Passive

Ranked: No

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

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

Source: EOTI

Loom

Tier: 2

Activation: Passive

Ranked: No

When an ally engaged with the character makes a successful **Charm, Deception, or Negotiation** check, the character adds Δ per rank in Coercion to the ally's check.

Source: DC

Lucky Strike

Tier: 2

Activation: Active (Incidental)

Ranked: No

When your character purchases this talent, choose one characteristic. After your character makes a successful combat check, you may spend one Story Point to use this talent to add damage equal to your character's ranks in that characteristic to one hit of the combat check.

Source: GCRB

Multiple Opponents

Tier: 2

Activation: Passive

Ranked: No

Your character adds \blacksquare to his Brawl and Melee combat checks when engaged with multiple opponents. This includes single groups of multiple minions.

Source: FCRB

Mystic Theurge

Tier: 2

Activation: Passive

Ranked: No

When purchasing this talent, choose one magic skill. That skill becomes a career skill, but your character may only use it for one check per encounter.

Source: GHC

Natural Communion

Tier: 2

Activation: Passive

Ranked: No

When your character uses the Conjure magic action, the spell gains the Summon Ally effect without increasing the difficulty. All creatures

your character summons must be naturally occurring animals native to the area.

Source: ROT

Net hunter

Tier: 2

Activation: No

Ranked: Passive

When your character successfully traces another character during a Network encounter, your character gains one additional trace.

Source: SOTB

Overheat

Tier: 2

Activation: Active (Incidental)

Ranked: No

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

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

Source: EOTI

Overstocked Ammo

Tier: 2

Activation: Passive

Ranked: Yes

Your character must have purchased the Signature Vehicle talent to benefit from this talent. Increase the Limited Ammo quality of any weapons mounted on Signature Vehicle by 1 per rank of Overstocked Ammo.

Source: SOT

Parkour!

Tier: 2

Activation: Active (Maneuver)

Ranked: No

Once per round, your character may suffer 1 strain to use this talent and move to any location within short range.

This includes locations that are vertically distant or have no easy access route, but there must be an object to move across or path to move along. Your GM may rule some locations cannot be reached (such as ones behind locked doors or walls).

Source: SOTB

Physical Training

Tier: 2

Activation: Passive

Ranked: Yes

Add ■ per rank of Physical Training to Athletics and Resilience checks.

Sources: ACRB, DOH

Precision Strike

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

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

Source: EOTI

Pride and Joy

Tier: 2

Activation: Passive

Ranked: No

Choose one vehicle your character owns with a silhouette of 4 or greater; it becomes their "Pride and Joy" vehicle. Upgrade the ability of all social checks your character makes while within short range of the vehicle once.

Source: DOR

Probing Question

Tier: 2

Activation: Passive

Ranked: No

If your character knows an opponent's Flaw or Fear motivation, when your character inflicts strain on that opponent using a social skill, the opponent suffers 3 additional strain.

Source: SOTB

Quick Draw (Improved)

Tier: 2

Activation: Passive

Ranked: No

Your character must have purchased the Quick Draw Talent to benefit from this talent. May use Quick Draw twice per round. This also allows you to reduce the prepare rating by 2 to a minimum of one.

Source: FC

Quick Fix

Tier: 2

Activation: Active (Maneuver)

Ranked: No

You may spend a Story Point to use this talent to have your character temporarily repair one damaged item they are engaged with. For a number of rounds equal to your character's ranks in Mechanics, the item may be used without penalty (see page 89 of the GENESYS Core Rulebook), even if it is unusable. When the effect ends, the item is damaged one additional step; if it was already suffering from major damage, it is destroyed and cannot be repaired.

Source: SOTB

Reckless Charge

Tier: 2

Activation: Active (Incidental)

Ranked: No

After using a maneuver to move engage an adversary, your character may suffer 2 strain to use this talent. They then add ✨ ✨ 🌀 🌀 to the results of the next **Brawl**, **Melee (Light)**, or **Melee (Heavy)** combat check they make this turn.

Source: ROT

Source: GCRB

Reconstruct the Scene

Tier: 2

Activation: Active (Action)

Ranked: No

Perform the Reconstruct the Scene action; make a **Hard (◆◆◆) Perception** check to identify the physical characteristics of person present at the scene within 24 hours.

Sources: ND, EV

Selective Detonation

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

When using a weapon with the Blast quality spend **△** to exclude 1 target that would be affected by the explosion, up to ranks in Selective Detonation.

Sources: ACRB, DC

Researcher

Tier: 2

Activation: Passive

Ranked: Yes

On a successful Knowledge check, character and allies gain automatic **△** per rank of Researcher on checks to act on those facts until the end of his next turn.

Sources: DA, LBE

Sense Emotions

Tier: 2

Activation: Passive

Ranked: No

Add **■** to all **Charm, Coercion, and Deception** checks.

Sources: ECRB, FBGR, FCRB

Resist Disarm

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: No

Suffer 2 strain to avoid being disarmed or have weapon damaged or destroyed.

Source: FCRB

Shapeshifter (Improved)

Tier: 2

Activation: Active (Incidental)

Ranked: No

Once per session, your character may make a **Hard (◆◆◆) Discipline** check as an out-of-turn incidental either to trigger Shapeshifter or to avoid triggering it when they exceed their strain threshold.

Source: ROT

Runic Lore

Tier: 2

Activation: Passive

Ranked: No

Knowledge (Lore) and **Runes** are now career skills for your character.

Source: ROT

Shepherding Command

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must be an Xxcha or a Titan or have allegiance to the Titans of Ul or the Xxcha Kingdom to benefit from this talent. Once per encounter when an ally within short range is targeted by an attack, your character may reduce the damage dealt by that attack by your character's ranks in **Leadership** before the damage is reduced by soak.

Source: EOTI

Scathing Tirade

Tier: 2

Activation: Active (Action)

Ranked: No

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

Shortcut

Tier: 2

Activation: Passive

Ranked: Yes

During a chase, add ■ per rank in Shortcut to any checks made to catch or escape an opponent.

Source: ACRB, ECRB, EV, SS

Side-Step

Tier: 2

Activation: Active (Maneuver)

Ranked: Yes

Once per round, your character may suffer a number of strain no greater than their ranks in Side-Step to use this talent. Until the end of your character's next turn, upgrade the difficulty of all ranged combat checks targeting your character a number of times equal to the strain suffered.

Source: GCRB

Signature Spell

Tier: 2

Activation: Passive

Ranked: No

When your character gains this talent, decide on a signature spell for them, consisting of a particular magic action and a specific set of one or more effects. When your character casts their signature spell (consisting of the exact combination of action and effects previously chosen), reduce the difficulty of the check by one.

Source: ROT

Sneak Attack

Tier: 2

Activation: Passive

Ranked: No

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

Source: EOTI

Sound Investments

Tier: 2

Activation: Passive

Ranked: Yes

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

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

Source: ACRB, EOTI, FH

Speaks Binary

Tier: 2

Activation: Passive

Ranked: Yes

When directing non-sentient NPC artificial life forms, may grant them ■ per rank of Speaks Binary on checks.

Source: ABGR, ACRB, ECRB

Special Use Permit

Tier: 2

Activation: Passive

Ranked: No

Your character does not treat any Ranged (Heavy) weapons as restricted (R).

This also means your character can carry a Ranged (Heavy) weapon that normally would be restricted in public without being arrested.

However, they can still be arrested for using such a weapon in an unlawful manner.

Source: SOTB

Stalker

Tier: 2

Activation: Passive

Ranked: Yes

Add ■ per rank of Stalker to all **Stealth** and **Coordination** checks.

Source: ABGR, ACRB, ECRB

Strong Arm

Tier: 2

Activation: Passive

Ranked: No

Treat thrown weapons as if they had 1 greater range.

Sources: ACRB, EBGR, ECRB

Stunning Blow

Tier: 2

Activation: Active (Incidental)

Ranked: No

While making **Melee** checks, may inflict damage as strain instead of wounds. This does not ignore soak.

Sources: ACRB, ECRB

Sustained Fire

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

After making a **Ranged (Light)**, **Ranged (Heavy)**, or **Gunnery** check, your character may use this talent to spend $\Delta\Delta\Delta$ or \textcircled{S} to add \star equal to their ranks in Sustained Fire to the results of all Ranged (Light), Ranged (Heavy), or Gunnery checks they make against the same target until the end of the current encounter.

The check does not have to be successful to use this talent.

Source: EOTI

Tactical Focus

Tier: 2

Activation: Passive

Ranked: No

When performing a combat check with a **Ranged (Heavy)** weapon, if your character did not perform a maneuver to ready or stow a weapon or item during this turn, they add Δ to the results.

Source: SOTB

Technical Aptitude

Tier: 2

Activation: Passive

Ranked: No

When making a **Computer** skill check may spend $\Delta\Delta$ or \textcircled{S} to reduce the time spent to complete the task by 50%.

Sources: ACRB, ECRB, FCRB

Templar (Improved)

Tier: 2

Activation: Passive

Ranked: No

Your character must have purchased the Templar talent to benefit from this talent. When your character casts the single Divine spell per encounter granted by the Templar talent, they do not add \blacksquare for wearing heavy armor (armor with +2 soak or higher), using a shield, or not having at least one hand free (see Table III.2–3: Penalties When Casting Spells, on page 210 of the Genesys Core Rulebook).

Source: ROT

Threaten

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

After an adversary within short range of your character resolves a combat check that deals damage to one of your character's allies, your character may suffer 3 strain to use this talent to inflict a number of strain on the adversary equal to your character's ranks in Coercion. The range of this talent increases by one band per rank of Threaten beyond the first.

Source: ROT

Time to Go

Tier: 2

Activation: Active (Maneuver)

Ranked: No

The character may spend 1 Story Point to perform a Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion.

Sources: ACRB, DC

Tinkerer

Tier: 2

Activation: Passive

Ranked: Yes

May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.

Sources: ACRB, ECRB, KTP

Touch of Fate

Tier: 2

Activation: Active (Incidental)

Ranked: No

Once per session, add ■■ to any 1 check.

Sources: ACRB, ECRB, FCRB

Two-Handed Stance

Tier: 2

Activation: Passive

Ranked: No

When performing a combat check with a **Ranged (Light) weapon**, if your character has nothing in their other hand, they add ▲ to the results.

Source: SOTB

Unarmed Parry

Tier: 2

Activation: Passive

Ranked: No

May Parry while unarmed. Reduce strain cost to Parry while unarmed by 1 (to a minimum of 1).

The character may be considered to be using a shield for purposes of the Reflect talent at the GM's discretion.

Source: ND

Uncanny Senses

Tier: 2

Activation: Passive

Ranked: Yes

Add ■ per rank of Uncanny Senses to all Perception and Vigilance checks.

Sources: ACRB, ECRB, FCRB

Undercity Contacts

Tier: 2

Activation: Active (Incidental)

Ranked: No

Once per session, you may spend one Story Point to use this talent to let your character learn if a

character of your choice is in New Angeles, and if so, what district.

At your GM's discretion, the information may take up to an hour to come back to your character.

Source: SOTB

Vehicle Combat Training

Tier: 2

Activation: Passive

Ranked: No

Gunnery, and **Driving** become career skills.

Source: ACRB

Well Read

Tier: 2

Activation: Passive

Ranked: No

Choose any 3 **Knowledge** skills. They permanently become career skills.

Source: LBE

Well-Travelled

Tier: 2

Activation: Passive

Ranked: No

Knowledge (Geography), **Negotiation**, and **Vigilance** are now career skills for your character.

Source: ROT

Wraithbane

Tier: 2

Activation: Passive

Ranked: No

Your character counts the Critical rating of their weapon as one lower to a minimum of 1 when making an attack targeting an undead adversary.

Source: ROT

TIER 3

Aethersprite (Improved)

Tier: 3

Activation: Active (Maneuver)

Ranked: No

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

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

Source: EOTI

Alchemical Arts

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

After making a check to craft a poison, may suffer Strain up to twice ranks in Alchemical Arts. For every two Strain add ✨ ⚠️ to results.

Source: UP

Ambush

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Once per round while benefiting from cover, may make the Ambush maneuver. Add damage equal to Stealth skill to one hit of next successful combat check against a target within short range before the end of the turn.

Source: FIB

Animal Companion

Tier: 3

Activation: Passive

Ranked: Yes

Your character creates a bond with a single animal approved by your GM. This animal must be silhouette 0 (no larger than a mid-sized dog). The bond persists as long as your character chooses, although at your GM's discretion, the bond may also be broken due to abusive treatment or other extenuating circumstances. As long as the bond persists, the animal follows your character, and you dictate the animal's overall behavior (although, since the animal is only bonded with the character, not dominated, it may still perform inconvenient actions such as scratching furniture, consuming rations, and marking territory). Once per round in structured encounters, your character may spend one maneuver to direct their animal in performing one action and one maneuver during your character's turn. The animal must be within hearing and visual range of your character (generally medium range) to do this. Otherwise, the animal does not contribute to the encounter. The specifics of its behavior are up to you and your GM. For every additional rank of Animal Companion your character has, increase the allowed silhouette of the companion by one (this may mean your character gets a new companion, or their companion grows in size). This talent can also change in flavor depending on the nature of your game setting. While an animal companion may make sense in many settings, in a futuristic setting it may make more sense for the "animal" to be a robot or drone, for example.

Source: GCRB

Applied Research

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

Your character may use this talent before making a check to use any knowledge skill and Intellect characteristic instead of the skill and characteristic the check would normally require. Your character may use this talent a number of times per session equal to their ranks in Applied Research.

When your character uses this talent, you should explain how their mastery of knowledge lets them accomplish this task. In addition, your GM may rule that a particular knowledge skill makes the most sense in a given situation and require your character to use that specific knowledge skill.

Source: SOTB

Armor Master (Improved)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the Armor Master talent to benefit from this talent. When wearing armor with a soak value of 2 or higher, increase defense by 1.

Sources: ACRB, ECRB, KTP

Backstab

Tier: 3

Activation: Active (Action)

Ranked: No

Your character may use this talent to attack an unaware adversary using a Melee (Light) weapon. A Backstab is a melee attack and follows the normal rules for performing a combat check (see page 101 of the Genesys Core Rulebook), using the character's **Skullduggery** skill instead of **Melee (Light)**. If the check succeeds, each uncanceled ✨ adds +2 damage (instead of the normal +1).

Source: ROT

Bad Habit

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Your character may use this talent to become disoriented for the remainder of the encounter. At the beginning of each of your character's

turns, if they are still disoriented due to this talent, they heal 2 strain.

Source: SOTB

Bad Press

Tier: 3

Activation: Active (Action)

Ranked: No

Once per session, choose an organization and make a **Hard** (◆◆◆) **Deception** check. On success, organization members have their strain thresholds reduced by 1, plus 1 per ✨ ✨ ✨, until the end of the session. When he does this, the player must explain how the PC disseminated the propaganda such that it has affected his targets. The chosen organization must be narrow and cohesive enough to be affected by bad publicity.

Source: DA

Barrel Roll

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character can only use this talent while piloting a starfighter or airplane of Silhouette 3 or less. When your vehicle suffers a hit from a ranged combat check, after damage is calculated but before armor is applied, your character may have their vehicle suffer 3 system strain to use this talent. Then, reduce the damage suffered by a number equal to their ranks in Piloting.

Source: GCRB

Battle Casting

Tier: 3

Activation: Passive

Ranked: No

Your character does not add ■ to magic skill checks for wearing heavy armor (armor with +2 soak or higher), using a shield, or not having at least one hand free (see Table III.2–3: Penalties When Casting Spells, on page 210 of the Genesys Core Rulebook).

Source: ROT

Blind Spot

Tier: 3

Activation: Passive

Ranked: No

Your character, and allies within short range, add automatic Δ to combat checks they make while benefiting from cover.

Sources: FIB, KTP

Blooded (Improved)

Tier: 3

Activation: Active (Action)

Ranked: Yes

As an action, make a **Hard** (◆◆◆) **Resilience** check to immediately recover from all poisons and side effects of drugs. Reduce difficulty once per rank of Blooded.

Source: UP

Bodyguard

Tier: 3

Activation: Active (Maneuver)

Ranked: Yes

Once per round, your character may suffer a number of strain no greater than their ranks in Bodyguard to use this talent. Choose one ally engaged with your character, until the end of your character's next turn, upgrade the difficulty of all combat checks targeting that ally a number of times equal to the strain suffered.

Source: SOTB

Capital Sendoff

Tier: 3

Activation: Active (Action)

Ranked: No

Take a Capital Sendoff action targeting two ships or vehicles at Close range; make a **Hard** (◆◆◆) **Cool** check to cause the targets to suffer a minor collision.

Source: SOT

Cavalier

Tier: 3

Activation: Active (Maneuver)

Ranked: No

While riding a mount trained for battle (typically a war mount [see page 105] or flying mount [see page 104]), once per round your character may

use this talent to direct the mount to perform an action.

Source: ROT

Ccrysusian Methodology

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

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

Each additional rank of Ccrysusian Methodology increases the number of times your character can use this talent each session by 1.

Source: EOTI

Center of Being

Tier: 3

Activation: Active (Maneuver)

Ranked: Yes

While wielding a weapon with the Defensive quality, your character may perform a Center of Being maneuver. Until the beginning of your character's next turn, whenever an enemy makes a melee attack targeting them, the critical rating of the enemy's weapon counts as 1 higher per rank of Center of Being.

Source: FCRB

Combat Veteran

Tier: 2

Activation: Passive

Ranked: No

Add \blacksquare to Brawl and Discipline checks.

Source: DOR

Confidence (Improved)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the Confidence talent to benefit from this talent. May spend Δ on a fear check to steady the nerves of allies making the same fear check. If the character does so each ally within short range

who makes the fear check adds automatic successes equal to the character's rank in confidence.

Source: LBE

Congenial

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

May suffer a number of strain to downgrade difficulty of Charm or Negotiation checks or upgrade difficulty when target by Charm or Negotiation checks, by an equal number. Strain suffered this way cannot exceed ranks in Congenial.

Sources: FH, FC, DOH

Constant Vigilance

Tier: 3

Activation: Passive

Ranked: No

May always use Vigilance when making checks to determine initiative.

Source: EV

Counterattack

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the Improved Parry talent to benefit from this talent. When your character uses the Improved Parry talent to hit an attacker, they may also activate an item quality of the weapon they used as if they had generated $\Delta\Delta$ on a combat check using that weapon.

Source: ROT

Creative Killer

Tier: 3

Activation: Passive

Ranked: No

Reduce the critical rating of improvised weapons by 2 (to a minimum of 1).

Source: ACRB

Cunning Persona

Tier: 3

Activation: Active (Incidental)

Ranked: No

Your character may suffer 2 strain to make a Charm check using Cunning instead of Presence.

Source: CAM

Cunning Snare

Tier: 3

Activation: Active (Action)

Ranked: No

Once per encounter as an action, may create a trap. Any other character who moves to engaged range of the trap must make an Opposed Vigilance vs. Survival check to avoid harm and ill effects.

Source: FIB

Customized Cooling Unit

Tier: 3

Activation: Passive

Ranked: Yes

Your character must have purchased the Signature Vehicle talent to benefit from this talent. Increase the system strain threshold of Signature Vehicle by 2 per rank of Customized Cooling Unit.

Source: SOT

Daring Turn

Tier: 3

Activation: Active (Maneuver)

Ranked: No

When an opponent has *gained the advantage* on a starship or vehicle being piloted, may spend 2 strain to perform a Daring Turn maneuver to remove the effects.

Source: SOT

Deliberate Tactics

Tier: 3

Activation: Active (Incidental)

Ranked: No

Your character must be a Titan or an Xxcha or have allegiance to the Titans of UI or the Xxcha

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

Source: EOTI

Disarm

Tier: 3

Activation: Passive

Ranked: No

May spend **⊗** or **AA** with a successful Brawl or Melee check to disarm opponent.

Source: FCRB

Disarming Smile

Tier: 3

Activation: Active (Action)

Ranked: Yes

Take the *Disarming Smile* action; succeed at an *opposed Charm* check against a target within short range to lower all defenses of a target by ranks in Disarming Smile until the end of the encounter.

Source: FC

Dissonance

Tier: 3

Activation: Active (Action)

Ranked: No

While wielding a musical instrument, your character may use this talent to make an **Average** (**◆◆**) **Charm** or **Verse** check. For each **★** the check generates, one enemy of the player's choosing within medium range suffers 1 wound. For each **A**, one enemy affected by *Dissonance* suffers 1 additional wound.

Source: ROT

Distinctive Style

Tier: 3

Activation: Active (Incidental)

Ranked: No

When making a **Computers** check to hack a system or break into a secured network, before rolling, your character may use this talent to add **★★⊗⊗** to the results. If you are using the optional hacking rules on page 232 and your check generates **⊗⊗**, your GM should spend it on the I Know You! option in Table III.2-22 on page 234 of the Genesys Core Rulebook.

Source: GCRB

Dockyard Expertise

Tier: 3

Activation: Active (Action)

Ranked: Yes

Your character may make an **Average** (**◆◆**) **Knowledge** check when at a dry dock with suitable personnel and equipment to conduct repairs to a ship, or to add attachments or modifications to one. If successful, the cost and time for repairs is reduced by 20% for each rank of Dockyard Expertise to a minimum of 100 units of currency and one day.

Source: FO

Dodge

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

When your character is targeted by a combat check (ranged or melee), they may suffer a number of strain no greater than their ranks in *Dodge* to use this talent. Then, upgrade the difficulty of the combat check targeting your character a number of times equal to the strain suffered.

Source: GCRB

Double or Nothing

Tier: 3

Activation: Active (Incidental)

Ranked: No

Suffer 2 strain to perform the *Double or Nothing incidental* to increase the difficulty of the next check by one. Then, after canceling opposing symbols, double the amount of remaining **A**.

Source: FC

Druid

Tier: 3

Activation: Passive

Ranked: No

When your character casts a Conjure spell using the **Primal** skill, they always add the Summon Ally effect without increasing the difficulty, and they must always summon a living animal (such as those on pg. 86). The animal remains for the duration of the encounter even if your character does not use a Concentrate maneuver to maintain the spell. At your GM's discretion, the animal may have already been nearby rather than summoned from thin air. Likewise, at the end of the encounter, the animal may revert back to its natural behavior instead of vanishing.

Source: GEPG

Dual Blow

Tier: 3

Activation: Active (Incidental)

Ranked: No

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

Source: EOTI

Dual Strike

Tier: 3

Activation: Active (Incidental)

Ranked: No

When resolving a combined check to attack with two weapons in a melee combat, your character may suffer 2 strain to use this talent to hit with the secondary weapon (instead of spending $\Delta\Delta$).

Source: ROT

Dumb Luck

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per session, you may spend a Story Point to use this talent after your character suffers a

Critical Injury but before the result is rolled. Their opponent must roll two results, and you select which applies to your character.

Source: SOTB

Eagle Eyes

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per encounter before making a ranged combat check, you may use this talent to increase your weapon's range by one range band (to a maximum of extreme range). This lasts for the duration of the combat check.

Source: GCRB

Easy Prey

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Your character may suffer 3 strain to use this talent. Until the start of your character's next turn, your character and allies within short range add \blacksquare to combat checks against immobilized targets.

Source: ROT

Elementalist (Improved)

Tier: 3

Activation: Passive

Ranked: No

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

When your character purchases this talent, they gain one of the following abilities based on the element selected from Elementalist talent:

Immunity to fire – including ignoring damage from attack with the Burn quality and from other fire-based attacks (fire), they cannot be immobilized and can breathe underwater (water), they cannot be knock prone or staggered (earth), or they cannot be disoriented and can fly using the hovering guidelines in the **Flying** sidebar on page 100 of GCRB (air). Whenever your character casts an Attack spell, they always add the chosen effect to the spell without increasing the difficulty. However, they may

never add any of the other three effects to a spell they may cast.

Sources: GEPPG

Encoded Communique

Tier: 3

Activation: Passive

Ranked: No

Upgrade the difficulty of checks to decrypt this character's coded messages without the proper cipher a number of times equal to ranks in **Computers** skill.

Source: DA

Encouraging Words

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

After an engaged ally fails a check, may suffer 1 strain to assist that ally's next check this encounter as an out of turn incidental.

Sources: DA, LBE, DOH

Ensorcelled (Improved)

Tier: 3

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Ensorcelled talent to benefit from this talent. If your character has at least three ranks in a magic skill, once per session they may use this talent to force all enemies within medium range to make a **Hard** (◆◆◆) **Discipline** check as an out-of-turn incidental. If they fail, they must spend all available maneuvers moving away from your character, and they suffer 5 strain, plus 1 additional strain per ⚡ (if your group is using the optional Fear rules on page 243 of GCRB, this can be treated as a fear check).

What form this reveal takes is up to you, with GM's approval, but should be based on the magic skill your character possesses (as well as their backstory).

Sources: GEPPG

Exhaustive Questioning

Tier: 3

Activation: Active (Incidental)

Ranked: No

Whenever your character makes a successful social check against a captured enemy within short range, they may reduce the enemy's strain threshold by 2 for the remainder of the session and spend 1 ⚡ to inflict 1 strain.

Source: CAM

Expert Gunner

Tier: 3

Activation: Active (Incidental)

Ranked: No

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

Source: EOTI

Expert Scrapper

Tier: 3

Activation: Active (Action)

Ranked: No

Your character must be a Saar or have allegiance to the Clan of Saar or the Mentak Coalition to benefit from this talent. Once per encounter while engaged with a vehicle, your character can use this talent to make a Mechanics check with a difficulty equal to the vehicle's silhouette. The vehicle suffers 1 hull trauma per ⚡, and one Critical Hit per ⚡⚡⚡ or ☠.

Source: EOTI

Explosive Casting

Tier: 3

Activation: Active (Incidental)

Ranked: No

When your character casts an Attack spell, they treat the spell's Blast quality as having a rating equal to twice your character's ranks in **Knowledge** (instead of their ranks in **Knowledge**). Additionally, you may spend one Story Point to use this talent to trigger the spell's Blast quality, instead of spending ⚡ (even if the attack misses).

Source: GEPPG

Extended Reach

Tier: 3

Activation: Active (Incidental)

Ranked: No

While armed with a two-handed melee weapon (or Melee (Heavy) weapon), suffer 1 strain to make a Melee combat check with that weapon targeting an enemy at up to short range (rather than engaged range).

Source: DOR

Eye for Detail

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

After making a **Mechanics** or **Computers** check, may suffer strain up to ranks in Eye for Detail to convert that many ✨ to ⚔.

Source: SM

Face of the Wild

Tier: 3

Activation: Active (Incidental)

Ranked: No

When your character casts a transform spell on themselves using the **Primal** skill, you may spend a Story Point to have them use this talent to maintain the effects of the spell until the end of the encounter, without performing concentrate maneuvers.

Source: GEPG

Fear the Shadows

Tier: 3

Activation: Active (Action)

Ranked: No

Once per session, may make a **Hard** (◆◆◆) **Deception** check to force a single minion group or rival to flee the encounter.

Source: EV

Fearsome Rep

Tier: 3

Activation: Passive

Ranked: Yes

Add ⚔ to results of **Coercion** checks equal to ranks in *Fearsome Rep*.

Source: DOR

Feint

Tier: 3

Activation: Passive

Ranked: Yes

Spend ⚔ or ⚔⚔⚔ generated on a missed melee attack to upgrade difficulty of opponent's next attack targeting character by ranks in Feint.

Source: FCRB

Feral Strength

Tier: 3

Activation: Passive

Ranked: Yes

Add 1 damage per rank of Feral Strength to one hit of successful attacks made using Brawl or Melee skills.

Sources: ABGR, ACRB, EBGR, ECRB

Field Commander

Tier: 3

Activation: Active (Action)

Ranked: No

Your character may use this talent to make an **Average** (◆◆) **Leadership** check. If successful, a number of allies equal to your character's Presence may immediately suffer 1 strain to perform one maneuver (out of turn). If there are any questions as to which allies take their maneuvers first, your character is the final arbiter.

Source: GCRB

Fire Control

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Take the *Fire Control maneuver*; all combat checks made from current starship or vehicle count their target's silhouette as one higher than normal until the beginning of next turn.



Source: ACRB

Forgot to Count?

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

When an opponent makes a ranged combat check, you can spend   from that check to use this talent to cause their weapon to run out of ammo (see page 104), as long as the weapon can normally run out of ammunition.

Source: GCRB

Form on Me

Tier: 3

Activation: Passive

Ranked: No

Allies equal to ranks in **Leadership** in short range gain the benefits of the *Gain the Advantage* action.





Source: ACRB

Formation Tactics

Tier: 3

Activation: Active (Action)

Ranked: No

Make a **Hard** (  ) **Leadership** check. If successful, choose a number of allies within short range equal to  generated. Upgrade the difficulty of attacks against these allies once until the end of your character's next turn.

Source: DOR

Fortified Structure

Tier: 3

Activation: Passive

Ranked: Yes

Your character must have purchased the *Signature Vehicle* talent to benefit from this talent. Increase the hull trauma threshold of *Signature Vehicle* by 1 per rank of Fortified Structure.

Source: SOT

Frenzied Attack

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

When making a **Melee** or **Brawl** check, suffer a number of strain to upgrade the attack an equal number of times. The strain suffered may not exceed ranks in Frenzied Attack.




Sources: ACRB, ECRB

Full Throttle

Tier: 3

Activation: Active (Action)

Ranked: No

While driving or flying, your character may use this talent to make a **Hard** (  ) **Piloting** or **Driving** check. If successful, the top speed of the vehicle increases by one (to a maximum of 5) for a number of rounds equal to your character's Cunning. The specifics of this talent require the optional vehicle rules, on page 220. If your game does not use these rules, this talent simply makes the vehicle go much faster than normal, with the specifics up to your GM.

Source: GCRB

Greased Palms

Tier: 3

Activation: Active (Maneuver)

Ranked: Yes

Before making a social check, may spend up to 50 units of currency per rank of *Greased Palms* to upgrade the ability of the check once for every 50 spent.


Sources: ACRB, JOY, FH

Grenadier

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

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

Source: GCRB

Harass

Tier: 3

Activation: Active (Incidental)

Ranked: No

Whenever the character's animal companion makes a successful combat check against a target, it may forgo inflicting damage to upgrade the difficulty of the target's next check once instead.

Source: SS

Hindering Shot

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

Spend a story point and increase the difficulty of next **Gunnery** check by 1. If check deals damage, target starship or vehicle suffers system strain equal to speed when it moves for a number of turns equal to ranks in Hindering Shot.

Source: ND

Hard-Boiled

Tier: 3

Activation: Active (Incidental)

Ranked: No

When your character makes a check to recover from strain at the end of an encounter (as described on page 117 of the GENESYS Core Rulebook), your character may make a Simple (–) Resilience check instead of Discipline or Cool. If your character does so, they heal 1 strain per ✨ and 1 wound per ▲.

Source: SOTB

Hold It Steady

Tier: 3

Activation: Active (Incidental)

Ranked: No

Before performing a *Combat check* using a weapon with the Auto-fire quality, your character may use this talent to use the Auto-fire quality without increasing the difficulty of the combat check. If they do so, each time they trigger an additional hit during the attack, they suffer 2 strain.

Source: SOTB

Heroic Resilience

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

Immediately after being hit by an attack but before suffering damage, spend 1 Story Point to increase soak by ranks in Resilience.

Sources: FIB, DC

Hunter's Quarry (Improved)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the *Hunter's Quarry* talent to benefit from this talent. Suffer 2 strain to perform *Hunter's Quarry action* as a maneuver.

Sources: ETU, SS

Heroic Will

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

When you purchase this talent for your character, choose two characteristics. You may spend a Story Point to use this talent to have your character ignore the effects of all Critical Injuries on any skill checks using those two characteristics until the end of the current encounter. (Your character still suffers the Critical Injuries; they just ignore the effects. See page 114.)

Source: GCRB

Informant

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per session, may reveal a contact who can shed light on a chosen subject.

Sources: DA, ND

Innate Focus

Tier: 3

Activation: Active (Incidental)

Ranked: No

While not using a magic implement, your character increases the base damage of all Attack spells they cast by 2. In addition, when casting a spell while not using a magic implement, your character may use this talent to decrease the difficulty of the check by one. If they do so, they increase the strain suffered for casting the spell by one.

Sources: GEPG

Inspiring Rhetoric (Improved)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the *Inspiring Rhetoric* talent to benefit from this talent. Allies affected by your character's *Inspiring Rhetoric* add ■ to all skill checks they make for a number of rounds equal to your character's ranks in **Leadership**.

Source: GCRB

Interjection

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

After another character makes a social check, suffer 3 strain to take an interjection incidental make an **Average** (◆◆) **Vigilance** check to add ✨ or ✖ equal to ✨, and ⚔ or ⚔ equal to ⚔ to the check.

Source: DA

Intense Focus

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Perform an *Intense Focus maneuver*; suffer 1 strain and upgrade the ability of the next skill check once.

Sources: ABGR, ACRB, ECRB, DOH

Intimidating

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

May suffer a number of strain to downgrade difficulty of **Coercion** checks, or upgrade difficulty when targeted by **Coercion** checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

Sources: ACRB, ECRB, FBGR, FCRB

Iron Body

Tier: 3

Activation: Passive

Ranked: Yes

Remove ■ per rank of Iron Body from **Coordination** and **Resilience** checks. Reduce the critical rating of unarmed attacks by 1 per rank of Iron Body (to a minimum of 1).

Source: ND

Jury Rigged

Tier: 3

Activation: Passive

Ranked: Yes

The character chooses one personal weapon or piece of armor per rank of Jury Rigged. He may increase the damage of the weapon by one; decrease the ⚔ cost on its Critical rating, or any single other effect by one to a minimum of one; or increase armor's ranged or melee defense by one. Alternatively, he can decrease the encumbrance of the item by two to a minimum of one. The bonus only applies so long as the character is using the item. If the item is ever lost or destroyed, the character may apply Jury Rigged to a new personal weapon or piece or armor.

Sources: ACRB, EBGR, ECRB

Justice of the Citadel

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per round on your character's turn, your character may suffer 3 strain to use this talent to

add damage equal to their ranks in Discipline to one hit of a successful melee attack.

Source: ROT

Larger Project

Tier: 3

Activation: Passive

Ranked: Yes

Your character must have purchased the *Signature Vehicle* talent to benefit from this talent. *Signature Vehicle* can have a silhouette 1 larger per rank of Larger Project



Sources: SOT, SM

Laugh It Off

Tier: 3

Activation: Active (Incidental, OOT)

Ranked: No

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

Source: SOTB

Lethal Blows

Tier: 3

Activation: Passive

Ranked: Yes

Add +10 per rank of *Lethal Blows* to any Critical Injury results inflicted on opponents.


Sources: ACRB, ECRB, SS

Made You Talk

Tier: 3

Activation: Active (Action)

Ranked: No

Once per session, your character may make an opposed social check against a captured enemy within short range, adding  for every 2 strain the target has suffered in the encounter.

Source: CAM

Martial Grace

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per round, the character may suffer 3 strain to add additional damage equal to ranks in Coordination to one hit of a successful Brawl combat Check.



Source: KOF

Martial Weapons Master

Tier: 3

Activation: Active (Action)

Ranked: No

While armed with a Melee weapon, your character may use this talent to make an **Average** ( ) **Melee** check. If successful, your character may force one engaged target to either drop one weapon they are holding or move up to one range band in a direction of your choosing. If your character forces a named rival or nemesis into dangerous terrain (or off a ledge or cliff) using this talent, your GM can spend a Story Point to allow them to catch themselves at the edge and fall prone instead.

Source: SOTB

Master of Illusion

Tier: 3

Activation: Active (Incidental)

Ranked: No

After your character makes a successful Mask spell to create an illusion, you may spend a Story Point to have your character use this talent to make the illusion last until the end of the encounter, without performing concentrate maneuvers, and not need to remain within the spell's range after being cast. You may spend two Story Points to make the illusion last until the end of the session.


Source: GEPG

Master of the Blade

Tier: 3

Activation: Passive

Ranked: No

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

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

Source: EOTI

Mercantile Savant

Tier: 3

Activation: Active (Incidental)

Ranked: No

Your character must be a Naaz-Rokha or a Hacan or have allegiance to the Emirates of Hacan to benefit from this talent. Once per session, you may spend a Story Point to reduce the price of one item or service that your character is attempting to purchase by 50% or increase the monetary value of a mission reward by 50%.

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

Source: EOTI

Mind Bender

Tier: 3

Activation: Active (Maneuver)

Ranked: No

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

At the end of the current encounter, at your GM's discretion the target may or may not

continue to believe any information inserted in their mind, depending on how outlandish it is in the face of reality. However, if the check fails with $\otimes\otimes\otimes$ or \otimes , the target knows that someone attempted to manipulate their mind.

Source: EOTI

Natural

Tier: 3

Activation: Active (Incidental)

Ranked: No

When your character purchases this talent, choose two skills. Once per session, your character may use this talent to reroll one skill check that uses one of those two skills.

Source: GCRB

Net Warrior

Tier: 3

Activation: Active (Action)

Ranked: No

While accessing a system using a brain-machine interface (BMI), your character may use this talent to make an opposed **Computers (Hacking)** versus **Computers (Sysops)** check targeting one other character on the system that they are aware of. The target suffers 1 strain per \star , and if they are using a BMI, they also suffer 1 wound per \star .

Source: SOTB

Nimble

Tier: 3

Activation: Active (Incidental)

Ranked: No

At the start of your character's turn, you may spend one Story Point to use this talent to allow your character to perform a move maneuver as an incidental. (This does not count against the limit of two maneuvers per turn.) If you use this talent, your character can only perform one additional move maneuver during this turn.

Source: SOTB

No Escape

Tier: 3

Activation: Passive

Ranked: No

May spend $\Delta\Delta$ from a **Coercion** check or $\Delta\Delta$ from a foe's **Discipline** check; that target cannot perform a free maneuver during his next turn.

Source: KTP

Nobody's Fool

Tier: 3

Activation: Passive

Ranked: Yes

May upgrade difficulty of incoming **Charm**, **Coercion**, or **Deception** checks once per rank of Nobody's Fool.

Sources: ACRB, ECRB, FCRB

Not Evet in Death

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must be a N'orr or a Shikrai or have allegiance to the Argent Flight or the Sardakk N'orr to benefit from this talent. When your character would be incapacitated by suffering wounds that exceed their wound threshold, you may spend a Story Point to have your character use this talent to immediately make a combat check with a weapon they are currently wielding.

Source: EOTI

Opportunist

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

When your character purchases this talent, choose one non-combat, non-magic skill. When you roll a check using this skill, you may suffer strain up to ranks in *Opportunist* to convert that many \star into Δ .

Source: SM

Outside the Box

Tier: 3

Activation: Passive

Ranked: No

Choose one characteristic when purchasing this talent. Once per session, make one skill check

using that characteristic rather than the characteristic linked to that skill.

Source: ACRB

Overwhelm Defenses

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

Upon unsuccessful attack with a starship or vehicle weapon, may spend $\Delta\Delta$ per rank of *Overwhelm Defenses*. Reduce the defense in the targeted zone by 1 for every $\Delta\Delta$ spent.

Sources: ACRB, ND

Painkiller Specialization

Tier: 3

Activation: Passive

Ranked: Yes

When your character uses painkillers (or their equivalent, depending on the setting), the target heals one additional wound per rank of Painkiller Specialization. The sixth painkiller and beyond each day still has no effect.

Source: GCRB

Parry (Improved)

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the Parry talent to benefit from this talent. When your character suffers a hit from a melee combat check and uses Parry to reduce the damage from that hit, after the attack is resolved, you may spend Δ or $\Delta\Delta\Delta$ from the attacker's check to use this talent. Then, your character automatically hits the attacker once with a Brawl or Melee weapon your character is wielding. The hit deals the weapon's base damage, plus any damage from applicable talents or abilities. Your character can't use this talent if the original attack incapacitates them.

Source: GCRB

Pin

Tier: 3

Activation: Active (Action)

Ranked: No

Take Pin action; make an opposed **Athletics** check to immobilize an engaged opponent until the end of the character's next turn. Spend ☉ to extend duration one round.

Source: ETU

Plausible Deniability

Tier: 3

Activation: Active (Action)

Ranked: No

Take a *Plausible Deniability* action makes a **Hard** (◆◆◆) **Coercion** check to convince one bystander equal to your Willpower to depart quietly.

Source: DA

Primacy

Tier: 3

Activation: Active (Incidental)

Ranked: No

Your character must be a Letnev or a Winnu or have allegiance to the Barony of Letnev to benefit from this talent. Once per session when making a skill check not linked to **Presence**, your character may use this talent to upgrade the ability of the check a number of times equal to their **Presence** rating.

Source: EOTI

Point Blank

Tier: 3

Activation: Passive

Ranked: Yes

Add 1 damage per rank of *Point Blank* to damage of one hit of successful attack while using **Ranged (Heavy)** or **Ranged (Light)** skills at short range or engaged.

Sources: ABGR, ACRB, EBGR, ECRB

Potent Concoctions

Tier: 3

Activation: Passive

Ranked: No

When your character makes an **Alchemy** check that generates ☉, roll an additional ☀ and add its results to the pool, in addition to spending the ☉ normally. When your character makes an Alchemy check that generates ☉, roll an additional ☀ and add its results to the pool, in addition to spending the ☉ normally. Each of these effects can occur only once per check.

Source: ROT

Powerful Blast

Tier: 3

Activation: Passive

Ranked: Yes

Increase Blast damage dealt by +1 per rank of Powerful Blast.

Sources: ACRB, DC

Precise Archery

Tier: 3

Activation: Passive

Ranked: No

When making a Ranged combat check targeting a character engaged with one of your character's allies, downgrade the difficulty of the check once (thus negating the penalty for shooting at engaged targets).

Source: ROT

Preemptive Avoidance

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

May spend 1 Story Point to disengage from engaged enemy as an out-of-turn incidental.

Source: FCRB

Pressure Point

Tier: 3

Activation: Active (Incidental)

Ranked: No

When your character makes an unarmed **Brawl** check targeting a living opponent, they may use this talent to deal strain damage instead of wound damage and inflict additional strain damage equal to their ranks in Medicine.

Source: ROT

Pride and Joy (Improved)

Tier: 3

Activation: Passive

Ranked: No

While inside your character's *Pride and Joy*, recover +1 strain whenever recovering strain and spend **A** on checks made to recover strain to allow an ally also within the vehicle to recover 1 strain.

Source: DOR

Rapid Archery

Tier: 3

Activation: Active (Maneuver)

Ranked: No

While your character is armed with a bow (or similar weapon, at your GM's discretion) they may suffer 2 strain to use this talent. During the next ranged combat check your character makes this turn, the bow gains the **Linked** quality with a value equal to their ranks in the **Ranged** skill.

Source: GCRB

Raptor's Flight

Tier: 3

Activation: Active (Action)

Ranked: No

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

Source: EOTI

Reflect (Improved)

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the *Reflect* Talent to benefit from this talent. Your character may use *reflect* while wielding a melee weapon deemed appropriate by the GM. When reflecting a hit that generated **⊗** or **⊗⊗⊗** may hit one target in medium range with the same damage as the initial hit, after original attack resolves.

Sources: FBGR, FCRB

Resist Questioning

Tier: 3

Activation: Active (Out of Turn Incidental)

Ranked: No

When targeted by an opposed social check, your character may suffer 2 strain as an out-of-turn incidental, adding **■** to the check. If the check fails, spend **⊗** to indicate that your character has provided false or misleading information that the target believes to be truthful.

Source: CAM

Resourceful Refit

Tier: 3

Activation: Active (Action)

Ranked: No

May perform the *Resourceful Refit* action, make an **Average** (◆◆) **Mechanics** check to scavenge an old attachment to construct a new one, reducing its price by that of the dismantled attachment.

Source: SM

Scathing Tirade (Improved)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the *Scathing Tirade* talent to benefit from this talent. Enemies affected by your character's *Scathing Tirade* add **■** to all skill checks they make for a number of rounds equal to your character's ranks in **Coercion**.

Source: GCRB

Scything Strike

Tier: 3

Activation: Passive

Ranked: Yes

The character's unarmed Brawl attacks gain the Pierce quality with a rating equal to their ranks in Scything Strike.

Source: KOF

Seize the Initiative

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Once per session, as a maneuver, may make a **Hard (◆◆◆) Athletics** check. On success, other PCs may take their turns immediately.

Source: FIB

Sense Advantage

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per session, may add ■■ to 1 NPC's skill check.

Sources: FBGR, FCRB

Share Pain

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

May perform the *Share Pain* incidental when animal companion suffers wounds. Reduce wounds suffered to half, then character suffers wounds equal to number reduced.

Source: FCRB

Shockwave

Tier: 3

Activation: Passive

Ranked: No

Your character treats **Melee (Heavy)** weapons as possessing the Blast item quality with a rating equal to your character's ranks in **Melee (Heavy)**. Your character does not suffer damage from their weapon's Blast quality (but allies do!).

Source: ROT

Shortcut (Improved)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the *Shortcut* talent to benefit from this talent. When engaging in a chase or race, may suffer 2 strain to add ✨ equal to ranks in *Shortcut* to the check.

Sources: ND, EV, SS

Skilled Teacher

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Before an ally within short range makes a skill check, if that ally has fewer ranks in that skill than your character does, your character may suffer a number of strain no greater than ranks in *Skilled Teacher* to add an equal number of ✨ to the ally's check.

Source: DOH

Smart Handling

Tier: 3

Activation: Active (Action)

Ranked: No

Once per session while aboard a ship of silhouette 4 or higher; your character may make a *Smart Handling action*, making a **Hard (◆◆◆) Knowledge** check. If successful, until the start of the next round, the ship's handling increases by two plus one per ▲ scored on the check to a maximum handling of +4. ⚙️ can be spent to extend the effect until the end of the encounter.

Source: FO

Snare

Tier: 3

Activation: Active (Action)

Ranked: No

Once per session, your character may use this talent to make a **Hard (◆◆◆) Computers (Sysops)** check. If they succeed, once before the end of the encounter, you may spend a Story Point to force one character in the encounter to make a **Daunting (◆◆◆◆) Vigilance** check as

an incidental. If they fail, they are staggered until the end of their next turn, plus one additional turn per 🌀🌀.

Source: SOTB

Solo Flight

Tier: 3

Activation: Active (Incidental)

Ranked: No

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

Source: EOTI

Sorry About the Mess

Tier: 4

Activation: Passive

Ranked: No

Decrease the Critical Rating of a weapon by 1 (to a minimum of 1) against targets that have not yet acted this encounter.

Source: FC

Spec Ops Elimination

Tier: 3

Activation: Active (Incidental)

Ranked: No

Your character must be a Human or Yssaril or have allegiance to the Federation of Sol to benefit from this talent. After your character makes a successful combat check against a target who is unaware of their presence, your character may use this talent to inflict a Critical Injury on the target without spending ⚡ or 🌀. Your character may still inflict only one Critical Injury per hit, but they may spend additional ⚡ equal to the attack's Critical rating or 🌀 to increase the severity of the Critical Injury as normal.

Source: EOTI

Spur

Tier: 3

Activation: Active (Action)

Ranked: No

Take a *Spur action*; make a **Hard** (◆◆◆) **Riding** check to increase a beast's top speed by 1. The beast suffers 2 strain every round it stays spurred.

Source: SOT

Studious Plotting

Tier: 3

Activation: Passive

Ranked: No

When making a **Streetwise** or **Survival** skill check to navigate, the character may use Intellect instead of Cunning.

Source: SS

Stunning Blow (Improved)

Tier: 3

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the *Stunning Blow* talent to benefit from this talent. When dealing strain damage with **Melee** or **Brawl** checks, may spend 🌀 to stagger target for 1 round per 🌀.

Sources: ACRB, ECRB

Sunder Expertise

Tier: 3

Activation: Passive

Ranked: No

Each ⚡ your character spends to activate a weapon's Sunder quality damages the target item two steps, instead of one.

Source: DOH

Suppressing Fire

Tier: 3

Activation: Active (Maneuver)

Ranked: Yes

If your character does not make a combat check during their turn, they use this talent to target one character (or minion group) within long range. That character must upgrade the difficulty of any ranged combat checks they make once

until the end of your character's next turn. Your character may choose to affect one additional character for each additional rank of *Suppressing Fire*.

Your character must be holding a ranged weapon to use this talent.

Your GM can also rule that your character can't use this talent if they have no line of fire or range to the target.

Source: SOTB

Takedown

Tier: 3

Activation: Active (Action)

Ranked: No

Your character may use this talent to make an opposed **Brawl** versus **Resilience** check targeting one engaged opponent. If the check succeeds, the target is knocked prone and is immobilized until the end of your character's next turn. If the target is a minion or rival, your character can spend ☹ to incapacitate (but not kill) the target instead.

Source: SOTB

Time to Go (Improved)

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Your character must have purchased the *Time to Go* talent to benefit from this talent. When activating *Time to Go*, allow 1 engaged ally to also perform an out of turn *Move maneuver* as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion.

Sources: ACRB, DC

Toughened (Improved)

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per session, the character may heal a number of wounds equal to their ranks in *Toughened*.

Source: KOF

Tricky Target

Tier: 3

Activation: Passive

Ranked: No

Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.

Sources: ABGR, ACRB, ECRB, FCRB

Trust the Captain

Tier: 3

Activation: Active (Action)

Ranked: Yes

Make a **Hard** (◆◆◆) **Leadership** check. If successful, for the rest of the encounter allies within short range increase their ranks in **Discipline** by an amount equal to ranks in *Trust the Captain*.

Source: DOR

Tuned Maneuvering Thrusters

Tier: 3

Activation: Passive

Ranked: Yes

Your character must have purchased the *Signature Vehicle* talent to benefit from this talent. Increase the handling of *Signature Vehicle* by 1 per rank of *Tuned Maneuvering Thrusters*.

Source: SOT

Twisted Words

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

When an incoming social check generates ☹☹ or ☹☹☹, may suffer 1 strain as an incidental to inflict strain equal to ranks in **Coercion** on speaker.

Source: DA

Undercity Contacts (Improved)

Tier: 3

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the *Undercity Contacts* talent to benefit from this talent. When you use *Undercity Contacts*, you may choose to spend two Story Points instead of

one. If you do, your character learns the target's specific location.

Source: SOTB

University Training

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Your character must be a Hylar or have allegiance to the Universities of Jol-Nar to benefit from this talent. Once per encounter, your character may use this talent to make a check with a skill that is linked to **Intellect** as a maneuver, rather than an action, and add ✨ to the results.

Source: EOTI

Unremarkable (Improved)

Tier: 3

Activation: Passive

Ranked: No

Your character may extend the effects of *Unremarkable* talent to a number of allies within short range equal to your character's ranks in **Deception**.

Source: CAM

Up the Ante

Tier: 3

Activation: Passive

Ranked: Yes

When gambling, win 10% more credits per rank of *Up the Ante*.

Source: FC

Valuable Facts

Tier: 3

Activation: Active (Action)

Ranked: No

Once per encounter, perform a *Valuable Facts* action: make an **Average (◆◆) Knowledge** check. If successful, add 🎲 to one ally's skill check during the encounter.

Sources: DA, FBGR, FCRB

Well Rounded

Tier: 3

Activation: Passive

Ranked: No

Choose any 2 non-magic skills. They permanently become career skills.

Sources: ACRB, EBGR, ECRB, FBGR, FCRB

You Owe Me One

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per session, you may spend two Story Points to use this talent to have one NPC in the current encounter owe your character a favor. If the favor is not resolved by the end of the encounter, it is forgotten.

It's up to you and your GM to determine exactly why the NPC owes your character a favor.

Source: SOTB

TIER 4

A Step Ahead

Tier: 4

Activation: Active (Incidental)

Ranked: No

Once per session, your character may suffer 2 strain in order to count their Cunning as 1 higher than normal for the remainder of the encounter.

Source: CAM

AetherSprite (Supreme)

Tier: 4

Activation: Active (Action)

Ranked: No

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

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

Source: EOTI

Analyze Data

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session, after capturing or stealing data about an opponent, your character may make an **Average (◆◆) Knowledge** check to determine its value. If successful, once before the end of the session your character may add automatic s equal to their ranks in **Knowledge** to one check related to the captured data. The GM has the final say on what checks are related to the data.

Source: CAM

Back-to-Back

Tier: 4

Activation: Passive

Ranked: No

While engaged with one or more allies, your character and allies they are engaged with add ■ to combat checks. If one or more allies engaged with your character also have Back-to-Back, the effects are cumulative to a maximum of ■■.

Source: ROT

Beam Fighter

Tier: 4

Activation: Active (Maneuver)

Ranked: No

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

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

Source: EOTI

Better Luck Next Time

Tier: 4

Activation: Active (Action)

Ranked: No

Take a *Better Luck Next Time* action; make a **Hard** (◆◆◆) **Cool** check to force a competitor to suffer a major misfortune.

Source: EV

Bodyguard (Improved)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the *Bodyguard talent* to benefit from this talent. Once per session, when an ally protected by the *Bodyguard maneuver* suffers a hit, suffer the hit instead.

Sources: LBE, FIB, EBGR, FCRB

Bolstered Armor

Tier: 4

Activation: Passive

Ranked: Yes

Your character must have purchased the *Signature Vehicle talent* to benefit from this talent. Increase the armor value of *Signature Vehicle* by 1 per rank of Bolstered Armor.

Source: SOT

Brilliant Evasion

Tier: 4

Activation: Active (Action)

Ranked: No

Once per vehicle encounter, your character may take *Brilliant Evasion action*. Select 1 opponent and make an opposed **Driving** or **Piloting** check to stop opponent from attacking character for rounds equal to **Agility**.

Sources: ACRB, ECRB

Burn Through

Tier: 4

Activation: Active (Incidental)

Ranked: No

After making a successful *break ice action*, your character may suffer 3 strain to use this talent. If they do, they may perform a second override ice action on the same system as an incidental.

Source: SOTB

By the Book

Tier: 4

Activation: Active (Incidental)

Ranked: Yes

Once per encounter, before making a combat check, suffer 2 strain to add **△** to the results equal to ranks in *By the Book*.

Source: DOR

Can't We Talk About This?

Tier: 4

Activation: Active (Action)

Ranked: No

Your character can use this talent to make an opposed **Charm** or **Deception** versus **Discipline** check targeting a single non-nemesis adversary within medium range. If the check succeeds, the target cannot attack your character (or perform hostile actions against your character) until the end of their next turn. You may spend **△△** to increase the length of the effect by one additional turn and spend **⊕** to extend the benefits to all of their identified allies within short range. The effect ends immediately if your character or a known ally attacks the target. In addition, your GM may rule that some targets are immune to this ability. An automated sentry turret, for example, has no interest in resolving a conflict through talking, nor would someone consumed by rage and the desire for revenge against your character.

Source: GCRB

Capital Sendoff (Improved)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the *Capital Sendoff talent* to benefit from this talent. When performing a *Capital Sendoff*, the targets suffer a major collision instead.

Source: SOT

Source: LBE

Careful Planning

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session, may introduce a "fact" into the narrative as if a Story Point had been spent.

Sources: ACRB, KTP

Center of Being (Improved)

Tier: 4

Activation: Passive

Ranked: No

Suffer 1 Strain to use a *Center of Being* maneuver as an incidental.

Source: FCRB

Combat Command

Tier: 4

Activation: Active (Incidental)

Ranked: No

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

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

Source: EOTI

Commanding Presence

Tier: 4

Activation: Passive

Ranked: No

Once per session, may take *Commanding Presence* action; make an opposed **Cool** versus **Discipline** check to force target to leave the encounter.

Comrades in Arms

Tier: 4

Activation: Active (Action)

Ranked: No

Once per encounter, make a **Hard** (◆◆◆) **Discipline** Check. If successful, your character plus one ally per ✨ within medium range gains +1 defense for the remainder of the encounter. Effects end if affected targets move beyond medium range.

Source: DOR

Conduit

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Once per encounter, your character may spend a Story Point to perform a magic action as a maneuver.

Source: ROT

Deadeye

Tier: 4

Activation: Active (Incidental)

Ranked: No

After your character inflicts a Critical Injury with a ranged weapon and rolls the result, your character may suffer 2 strain to use this talent. Then, you may select any Critical Injury of the same severity to apply to the target instead.

Source: GCRB

Deadly Accuracy

Tier: 4

Activation: Passive

Ranked: Yes

When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of successful attack made using that skill. May not choose the same skill more than once.

Sources: ABGR, ACRB, ECRB

Death Rage

Tier: 4

Activation: Passive

Ranked: No

Your character adds +2 damage to melee attacks for each Critical Injury they are currently suffering. (Your GM may also impose additional penalties on social skill checks your character makes if they are suffering Critical Injuries due to their frenzied behavior.)

Source: ROT

Defensive

Tier: 4

Activation: Passive

Ranked: Yes

Each rank of *Defensive talent* increases your character's melee defense and ranged defense by one.

Source: GCRB

Defensive Driving

Tier: 4

Activation: Passive

Ranked: Yes

Increase the defense of any vehicle your character pilots by one per rank of *Defensive Driving*. The specifics of this talent require the optional vehicle rules, on page 220. If your game does not use these rules, this talent adds ■ per rank to combat checks targeting your character's vehicle or your character while piloting it.

Source: GCRB

Deflection

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the *Reflect talent* to benefit from this talent. After using *Reflect*, may spend 1 Story Point to perform *Move maneuver* as out-of-turn incidental to close distance with or engage opponent.

Source: FCRB

Discredit

Tier: 4

Activation: Active (Action)

Ranked: No

Once per encounter, take the *Discredit action*, make a **Hard** (◆◆◆) **Deception** check to upgrade the difficulty of one character's social checks once, plus one for every ▲▲, until the end of the encounter.

Source: DA

Distracting Behavior (Improved)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the *Distracting Behavior talent* to benefit from this talent. The Distracting Behavior maneuver inflicts 🔄🔄 on NPC's checks when NPC's target character's allies.

Source: FH

Dodge (Improved)

Tier: 4

Activation: Active (Incidental)

Ranked: No

When the character performs the Dodge incidental, the character may make a Move maneuver as an out of turn incidental after the triggering attack has been resolved.

Source: KOF

Don't Shoot!

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session as an action, make a **Hard** (◆◆◆) **Charm** check. On a success, cannot be target of combat checks until the end of the encounter or until making a combat check.

Source: FC

Dormant Personality Overlay

Tier: 4

Activation: Active (Incidental)

Ranked: No

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

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

Source: EOTI

Double or Nothing (Improved)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the *Double or Nothing* talent to benefit from this talent.

When performing the *Double or Nothing incidental*, after canceling opposing symbols, also double the amount of remaining ✨.

Source: FC

Double-Talk

Tier: 4

Activation: Passive

Ranked: No

Spend ▲▲ or ☉ from a successful **Charm** or **Deception** check to disorient a number of opponents within short range equal to your character's Presence for the remainder of the round and the next two rounds.

Source: DOR

Elementary

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session, your character may use this talent to make a **Hard** (◆◆◆) **Perception** check while present at a crime scene. If they succeed, they identify all prominent physical characteristics of one person who was at the crime scene when the crime was committed (as long as the crime was committed in the past 48 hours). This could include a person's height, weight, body type, clothing, and if they are human or not. Your character may identify all the physical characteristics of one additional person present at the crime scene per additional ✨.

Source: SOTB

Elementalist (Supreme)

Tier: 4

Activation: Active (Incidental)

Ranked: No

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

When your character casts an Augment, Barrier, or Transform spell, they may use this talent to choose to have the targets of the spell gain the ability your character gained when they purchased the *Elementalist (Improved)* talent for the duration of the spell.

Sources: GEPG

Enduring

Tier: 4

Activation: Passive

Ranked: Yes

Each rank of *Enduring* increases your character's soak value by one.

Source: GCRB

Field Commander (Improved)

Tier: 4

Activation: Passive

Ranked: No

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

When your character uses the *Field Commander talent*, your character affects a number of allies equal to twice the character's **Presence**. In addition, you may spend ☉ to allow one ally to

suffer 1 strain to perform an action, instead of a maneuver.

Source: GCRB

Flicker Step

Tier: 4

Activation: Active (Incidental)

Ranked: No

When your character casts a spell using the Arcana skill, they may use this talent to spend $\triangle\triangle\triangle$ or \otimes to instantly vanish and reappear at any location within long range.

Source: GEPG

Fly Quiet

Tier: 4

Activation: Active (Action)

Ranked: No

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

Source: EOTI

Formation Tactics (Improved)

Tier: 4

Activation: Passive

Ranked: No

Reduce the difficulty of *Formation Tactics* to average. Spend \otimes or $\triangle\triangle\triangle\triangle\triangle\triangle$ to have the effect last until the end of the encounter.

Source: DOR

Fortune Favors the Bold

Tier: 4

Activation: Active (Incidental)

Ranked: No

Once per session as an incidental, suffer 2 strain to flip one GM Story Point to a Player Story Point.

Source: FC

Full Throttle (Improved)

Tier: 4

Activation: Active (Action)

Ranked: No

Your character must have purchased the *Full Throttle talent* to benefit from this talent. Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to **Average (◆◆)**.

Sources: ABGR, ACRB, EBGR, ECRB, EV

Future Sight

Tier: 4

Activation: Active (Incidental)

Ranked: No

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

Source: EOTI

Holistic Navigation

Tier: 4

Activation: Active (Incidental)

Ranked: No

When making an **Astrocartography** skill check, the character may spend one Story Point to remove \otimes , or to remove \otimes equal to his ranks in **Perception**.

Source: SS

How Convenient!

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session, your character may use this talent to make a **Hard (◆◆◆) Mechanics** check. If successful, one device involved in the current

encounter (subject to your GM's approval) spontaneously fails. This can be because of your character's actions, or it can simply be incredibly convenient timing!

Source: GCRB

Improvised Position

Tier: 4

Activation: Active (Action)

Ranked: No

Your character may make a **Hard** (◆◆◆) **Mechanics** check and spends 12 hours constructing a secure position that can contain the group and its vehicles. The sum of its vehicle's silhouettes must be 4 or less. The position provides cover and can have additional narrative benefits at the GM's discretion. Your character can spend ▲▲ or ⚙ from the check to increase the ranged defense the position provides to 2.

Source: FO

In the Know

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session, make an opposed **Deception vs Vigilance** check with the difficulty downgraded a number of times equal to your ranks in deception to have a target NPC believe specific false intelligence.

Source: DA

Incite Distraction

Tier: 4

Activation: Active (Action)

Ranked: No

While in a crowd or populated area, your character may make an **Average** (◆◆) **Deception** check. If successful, enemies treat the area as difficult terrain for the remainder of the encounter. Your character may spend ⚙ to make the location impassable terrain to them instead.

Source: CAM

Incite Rebellion

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session, may take an *Incite Rebellion* action; make a **Hard** (◆◆◆) **Coercion** check to cause a number of beings up to ranks in **Coercion** to become rebellious until the end of the encounter.

Source: ACRB

Inspiring Rhetoric (Supreme)

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Inspiring Rhetoric talent to benefit from this talent. Your character may choose to suffer 1 strain to use the Inspiring Rhetoric talent as a maneuver, instead of as an action.

Source: GCRB

It's Not that Bad

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session when an ally would suffer a Critical Injury, may take an It's Not That Bad action; make a **Hard** (◆◆◆) **Medicine** check to stop the ally from gaining the Critical Injury.

Source: ACRB

Lose Them

Tier: 4

Activation: Active (Action)

Ranked: No

When being followed or chased, your character may make a **Hard** (◆◆◆) **Stealth** check. If successful, they add ■■ to checks to follow them for the remainder of the encounter and may spend a ⚙ to lose their pursuers completely.

Source: CAM

Mad Inventor

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session, your character may use this talent to make a Mechanics check to attempt to cobble together the functional equivalent of any

item using spare parts or salvage. The difficulty of the check is based on the item's rarity; see Table I.4–1: Mad Inventor Item Rarity in the Genesys Core Rulebook. Your GM will modify the check based on the circumstances and might decide that some items simply can't be created with what's available (if you are being held in a prison cell, for instance). Your GM may spend ⓧ on the check to indicate the item ends up being dangerous to the user and anyone around them in some way. For instance, a pistol might explode instead of running out of ammo, or a breathing mask might make the user light-headed.

Source: GCRB

Masterful Casting

Tier: 4

Activation: Active (Incidental)

Ranked: No

When your character casts a spell, they may use this talent to spend Ⓣ to trigger up to three different qualities or spell effects instead of one. These qualities or spell effects must be the ones that can be triggered by spending Ⓐ or Ⓣ.

Source: GEPG

Menace

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Once per round on the character's turn, the character may spend a maneuver to allow any suitably threatening creature linked through the Animal Companion talent and of Silhouette 2 or greater to perform the Menace maneuver when the creature is at short range with the enemy. The enemy gains ■ on his next Combat check against the character.

Source: SS

Moving Target

Tier: 4

Activation: Passive

Ranked: Yes

If the character has already acted this round, increase ranged defense by 1 per rank of moving target.

Source: FIB

Multitasking

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must be a Naaz-Rokha or have allegiance to the Naaz-Rokha Alliance to benefit from this talent. Once per encounter, your character may use this talent to exchange two maneuvers for an action. This allows your character to perform two actions during a single turn.

Your character must have two maneuvers available to exchange to use this talent. This means that unless your character has two free maneuvers during their turn, they must obtain a second maneuver by spending ⒶⒶ or suffering strain.

Source: EOTI

Not Today

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the *Signature Vehicle talent* to benefit from this talent. Once per session, spend a Story Point to save *Signature Vehicle* from destruction.

Source: SOT

Offensive Driving

Tier: 4

Activation: Active (Action)

Ranked: No

While driving or piloting a vehicle, your character may use this talent to select one other vehicle within medium range and make an opposed **Driving or Piloting versus Driving or Piloting check** (depending on whether your character and their opponent pilot are using Driving or Piloting to control their vehicle) targeting the other vehicle's driver or pilot. If successful, roll twice on Table III.2–19: Critical Hit Result, on page 230 of the GENESYS Core Rulebook. Choose one Critical Hit result to apply to your character's vehicle, and

the other to apply to the other vehicle. You may spend ⚡ to add +20 to one Critical Hit result. Your GM may spend ⚡ to add +20 to both Critical Hit results.

Source: SOTB

Overbalance

Tier: 4

Activation: Passive

Ranked: No

Whenever an enemy engaged with the character makes a combat check, after the attack is resolved, the character may spend ⚡ or ⚡⚡⚡ to stagger the attacker until the end of the attacker's next turn.

Sources: ND, KTP

Overcharge

Tier: 4

Activation: Active (Action)

Ranked: No

Once per encounter, your character may use this talent to make a **Hard** (◆◆◆) **Mechanics** check and choose one of their cybernetic implants that grants them one of the following: +1 to a characteristic rating, +1 rank to a skill, +1 rank of a ranked talent. If your character succeeds, until the end of the encounter, the chosen cybernetic instead provides +2 to the affected characteristic rating (to a maximum of 7), skill (to a maximum of 5), or ranked talent. Your GM may spend ⚡ or ⚡⚡⚡ from the check to have the overcharged cybernetic short out at the end of the encounter; it provides no benefit until your character spends several hours making an **Average** (◆◆) **Mechanics** check to repair it.

Source: GCRB

Parkour! (Improved)

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the *Parkour!* talent to benefit from this talent. Once per round, when using the *Parkour!* talent, your character may suffer 4 strain instead of 1 strain to move to any location within medium range instead of

within short range. All other restrictions of *Parkour!* apply to this movement.

Source: SOTB

Polymorph

Tier: 4

Activation: Passive

Ranked: No

If your character has at least *one* rank in the **Arcana** or **Divine** skill, they can cast the transform spell. However, they can use the spell to only transform into magical or supernatural creatures (such as dragons, angels, demons or elementals).

Sources: GEPG

Pommel Smash

Tier: 4

Activation: Active (Maneuver)

Ranked: No

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

Source: EOTI

Precise Aim

Tier: 4

Activation: Active (Incidental)

Ranked: Yes

Once per round on the character's turn, when the character performs an *Aim maneuver* before attempting a combat check, may suffer a number of strain. The number of strain cannot exceed his ranks in *Precise Aim*. He then decreases the target's defense (ranged and melee) by one per strain suffered for that combat check.

Sources: EBGR, ECRB, SS

Prey on the Weak

Tier: 4

Activation: Passive

Ranked: Yes

Add +1 damage to one hit of successful combat checks against disoriented targets per rank of *Prey on the Weak*.

Sources: FIB, FCRB

Pride and Joy (Supreme)

Tier: 4

Activation: Active (Incidental)

Ranked: No

Once per session while inside your character's *Pride and Joy*, reduce its silhouette by 2 (to a minimum of 0) for the remainder of the round and the following round.

Source: DOR

Prime Positions

Tier: 4

Activation: Passive

Ranked: Yes

When this character or an ally in short range takes cover, he increases soak against ranged attacks by 1 per rank of Prime Positions until he leaves that cover.

Sources: FIB, KTP

Prophetic Aim

Tier: 4

Activation: Passive

Ranked: No

While benefiting from an *Aim maneuver*, ☒ from the character's Ranged checks cannot cause attacks to hit allies engaged with the target.

Source: KTP

Push the Specs

Tier: 4

Activation: Active (Action)

Ranked: No

Your character may perform the Push the Specs action when in a ship or vehicle, attempting an **Average (◆◆) Knowledge** check. If your character is successful, the ship's top speed increases by one for a number of rounds equal to their **Intellect**. May spend ▲ and have the ship suffer two system strain to extend this effect for

an additional round and may do so multiple times. The ship still cannot perform actions or maneuvers it could not perform normally.

Source: FO

Quick-Witted

Tier: 4

Activation: Active (Incidental, OOT)

Ranked: No

Once per encounter, after another character makes a social skill check, your character may use this talent to make an **Average (◆◆) Vigilance** check. If successful, you may add a number of ✨ or ▲ (your choice) equal to your character's ranks in **Charm** to the other character's check. If your character fails, your character suffers 3 strain.

Source: SOTB

Rain of Death

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Perform the *Rain of Death maneuver* to ignore the increased difficulty due to the Auto-fire quality of attacks made this turn.

Sources: FIB, DC

Reflect (Supreme)

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the *Reflect Talent* to benefit from this talent. If the user did not make a combat check during previous turn, may suffer 1 strain to use Reflect.

Source: FCRB

Reinforced Frame

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the *Signature Vehicle talent* to benefit from this talent. Signature Vehicle gains Massive 1: when making an attack targeting the ship or

vehicle, the Critical rating of any weapon used counts as 1 higher.

Source: SOT

Reroute Processors

Tier: 4

Activation: Active (Action)

Ranked: No

Once per encounter, may take a Reroute Processors action, make an **Average** (◆◆) **Computers** check to reduce one of an artificial life form's characteristics by 1 and increase another of its characteristics by 1.

Source: SM

Resist Questioning (Improved)

Tier: 4

Activation: Passive

Ranked: No

When one ally within short range is targeted by an opposed social check, your character may use *Resist Questioning* to affect this check instead. If the check fails, they may spend ⓧ to indicate that the ally has provided false or misleading information that the target believes to be truthful.

Source: CAM

Resolve

Tier: 4

Activation: Passive

Ranked: Yes

When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve to a minimum of 1.

Sources: ABGR, ACRB, EBGR, ECRB

Savvy Negotiator

Tier: 4

Activation: Active (Action)

Ranked: No

While engaged in a debate or argument, make a **Hard** (◆◆◆) **Negotiation** check. If successful, a number of bystanders or observers equal to your **Presence** sees one of the opponent's points (chosen by your character) as maliciously unreasonable.

The GM has the final say as to whether bystanders could see a point as unreasonable, based on who those bystanders are and what the point is. In these cases, the GM can suggest a modified version of that argument that would be more believable.

Source: DOH

Scathing Tirade (Supreme)

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the *Scathing Tirade talent* to benefit from this talent. Your character may choose to suffer 1 strain to use the Scathing Tirade talent as a maneuver, instead of as an action.

Source: GCRB

Second Chances

Tier: 4

Activation: Active (Incidental)

Ranked: Yes

Once per encounter choose a number of positive dice equal to ranks in Second Chances and reroll them.

Sources: SOT, FC

Seen a Lot of Things

Tier: 4

Activation: Passive

Ranked: No

Whenever your character fails a **Knowledge** check, they may spend ▲▲▲ to roll the check again during their next turn.

Source: DOR

Showboat

Tier: 4

Activation: Active (Incidental)

Ranked: No

When making a check in a vehicle, may suffer 2 strain to gain Ⓢ on success or ⓧ on failure.

Source: SOT

Signature Spell (Improved)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the *Signature Spell talent* to benefit from this talent. When your character casts their signature spell, reduce the difficulty of the check by two instead of one.

Source: ROT

Skilled Slicer

Tier: 4

Activation: Active (Incidental)

Ranked: No

When making a **Computers** check may spend a ☸ to make further Computers checks within this system as maneuvers.

Sources: ACRB, ECRB

Strength of Faith

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Once per session, your character may use this talent to add ✨ equal to ranks in **Discipline** and ⚔ equal to their ranks in **Willpower** to the results of the next **Divine skill** check they make during this turn.

Source: GEPG

Speaks Binary (Improved)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the *Speaks Binary talent* to benefit from this talent. When directing non-sentient NPC artificial life forms, those NPCs grant additional ■ in addition to other benefits.

Source: SM

Spit Fire

Tier: 4

Activation: Passive

Ranked: No

After a successful combined check with two Ranged (Light) weapons, additional hits can be

allocated to other targets within range of the weapon.

Source: FC

Spur (Improved)

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Your character must have purchased the *Spur talent* to benefit from this talent. Suffer 1 strain to attempt *Spur* as a maneuver and decrease its difficulty to **Average** (◆◆).

Source: SOT

Steady Aim

Tier: 4

Activation: Passive

Ranked: No

Your character does not lose the benefits of the aim maneuver if they perform other maneuvers (including moving) or actions. Your character does lose the benefits of the aim maneuver if the encounter ends.

Source: DOR

Street Smarts

Tier: 4

Activation: Active (Action)

Ranked: Yes

Once per session, may take a *Street Smarts action*; make a **Formidable** (◆◆◆◆◆)

Streetwise or **Knowledge** check to learn one vital clue from the GM. Reduce the difficulty once per rank of Street Smarts.

Sources: ACRB, EBGR, ECRB, FCRB

Supporting Evidence

Tier: 4

Activation: Passive

Ranked: Yes

When assisting an ally with a **Charm**, **Deception**, **Leadership**, or **Negotiation** check, add automatic ⚔ per rank of *Supporting Evidence*.

Source: DA

Targeted Firepower

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session, identify one enemy target and make an appropriate **Hard** (◆◆◆) **Knowledge** check. If successful, for the rest of the encounter, allies within short range of your character add ▲ to attacks against the target equal to ☆ generated on the check.

Source: DOR

Teleportation

Tier: 4

Activation: Active (Action)

Ranked: No

If your character has at least one rank in the Arcana skill, once per session, your character may use this talent to make a **Daunting** (◆◆◆◆) **Arcana** check. If they succeed, they instantly vanish and reappear in any other location in the world they already know about.

Your character may bring up to five allies with them when they teleport, but they must add ■ to the check for each ally. They may also teleport to different worlds or planes of existence; however, they must upgrade the difficulty of the check once (or more, at your GM's discretion) if they do so. Whenever your character uses this talent, your GM may spend ♻ to have the teleportation miss the location by a range band per ♻ spent, or may spend ♻♻♻♻ or ☒ to have the teleportation go catastrophically wrong (by having a character materialize in a wall, another person, or mid-air, for instance, with the awful consequences to be determined by your GM).

Source: GEPG

That's How It's Done

Tier: 4

Activation: Active (Incidental)

Ranked: Yes

May suffer 1 strain on successful skill check to add ▲ to the same skill check made by a number of allies equal to **Willpower** within short range

during the next round. Range increases with ranks.

Source: LBE

Trust No One

Tier: 4

Activation: Out-of-turn

Ranked: No

When targeted by a social check, suffer 1 strain to add automatic ✕ to the check. If the check fails with ☒, your character may immediately perform a maneuver as an out-of-turn incidental.

Source: DOR

Unrelenting

Tier: 4

Activation: Active (Incidental)

Ranked: No

Once per round after resolving a successful **Brawl, Melee (Light), or Melee (Heavy)** combat check, your character may suffer 4 strain to use this talent to make an additional melee attack as an incidental against the same target. Increase the difficulty of the combat check by one if this attack uses a second weapon, or by two if the attack uses the same weapon.

Source: ROT

Unrelenting Skeptic

Tier: 4

Activation: Passive

Ranked: No

When targeted by a **Deception** check, the character automatically adds ✕ to the check equal to ranks in **Vigilance**.

Sources: FH, EV

Unstoppable

Tier: 4

Activation: Passive

Ranked: No

If the percentile roll made when the character receives a Critical Injury is 1 or reduced to 1, the character does not receive the Critical Injury and suffers none of the effects.

Source: ACRB

Urban Combatant

Tier: 4

Activation: Active (Incidental, OOT)

Ranked: No

When your character is targeted by a combat check while in an urban environment, you may spend one Story Point to use this talent before the dice pool is rolled. If you do so, your character's opponent removes all ■ added to the check, and instead adds an equal number of ✕ to the results.

Source: SOTB

Venom-Soaked Blade

Tier: 4

Activation: Passive

Ranked: No

When making a **Melee (Light)** combat check using a poisoned weapon, your character treats it as possessing the Burn 2 item quality.

Source: ROT

Weak Foundation

Tier: 4

Activation: Active (Action)

Ranked: No

Once per game session, your character may identify one bunker, weapon emplacement, or other fixed combat structure (subject to the GM's approval) and then take a Weak Foundation action; make a **Hard (◆◆◆) Knowledge** check. If successful, until the end of the encounter, your character and all allies add automatic ▲▲ or ✨ to all combat checks made targeting the structure (your character's choice).

Source: FO

You Owe Me One (Improved)

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the *You Owe Me One talent* to benefit from this talent.

Once per session, you may spend two Story Points to use You Owe Me One to have one NPC in the current encounter owe your character a big favor instead of a favor. If the big favor is not resolved by the end of the encounter, it is forgotten.

Source: SOTB

TIER 5

Against All Odds

Tier: 5

Activation: Active (Incidental)

Ranked: No

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

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

Source: EOTI

Altered Deal

Tier: 5

Activation: Active (Action)

Ranked: No

Once per session, make a **Hard (◆◆◆) Coercion** check to radically change a previously made deal or bargain to your character's advantage.

Source: DOR

Armor Master (Supreme)

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the Armor Master talent to benefit from this talent. Once per round, when the character suffers a Critical Injury, he may suffer 3 strain to take the Armor Master incidental. If he does, he reduces the Critical Injury result that he suffers by 10 per point of his soak, to a minimum of 1.

Source: KTP

Baleful Gaze

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

When targeted by combat check from within medium range, may spend a Story Point to upgrade the difficulty of the check a number of times equal to ranks in **Coercion**.

Source: KTP

Biggest Fan

Tier: 5

Activation: Active (Action)

Ranked: No

Once per session, may take a Biggest Fan action; make a **Hard (◆◆◆) Charm** check to turn one NPC into the character's biggest fan. The exact effects of this vary depending on the NPC and the situation. They can include drastically decreasing the difficulty of Social Interaction skill checks the character makes targeting his biggest fan, the fan being willing to perform minor or even significant favors for the character, or the character even becoming a reoccurring ally in the narrative. At the CM's discretion, this talent may not be able to target certain NPCs whose adversarial nature is vital to the plot, or NPCs who would be unable to appreciate the character's work.

Source: FH

Bodyguard (Supreme)

Tier: 5

Activation: Passive

Ranked: No

Your character must have purchased the Bodyguard talent to benefit from this talent. The Bodyguard maneuver may protect a number of engaged characters up to ranks in Resilience.

Source: FIB

Comrades in Arms (Improved)

Tier: 5

Activation: Passive

Ranked: No

Spend Ⓢ or ▲▲▲ when performing Comrades in Arms to also gain +1 soak or give one affected ally +1 soak.

Source: DOR

Coordination Dodge

Tier: 5

Activation: Active (Incidental)

Ranked: No

When targeted by a combat check, may spend 1 Story Point to add ✕ equal to ranks in Coordination to check.

Sources: FH, ND

Crucial Point

Tier: 5

Activation: Active (Incidental)

Ranked: No

Once per session, your character may introduce to negotiations one potential concession that an opponent will do nearly anything to obtain.

Source: DOH

Crushing Blow

Tier: 5

Activation: Active (Incidental)

Ranked: No

Once per session after rolling a melee attack but before resolving the check, your character may suffer 4 strain to use this talent. While resolving the check, the weapon gains the Breach 1 and Knockdown item qualities and destroys one item the target is wielding that does not have the Reinforced quality.

Source: ROT

Custom Loadout

Tier: 5

Activation: Passive

Ranked: No

Your character must have purchased the *Signature Vehicle talent* to benefit from this talent. May add one mount for a weapon or piece of equipment (approved by the GM).

Source: SM

Dedication

Tier: 5

Activation: Passive

Ranked: Yes

Each rank of *Dedication* increases one of your character's characteristics by one. This talent cannot increase a characteristic above 5. You cannot increase the same characteristic with *Dedication* twice.

Source: GCRB

Dire Animal Companion

Tier: 5

Activation: Passive

Ranked: No

Your character must have purchased the Animal Companion talent to benefit from this talent. If your character has at least *one* rank in the **Primal** skill, the animal companion they have bonded with through the *Animal Companion talent* increases its Brawn by one, to a maximum of 5, and its wound threshold by four. If it is a nemesis, it increases its strain threshold by four. If it is a minion or rival, it becomes a nemesis and gains a strain threshold of 6. If it is silhouette 0, it becomes silhouette 1. Your character also chooses to increase either its Agility or Willpower by one, to a maximum of 5, and its Brawl, Discipline, Perception, or Survival by one to a maximum of 5.

Source: GEPG

Double or Nothing (Supreme)

Tier: 5

Activation: Passive

Ranked: No

Your character must have purchased the *Double or Nothing talent* to benefit from this talent.

When performing the Double or Nothing incidental, also double the number of 🎲 and 🎲.
Source: FC

Drone Master

Tier: 5

Activation: Passive

Ranked: No

Your character may control two drones or minion groups of drones no larger than your character's **Willpower** (either via the rules found on page 233 or via the Animal Companion talent, found on page 77 of the GENESYS Core Rulebook). Your character resolves each drone's (or minion group's) turn individually, choosing the order in which they activate.

Source: SOTB

Full Throttle (Supreme)

Tier: 5

Activation: Passive

Ranked: No

Your character must have purchased the *Full Throttle talent* to benefit from this talent. When performing Full Throttle, top speed increases by 2 instead of 1.

Sources: ACRB, ECRB, EV

Ghost in The Machine

Tier: 5

Activation: Active (Action)

Ranked: No

As long as they have some sort of access point to the Network, your character may use this talent to make a **Hard (◆◆◆) Computers (Hacking)** check. If they succeed, they may select one drone, vehicle, or piece of equipment involved in the current encounter and dictate its actions until the start of your character's next turn.

Alternatively, your character can select someone with cybernetic implants or who is wearing powered armor or an exosuit and manipulate it until the beginning of your character's next turn. This must be approved by your GM but could include shutting off cybereyes, directing the movements of cyberlimbs, or causing an exosuit to eject its occupant.

Your character may spend $\Delta\Delta\Delta$ on the check to extend the effects for one additional round, or they may spend 🎲 to extend the effects for the remainder of the encounter.

Source: SOTB

Heavy Hitter

Tier: 5

Activation: Active (Incidental)

Ranked: No

Once per session, spend 🎲 on a successful **Ranged (Heavy)** or **Gunnery** check to add the Breach 1 quality to the attack, or increase an existing Breach rating by 1.

Sources: FIB, DC

Indomitable

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per encounter, when your character would be incapacitated due to exceeding their wound or strain threshold, you may spend a Story Point to use this talent. Then, your character is not incapacitated until the end of their next turn. If your character reduces their strain or wounds to below their threshold before the end of their next turn, they are not incapacitated.

Source: GCRB

Inside Knowledge

Tier: 5

Activation: Active (Action)

Ranked: No

Once per session, your character may make a **Hard (◆◆◆) Skulduggery** check while within an enemy facility or vessel. If successful, they can then find a single personal scale weapon or item they previously stashed there with a rarity no greater than their **Cunning** + 2. Alternatively, they can gain a narrative benefit such as knowing the codes to open sealed doors, the location of the commander's office, personality quirks or weaknesses amongst personnel, which security devices have been deactivated or broken, secret

or concealed rooms, or some other equivalent type of information.

Source: CAM

Inside Person

Tier: 5

Activation: Active (Action)

Ranked: No

Once per session, your character may spend a Story Point to establish they have previously been undercover gathering information in an identified enemy base or large vehicle. For the remainder of the session, add $\Delta\Delta$ checks your character or their allies make that are associated with that location (such as checks to attack it or social checks targeting personnel in it).

Source: CAM

Inspiring Leadership

Tier: 5

Activation: Active (Action)

Ranked: No

Make a **Hard** ($\blacklozenge\blacklozenge\blacklozenge$) **Leadership** check. If successful, a number of allies not exceeding your character's **Presence** within short range add \star to their next skill check.

Source: DOR

Integral Weapon

Tier: 5

Activation: Passive

Ranked: No

Your character must be a Titan to benefit from this talent. When you select this talent, choose one of the following weapons: an integral particle beam (Ranged [Heavy]; Damage 10; Critical 2; Range [Medium]; Superior, Vicious 2) or an integral grav-field for one fist (Brawl; Damage +5; Critical 3; Range [Engaged]; Concussive 1, Knockdown, Superior, when your character uses this weapon to attack a target with a lower silhouette than your character, the Knockdown quality triggers without spending Δ).

Your character is equipped with the weapon you choose. Either weapon requires one free hand to use (as it is a part of your character's

palm or hand). It cannot be disarmed or damaged, but a Critical Injury that affects your character's arm may cause it to become unusable temporarily or permanently at your GM's discretion.

Source: EOTI

Just Kidding!

Tier: 5

Activation: Active (Incidental)

Ranked: No

Once per round as an incidental spend 1 Story Point to ignore \otimes generated on a social check by the character or any ally in short range.

Source: FC

Let's Talk This Over

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per game session, when a combat encounter against one or more sentient beings is about to begin, the character makes a **Daunting** ($\blacklozenge\blacklozenge\blacklozenge\blacklozenge$) **Charm** check. If successful, the combat encounter instead becomes a social encounter, with the PCs attempting to convince their opposition to back down, come around to their viewpoint, or accept a compromise. The GM is the final arbiter of how the situation resolves without violence (or how the combat encounter continues if the character's check is unsuccessful).

Source: ROT

Master

Tier: 5

Activation: Active (Incidental)

Ranked: No

When you purchase this talent for your character, choose one skill. Once per round, your character may suffer 2 strain to use this talent to reduce the difficulty of the next check they make using that skill by two, to a minimum of **Easy** (\blacklozenge).

Source: GCRB

Master Demolitionist

Tier: 5

Activation: Active (Incidental)

Ranked: No

When resolving an attack from a personal scale explosive or ordinance weapon, your character may spend Δ or \otimes to have the weapon's Blast quality affect all characters within short range (rather than engaged). If the weapon normally affects all characters within short range, then the range of the effect is increased to medium range instead.

Source: FO

Master Driver/Pilot

Tier: 5

Activation: Passive

Ranked: No

Once per round when driving, piloting, or operating a vehicle, may suffer 2 strain to perform any action as a maneuver.

Sources: ACRB, ETU, ECRB

Master Grenadier

Tier: 5

Activation: Passive

Ranked: No

Decrease the Δ cost to activate the Blast quality on any attack by 1 to a minimum of 1.

Sources: ACRB, DC

Master Instructor

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per round, suffer 2 strain to allow an ally within short range to count as having the same number of ranks in **Discipline** as your character for the next **Discipline** check the ally makes.

Source: DOH

Master Merchant

Tier: 5

Activation: Active (Incidental)

Ranked: No

When buying or selling goods, may suffer 2 strain to sell for 25% more or buy for 25% less.

Sources: ACRB, ECRB

Master Plan

Tier: 5

Activation: Active (Action)

Ranked: No

Once per session, your character may use this talent to make a **Hard (◆◆◆) Discipline** check. If they succeed, they reveal that whatever terrible circumstances they currently find themselves in are all part of a brilliant plan that they established at an earlier point. They then choose one non-nemesis adversary in the encounter and reveal them to be a close friend or ally who has positioned themselves to help your character at this exact moment.

The details of which character turns out to be an ally depend on the type of encounter and your GM's approval. However, the ally could also have done their work before-hand, such as loading a squadron of drones with blank ammunition, shutting down power to a security system, or planting a tracer in an opponent's vehicle.

Source: SOTB

Mind Breaker

Tier: 5

Activation: Active (Action)

Ranked: No

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

Source: EOTI

Most Impressive

Tier: 5

Activation: Active (Incidental)

Ranked: No

Spend ☉ from any skill check to allow a number of allies not exceeding your character's Presence within short range add ♠ to their next check.

Source: DOR

Overcharge (Improved)

Tier: 5

Activation: Passive

Ranked: No

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

When using the Overcharge talent, your character may spend ♠♠ or ☉ from the Mechanics check to immediately take one additional action. This talent can only be used once per check.

Source: GCRB

Overwatch

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

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

Source: EOTI

Power of Darkness

Tier: 5

Activation: Active (Maneuver)

Ranked: No

Once per session, may perform the *Power of Darkness maneuver*. Increase Wound Threshold and Strain Threshold by 1 per GM story point until the end of the encounter.

Source: UP

Prepare to be Boarded

Tier: 5

Activation: Active (Action)

Ranked: No

Once per encounter, make an opposed **Coercion vs Discipline** check against an enemy ship captain. If successful, the enemy suffers 1 strain per ⚡ and surrenders their ship if they exceed their strain threshold. Spend ☉ or ♠♠♠♠ to inflict strain equal to your character's ranks in **Coercion**.

Source: DOR

Remote Personal Wormhole

Tier: 5

Activation: Active (Maneuver)

Ranked: No

Your character must be a Creuss or have allegiance to the Ghosts of Creuss to benefit from this talent. Once per session, your character may use this talent to instantly teleport to another location that they can see or have previously visited. If the location is within extreme range, they do not have to make a skill check. If the location is beyond extreme range, your character must make a **Hard (◆◆◆) Discipline** check when they use this talent. They may teleport up to 100 kilometers per ⚡, or spend ☉ to be able to teleport up to 1,000 kilometers per ⚡ instead.

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

Source: EOTI

Retribution

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per round when an adversary attacks an ally within medium range, your character may spend one Story Point to use this talent to automatically hit that enemy once with a weapon your character is wielding, if the enemy is within the weapon's range. The hit deals the weapon's base

damage, plus any damage from applicable talents or abilities.

Source: ROT

Ruinous Repartee

Tier: 5

Activation: Active (Action)

Ranked: No

Once per encounter, your character may use this talent to make an opposed **Charm or Coercion versus Discipline** check targeting one character within medium range (or within earshot). If successful, the target suffers strain equal to twice your character's Presence, plus one additional strain per ✨. Your character heals strain equal to the strain inflicted. If incapacitated due to this talent, the target could flee the scene in shame, collapse in a dejected heap, or throw themselves at your character in fury, depending on your GM and the nature of your character's witty barbs.

Source: GCRB

Speaks Binary (Supreme)

Tier: 5

Activation: Active (Maneuver)

Ranked: No

Once per encounter, may perform the Speaks Binary maneuver. A number of NPC artificial life forms up to ranks in Speaks Binary may use the character's ranks for 1 skill of character's choice.

Source: SM

Spur (Supreme)

Tier: 5

Activation: Passive

Ranked: No

Your character must have purchased the *Spur talent* to benefit from this talent. When activating and maintaining Spur, the beast only suffers 1 strain instead of 2.

Source: SOT

Superhuman Reflexes

Tier: 5

Activation: Active (Incidental)

Ranked: No

Once per session, after generating ☼ on a **Piloting** check cancel the ☼ and add ✨ equal to ranks in **Cool**.

Source: EV

Teleportation (Improved)

Tier: 5

Activation: Active (Action)

Ranked: Yes

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

Your character may use this talent to make a **Hard (◆◆◆) Arcana** check to create a permanent beacon, glyph, or teleportation circle in a location (how it appears is up to you and your GM, but it should be large and noticeable).

When your character uses the Teleportation talent, if they choose to teleport to the location of their beacon, glyph, or teleportation circle, the difficulty of the check is **Average (◆◆)** and they do not add ■ for teleporting allies. They also do not upgrade the difficulty of the check to teleport to a different world or planes of existence.

Your character can have two glyphs, beacons, or circles established at any one time per rank of Teleportation (Improved). If they create any over this limit, one of the original of your character's choice is destroyed.

Source: GEPG

Thorough Assessment

Tier: 5

Activation: Active (Action)

Ranked: No

Once per session, take a Thorough Assessment action: make a **Hard (◆◆◆) Knowledge** check to gain ■ equal to ✨ that can be distributed during the encounter.

Sources: DA, LBE

Trick of The Light

Tier: 5

Activation: Active (Incidental)

Ranked: No

When making a combat check with a laser or maser weapon, your character may use this

talent to spend **△** to inflict one additional hit with this weapon, dealing base damage plus damage equal to the total number of **★** scored on the check. This hit may target the original target or another target within short range of the original target.

Source: SOTB

Unrelenting Skeptic (Improved)

Tier: 5

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Unrelenting Skeptic talent to benefit from this talent. When targeted by a Deception check that fails, may spend 1 Story Point to add **⊗** to results.

Source: FH

Web of Knowledge

Tier: 5

Activation: Active (Action)

Ranked: No

Once per session your character may make an **Average (◆◆) Knowledge (Net)** check during a Network encounter. If you succeed, your character knows the names, strengths, and other qualities of all ice (active or deactivated) on one system that you currently have access to, as well as all other characters (sysops and runners) that currently are accessing that system.

Your character may spend **△△△** or **⊗** from this check (whether or not they succeeded) to add **★**

to all Computer checks involving that system that they make for the remainder of the encounter.

Source: SOTB

Whirlwind

Tier: 5

Activation: Active (Action)

Ranked: No

Your character may suffer 4 strain to use this talent to make a **Brawl, Melee (Light), or Melee (Heavy)** attack against the engaged adversary who is hardest to hit (as determined by the GM), increasing the difficulty by one. If the combat check succeeds, each adversary engaged with the character suffers one hit from the attack, that deals base damage plus damage equal to the total **★** scored on the check.

Source: ROT

Void Baron

Tier: 5

Activation: Active (Incidental)

Ranked: No

After making a **Piloting** check, your character may spend **△△** or **⊗** from the results to use this talent to make a combat check as a maneuver.

Source: EOTI

Zealous Fire

Tier: 5

Activation: Passive

Ranked: No

Each time your Game Master spends a Story Point, your character heals 2 strain.

Source: ROT

COMMUNITY CREATED

Talents Created by Members of the Fantasy Flight Games Genesys Forum
(community.fantasyflightgames.com/topic/265863-genesys-talents-expanded/)

Catfall

Tier: 1

Activation: Passive

Ranked: Yes

When rolling Athletics or Coordination to reduce damage from falling, add ■. In addition, reduce damage and strain suffered from a fall by 1 per rank of Catfall.

Source: CCC-Tom Cruise

Deflect Spell

Tier: 1

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

When your character suffers a hit from a magic based combat check, after damage is calculated but before soak is applied (so immediately after Step 3 of Perform a Combat check, page 102), your character may suffer 3 strain to use this talent to reduce the damage of the hit by two plus their ranks in Deflect Spell. This talent can only be used once per hit.

Source: CCC-Richardbuxton

Intuitive Casting

Tier: 1

Activation: Passive

Ranked: Yes

Add ■ per rank of Intuitive Casting to a spell casting skill check when your character is the first PC to act in the current encounter.

Source: CCC-TheSapient

Overchannel

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

When casting a spell, your character may select a number of additional effect in (◆) up to their ranks in Overchannel. The effect must be limited

to single (◆) effects. The character gains 2 threat per (◆) added in this way rather than increase the difficulty of the check. This is in addition to any Threat rolled. Threat added by this talent can be cancelled by rolled advantages.

Source: CCC-ESP77

Respected

Tier: 1

Activation: Passive

Ranked: Yes

When first acquired, choose one social group. The character downgrades the difficulty of checks to interact with members of that social group a number of times equal to his ranks in Respected. The social group affected must be approved by the GM, but possibilities include institutions of higher learning, law-enforcement agencies, the thieves' guild, etc.

Source: CCC-SavageBob

Specialist Knowledge

Tier: 1

Activation: Passive

Ranked: Yes

When you purchase this talent, select a specific area of expertise for your character. When making a Knowledge check which pertains to that area of knowledge, reduce the difficulty of the check once.

Source: CCC-Tom Cruise

Street Slang

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

When making a social skill check in criminal or dubious company, may suffer a number of strain no greater than ranks in Street Slang to add an equal number of △ to the check.

Source: CCC-Klort

Covert Infiltration Training

Tier: 1

Activation: Passive

Ranked: No

Computers or skullduggery become a career skill. When disabling a security device, you can spend 2 advantage to leave the device or program undamaged.

Source: CCC-GM Ryan

Adroitness

Tier: 2

Activation: Passive

Ranked: No

When first acquired, choose a general skill. When making a check with that skill, reduce the time required by 50%.

Revised: When first acquired, choose a general skill. When making a check with that skill, reduce the time required by 25%. The GM may determine that this talent may not be used with certain skills or activities.

Source: CCC-Swordbreaker

Familiar

Tier: 2

Activation: Passive

Ranked: Yes

When your character purchases this talent, choose a silhouette 0 creature (approved by your GM). This creature becomes your character's familiar. Your character is bonded to this familiar as long as you choose, though the GM may decide to remove it due to mistreatment or other conditions. You instruct the familiar how to act telepathically. However, the only action a familiar may take is Exchange an Action for a Maneuver. It cannot fight except in self-defense, under the GM's direction.

Once per round, your character may use a maneuver to direct the familiar to take specific maneuvers during your character's turn. As long as the familiar is in short range, it may use the

Assist maneuver to give ■ to all magic checks. This range increases with ranks in Familiar.

Source: CCC-ESP77

Fighter's Stance

Tier: 2

Activation: Active (Incidental)

Ranked: No

When making a combat check, if your character has performed the Guarded Stance maneuver this turn, you may suffer 1 strain to ignore the penalties of the Guarded Stance maneuver.

Source: CCC-ESP77

Pact Magic

Tier: 2

Activation: Passive

Ranked: No

You have entered into a Pact with a powerful otherworldly being. When you purchase this Talent, choose one spell type your character can not normally cast. Once per encounter, you may cast this spell using any magic skill you possess. The GM may spend 🔄🔄 to make your character suffer one wound.

Source: CCC-ESP77

Prepared Spell

Tier: 2

Activation: Active (Action)

Ranked: No

Once per session, your character may make a skill check to cast a spell without suffering strain.

Source: CCC-TheSapient

Blindsense

Tier: 3

Activation: Passive

Ranked: Yes

As long as your character can hear, you may ignore setback imposed by darkness or blindness within short range. Each additional rank increases range.

Source: CCC-ESP77

Blood Magic

Tier: 3

Activation: Active (Incidental)

Ranked: No

When casting a spell your character may take two wounds instead of two strain.

Source: CCC-ESP77

Bonded Implement

Tier: 3

Activation: Active (Action)

Ranked: No

Choose one magical implement your character owns when taking this talent. Your character becomes bonded to this implement, and no other person may use it. Your character may attempt to summon it by making a Hard (◆◆◆) Magic Skill check. If your chosen implement is ever permanently lost or destroyed, you may select a new one of the same value.

Source: CCC-TheSapient

Combat Caster

Tier: 3

Activation: Passive

Ranked: No

Once per session your character may add the Deadly quality to a spell without increasing the difficulty.

Source: CCC-ESP77

Distant Spell

Tier: 3

Activation: Passive

Ranked: No

Once per session, when casting a spell the first range enhancement does not increase the difficulty of the spell.

Source: CCC-ESP77

Familiar (Improved)

Tier: 3

Activation: Active (Action)

Ranked: No

Your character must have purchased the Familiar talent to benefit from this talent. Your character may suffer 2 strain and make an Easy (◆) Magic Skill check; if successful, see and hear using your familiar's senses for one round, and you may

suffer 1 strain per round to extend the duration.

In addition, when the Familiar uses the Assist maneuver with the Character's magic check, the Assist maneuver provides ■■. The familiar must be within the range granted by ranks in the Familiar talent for your character to use the Familiar (Improved) talent.

Source: CCC-ESP77

Forbidden Knowledge

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Once per session, suffer strain no greater than ranks in **Knowledge** to increase your ranks in **Knowledge** by an equal number for the purpose of determining the strength of additional effects for the next spell cast during that round. In this case, your temporary ranks in **Knowledge** may exceed the usual limit of 5.

Source: CCC-Klort

Life or Death

Tier: 3

Activation: Passive

Ranked: No

When your character suffers wounds equal to half of their wound threshold or greater, add ■ to all combat checks they make.

Source: CCC-Swordbreaker

Lingering Spell

Tier: 3

Activation: Active (Incidental)

Ranked: No

Spend a Story Point and your character may make concentration maneuver as an incidental.

Source: CCC-TheSapient

Magic Resistance

Tier: 3

Activation: Passive

Ranked: Yes

Whenever you are being targeted by an enemy's spell, the caster adds ■ to the check. When

making a check to resist a negative magic effect, may add ■ to the check.

Source: CCC-Klort

Maximize Spell

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

Once per session, your character may add ■ to the skill check to cast a spell once per rank in Maximize Spell.

Source: CCC-ESP77

Overchannel (Improved)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the Overchannel talent to benefit from this talent. In addition to the effects of Overchannel, you may also add (◆◆) effects. The character gains one Despair (including the associated failure) per (◆◆) effect added in this way rather than increase the difficulty of the check. This is in addition to any ☒ rolled.

Source: CCC-ESP77

Pinning Fire

Tier: 3

Activation: Active (Action)

Ranked: Yes

Select a target within range of your currently wielded ranged weapon and make a Pinning Fire action. Until the start of your next turn, the targeted character adds ■ to their checks for each rank of Pinning Fire and suffers 1 strain.

Source: CCC-Tom Cruise

Shape Spell

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

When casting a spell with the Blast quality spend ▲ to exclude 1 target that would be affected by the explosion, up to ranks in Shape Spell.

Source: CCC-ESP77

Shield Master

Tier: 3

Activation: Active (Maneuver)

Ranked: No

While wielding a shield, your character may take the Shield Master maneuver, suffering 1 Strain. Your shield's Defensive and Deflection qualities increase by one each until the end of your next turn.

Source: CCC-Direach

Sneak Attack

Tier: 3

Activation: Active (Incidental)

Ranked: No

Once per round when performing the Aim maneuver you may suffer 1 Strain to also add Piece 2 to the Attack, or Increase Pierce of your weapon by 1, for the next Combat check you make this round.

Source: CCC-yeti1069

Turn Undead

Tier: 3

Activation: Active (Action)

Ranked: Yes

As an Action, force all undead creatures within short range (or other creatures deemed appropriate by the GM) to make a fear check with a Difficulty equal to your Discipline. In addition to the normal effects of Fear any targets who fail the check are forced to spend their next turn moving outside the range of the Turn Undead Talent. All maneuvers must be spent on movement including downgrading Actions if possible. Each rank of Turn Undead increases the Range that targets are affected by one Range band.

Source: CCC-ESP77

Assassin Strike

Tier: 4

Activation: Active (Incidental)

Ranked: No

After making a successful melee check, may spend a Story Point to disengage from an opponent as an incidental.

Source: CCC-Tom Cruise

Blood Magic (Improved)

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Blood Magic talent to benefit from this talent. Once per encounter, suffer an additional 2 wounds while using Blood Magic and add one additional effect with a Difficulty Mod + ♦ to a spell without increasing the difficulty.

Source: CCC-ESP77

Faith Healing

Tier: 4

Activation: Active (Incidental)

Ranked: Yes

After making a skill check to cast a Heal spell, may choose to change one ✨ to ⚔ per rank of Faith Healing.

Source: CCC-TheSapient

Familiar (Supreme)

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Familiar talent to benefit from this talent. You may spend a Story Point and use your Familiar as the point of origin for casting a spell. The familiar must be within the range granted by ranks in the Familiar talent for your character to use the Familiar (Supreme) talent.

Source: CCC-ESP77

Finesse (Improved)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Finesse talent to benefit from this talent. Because you can rapidly strike with surgical precision, use

Agility instead of Brawn for determining base damage for Brawl and Melee (Light) attacks.

Source: CCC-Dragonshadow

Flurry of Blows

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Perform the Flurry of Blows maneuver, suffering strain up to your ranks in Coordination to gain the Linked quality with a rating equal to the amount of strain suffered on your next Melee or Brawl combat check this turn.

Source: CCC-Klort

Life or Death (Improved)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Life or Death talent to benefit from this talent. When your character suffers wounds equal to half of their wound threshold or greater, upgrade the ability of all combat checks they make once. This replaces the normal effects of Life or Death.

Source: CCC-Swordbreaker

Mage Hunter

Tier: 4

Activation: Active (Action)

Ranked: Yes

When targeted by a successful curse spell, perform the Mage Hunter action; make a Daunting (♦♦♦♦) Discipline check to remove status. Difficulty reduced per rank of Mage Hunter.

Source: CCC-ESP77

Mystic Theurge (Improved)

Tier: 4

Activation: Passive

Ranked: No

Mystic Theurge no longer limits use of the magic skill to once per encounter.

Source: CCC-yeti1069

Pinning Fire (Improved)

Tier: 4

Activation: Active (Action)

Ranked: No

Your character must have the Pinning Fire talent to benefit from this talent. When making a Pinning Fire action, you may affect a number of targets equal to ranks of Pinning Fire.

Source: CCC-Tom Cruise

Quickened Spell

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Once per session, spend 2 strain to make a magic skill check as a maneuver.

Source: CCC-ESP77

Reflexive Barrier

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per session, when your character is targeted by an attack, you may cast Barrier as an out of turn incidental.

Source: CCC-ESP77

Sneak Attack (Improved)

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Sneak Attack Talent to benefit from this talent. Once per round when performing the Aim maneuver, you may choose to suffer 1 Strain to add Vicious 2, or increase your weapon's Vicious rating by 1, for your next combat check this round. This may be instead of, or in addition to the benefits of Sneak Attack's Pierce option.

Source: CCC-Richardbuxton

Vision of the Future

Tier: 4

Activation: Active (Incidental)

Ranked: No

Once per session, after successfully casting a spell, you may spend $\Delta\Delta$ or \textcircled{X} to add one additional effect to the cast spell, which would normally have increased the difficulty by 1.

Source: CCC-TheSapient

Barbaric Strength

Tier: 5

Activation: Passive

Ranked: No

May use Melee (Heavy) weapons one-handed.

Weapons used that way still use the Melee (Heavy) skill.

Source: CCC-Klort

Blood Magic (Supreme)

Tier: 5

Activation: Active (Incidental)

Ranked: No

Once per session while using Blood Magic, suffer a critical. You may decrease the difficulty of the next spell skill check you make by three to a minimum of **Average** ($\blacklozenge\blacklozenge$).

Source: CCC-ESP77

Bouncing Spell

Tier: 5

Activation: Active (Incidental)

Ranked: No

When your character fails a spell casting skill check that targets another character or NPC, may spend \textcircled{X} or $\Delta\Delta\Delta$ to immediately reroll the attempted spell with a new target.

Source: CCC-TheSapient

Life or Death (Supreme)

Tier: 5

Activation: Passive

Ranked: No

Your character must have purchased the Life or Death talent to benefit from this talent. The effects of Life or Death activate when your character takes wounds equal to one quarter of their wound threshold, instead of half.

Source: CCC-Swordbreaker

Sneak Attack (Supreme)

Tier: 5

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Sneak Attack Talent to benefit from this talent. Once per encounter you may spend a story point to add 🎲 to the results of an Attack Action. This does not include the ✨ usually associated with 🎲.

Source: CCC-Richardbuxton

Turn Undead (Improved)

Tier: 5

Activation: Active (Incidental)

Ranked: No

When taking a Turn Undead action, your character may flip a story point to deal 2 strain damage per rank of Turn Undead to any creatures that failed their fear check. In addition, you may perform a Concentration maneuver to maintain the effects in subsequent rounds.

Source: CCC-ESP77

FORMATTING GUIDE

Use Layout -> Columns -> 2

For Genesys dice symbols you will need the Genesys font installed. TTF should be easy to find. Use letters s a t f h d for ✨ ▲ 🎲 ✖ 🎲 🎲 respectively (just change fonts of those letters to Genesys and viola).

Sample Talent	Fonts & Descriptions
<p><u>Sample Talent Name</u></p> <p>Tier: 1</p> <p>Activation: Passive</p> <p>Ranked: No</p> <p><i>Prerequisites</i></p> <p>Description (First paragraph)</p> <p style="padding-left: 40px;">Description (Second Paragraph)</p> <p>Skills & Characteristics</p> <p>Simple (-) difficulty</p> <p style="text-align: right;">Source: Src</p>	<p><u>Calibri 14 Bold Underlined</u></p> <p>Tier: Calibri12 Left Aligned</p> <p>Activation: Calibri12 Left Aligned</p> <p>Ranked: Calibri12 Left Aligned</p> <p><i>Italic Calibri11 Left Aligned</i></p> <p>Calibri11 Left Aligned</p> <p style="padding-left: 40px;">1 Tab of indentation</p> <p>Calibri11 Bold</p> <p>Calibri11 Bold</p> <p style="text-align: right;">Source: Calibri 8 right aligned (Right aligned empty line between talents Calibri10)</p>

Use “End of page” (Ctrl + Enter) at the end of each tier instead of whitespace.

Do not forget to update the Sources if you add a new source book.

SOURCES

ABGA	Age of Rebellion Beginner Game Adventure Book	GCRB	Genesys Core Rulebook
ABGR	Age of Rebellion Beginner Game Rulebook	GEPG	Genesys Expanded Player's Guide
ACRB	Age of Rebellion Core Rulebook	GHC	Gencon 2017 Haunted City Module
BTR	Beyond the Rim	GMK	Game Master's Kit
CAM	Cyphers and Masks	GOD	Ghosts of Dathomir
CCC	Community Created Content	HD	Hidden Depths
COTG	Chronicles of the Gatekeeper	IARAD	Imperials and Rebels Adversary Deck
COTGAD	Citizens of the Galaxy Adversary Deck	JOY	Jewel of Yavin
DA	Desperate Allies	KOF	Knights of Fate
DC	Dangerous Covenants	KTP	Keeping the Peace
DITW	Dead in the Water	LBE	Lead by Example
DOH	Disciples of Harmony	LONH	Lords of Nal Hutta
DOR	Dawn of Rebellion	MPQ	Mask of the Pirate Queen
EBGA	Edge of the Empire Beginner Game Adventure Book	ND	No Disintegrations
EBGR	Edge of the Empire Beginner Game Rulebook	NOP	Nexus of Power
ECRB	Edge of the Empire Core Rulebook	OAA	Onslaught at Arda I
ETU	Enter the Unknown	OS	Operation Shadowpoint
EOTI	Embers of the Imperium	RAGP	Rescue at Glare Peak
EV	Endless Vigil	ROT	Realms of Terrinoth
FBGA	Force and Destiny Beginner Game Adventure Book	SAVAD	Scum and Villainy Adversary Deck
FBGR	Force and Destiny Beginner Game Rulebook	SM	Special Modifications
FC	Fly Casual	SOF	Suns of Fortune
FCRB	Force and Destiny Core Rulebook	SOR	Strongholds of Resistance
FH	Far Horizons	SOT	Stay on Target
FIB	Forged in Battle	SS	Savage Spirits
FLT	Friends Like These	UP	Unlimited Power
FO	Fully Operational		