

**Ascendancy LRP
Appendix B.
Vocational Talents**

Appendix B – Vocational Talents

Aesthetic	Craft works of artistry, create magical items	Natural or Supernatural
Animal Empathy	Linked to the animals around them.	Supernatural
Astral Projection	Move spiritually outside of the physical body	Supernatural
Aura-Reading	Sense the flow of energies around an individual	Supernatural
Channel Power	Affect the flow of magical energy around you	Supernatural
Chronopathy	Sense and influence the flow of time	Supernatural
Clairvoyance	See and hear events at great distances	Supernatural
Combative	Increased effectiveness in unarmed combat	Natural
Fortitude	Withstand greater amounts of damage	Natural or Supernatural
Learned	Understand and gain great knowledge quickly	Natural
Luck	Favoured with fortune's blessing	Supernatural
Machine Empathy	Understand and influence complex machinery	Supernatural
Mage Sense	Sense the flow of magical activity	Supernatural
Mind Blank	Withstand mental assault and resist domination	Natural or Supernatural
Pathfinder	Determine direction, location and safe routes	Natural or Supernatural
Portal Sense	Sense location and destination of Portals	Supernatural
Potency	Perform great feats of strength	Natural or Supernatural
Precognition	Sense portents and the outcome of future events	Supernatural
Psychometry	Sense the past history and powers of an object	Supernatural
Psychomoleate	Shape solid materials with bare hands	Supernatural
Random Draw	A Talent is acquired at random from the list	Either
Sharpshooter - Bow	Increased effectiveness with a bow	Natural
Sharpshooter - Firearms	Increased effectiveness with a firearms	Natural
Spirit Speech	Speak to and understand spirits	Supernatural
Tenacity	Continue to fight, despite debilitating wounds	Natural or Supernatural
Touch of Grace	Heal the wounds and diseases of others	Supernatural
Vigour	Resistance to diseases and poisons	Natural to Supernatural
Weapon Master	Increased effectiveness with melee weapons	Natural

Aesthetic:

The character is able to create artwork or items that are pleasing to the eye. They are able to ask a higher asking price for their items and expect that to be paid. They are able to craft items which are capable of being imbued with Supernatural abilities. They require the relevant Craft Skill for the item they wish to create.

Level	Description	HAP cost
1	<p>The character is capable of creating an item that capable off being imbued with a supernatural Talent or Spell equivalent to level 1. They must have the ability they wish to imbue, or the co-operation of someone with that ability.</p> <p>The character may buy a level 1 Craft available to them between games for 10 Karma.</p>	Variable
2	<p>The character is capable of creating an item that capable off being imbued with a supernatural Talent or Spell equivalent to level 2. They must have the ability they wish to imbue, or the co-operation of someone with that ability.</p> <p>The character may buy a level 2 Craft available to them between games for 10 Karma, as long as they have the prerequisite Craft skill.</p>	Variable
3	<p>The character is capable of creating an item that capable off being imbued with a supernatural Talent or Spell equivalent to level 3. They must have the ability they wish to imbue, or the co-operation of someone with that ability.</p> <p>The character may buy a level 3 Craft available to them between games for 10 Karma, as long as they have the prerequisite Craft skill.</p>	Variable
4	<p>The character is capable of creating an item that capable off being imbued with a supernatural Talent or Spell equivalent to level 4. They must have the ability they wish to imbue, or the co-operation of someone with that ability.</p> <p>The character may buy a level 4 Craft available to them between games for 10 Karma, as long as they have the prerequisite Craft skill.</p>	Variable
5	<p>The character is capable of creating an item that capable off being imbued with a supernatural Talent or Spell equivalent to level 5. They must have the ability they wish to imbue, or the co-operation of someone with that ability.</p> <p>In addition, items crafted at this level may be imbued as part of a ritual to create more powerful Artefacts.</p> <p>The character may buy a level 5 Craft available to them between games for 10 Karma, as long as they have the prerequisite Craft skill.</p>	Variable

Animal Empathy:

The character is able to communicate with the animals around him on a very basic level. As his skills improve he is able to communicate on a more meaningful level. Be aware that any information gained will be from the animals' point of view. He can convince them to help him, or in extreme cases compel them to obey him.

Level	Ability	HAP Cost
1	You are able to read an animal's surface feelings and moods, as well as any immediate instinctual desires it has.	1
	You can give a simple command of up to three words to an animal. The target cannot be made to do anything to harm itself or directly contravene its nature. The effect lasts until the command is completed or 1 minute has passed, whichever happens first. The animal must also be able to understand the concepts behind the command, for example "Be Silent" or "Hold this" will work, while "Steal the maps" will only cause confusion.	1
2	You can give a simple command of up to five words to an animal. The target cannot be made to do anything to harm itself or directly contravene its nature. The effect lasts until the command is completed or 2 minutes have passed, whichever happens first. The animal must also be able to understand the concepts behind the command, for example "Be Silent" or "Hold this" will work, while "Steal the maps" will only cause confusion.	2
	Using appropriate noises and gestures you may essentially hypnotise an animal, although you won't be able to make it do anything other than sit and watch you to the exclusion of all else. If your concentration is broken in any way, or you otherwise stop specifically focusing on the animal it will be free to move again. You cannot spend any other HAP while hypnotising an animal.	2
3	You are now able to hold more complex conversations with most animals, although to the outside observer you will simply be making animal noises. Certain animals will require research before you can communicate with them or, very rarely, may not be communicated with at all!	Variable
	You can ask three questions of the target. The target will respond honestly but the answers may be cryptic and will be from an animalistic point of view.	3
	You are able to control an animal for up to 3 minutes, the creature will do what ever it is instructed during this time. The creature is aware of this and may not be happy when the three minutes is over. You cannot force the target to commit suicide in any form, but can order the target to attack its allies, for example.	3
4	You may attempt to hypnotise or command a group of animals, as per the above abilities.	Variable
	You can implant a single suggestion into the target's mind. The suggestion cannot force a creature to harm itself or act against its nature. The effect lasts for 10 minutes or until the task is completed, whichever is sooner. The creature is not aware that it has been influenced by this effect.	4
5	You are able to 'ride' an animal's mind, subtly controlling what it does. Be wary though, if you try to force the animal to do anything it wouldn't normally do (such as put itself in mortal danger for no reason) it may resist your control.	Variable
	You may choose to call out for a type of animal in the local area e.g. howling in order to attract the attention of local wolves. The animals may choose not to respond, however those which do will be more amenable to helping you.	5

Astral Projection:

The character is able to remove his spirit from his body and travel to the Spiritual Realm (often colloquially referred to as the Dreaming or the Astral). At higher levels they are able to take other people with them and to 'peek' through into the Realm. They are able to use Supernatural abilities and traits while out of their body.

Level	Ability	HAP Cost
1	You are able to remove your spirit from your body and enter and leave the Spiritual Realm. While here you are unable to do anything which would require you to spend HAP, other than leaving.	1
	You are able to remove your spirit from your body and travel anywhere within 1 mile. Physical barriers will not stop you, however Warded areas may do.	1
2	While in the Spiritual Realm you are sometimes able to sense ripples in the ether which precede danger. You are also able to sense other people entering or leaving the Realm nearby.	Variable
	You are able to remove your spirit from your body and travel anywhere within 5 miles. Physical barriers will not stop you, however Warded areas may do.	2
3	While in the Spiritual Realm you have full access to your Talents, skills and abilities.	No cost
	You are able to take other people into and out of the Spiritual Realm. They will have no access to Talents, Skills etc while there, unless they have any special abilities.	Variable
	You are able to remove your spirit from your body and travel anywhere within 25 miles. Physical barriers will not stop you, however Warded areas may do. This will take an amount of time which is at Ref discretion.	3
4	You are able to forcibly remove someone from the Spiritual Realm. They are able to resist, but if you are successful they will be pushed back into the real world and will be disorientated for 5 minutes.	4
	You are able to resist being pushed out of the Spiritual Realm.	4
	You are able to remove your spirit from your body and travel anywhere within a Shardal area e.g Union, Salem. Physical barriers will not stop you, however Warded areas may do. This will take an amount of time which is at Ref discretion.	4
5	You are able to take your physical body into and out of the Spiritual Realm. You will have penalties applied to you at Ref discretion, depending on how your body reacts to the area of the Realm you are in.	5
	You are able to remove your spirit from your body and travel anywhere within the Shards. Physical barriers will not stop you, however Warded areas may do. This will take an amount of time which is at Ref discretion.	5
	You are able to 'peek' into the Spiritual Realm.	5

Aura Reading:

The character is able to see the auras which surround all sentient beings. They are able to ascertain a subject's emotional state, sometimes even at such a deep level they can be aware of unconscious motivations. They are also able to tell the touches of magical energy which surround Bloodline creatures, Fae and other non-human creatures.

Level	Ability	HAP Cost
1	You can get an impression of a subject's main emotional state, this will be in the form of a simple one word description e.g. happy, sad.	1
	You can get an impression of a subject's main physical state, this will be in the form of a simple one word description e.g. tired, nauseous.	1
2	You can detect strong emotions even if they are not being shown.	2
	You can tell if a subject has any diseases, as well as the type of disease i.e how it is carried and how infectious it is.	2
3	You are able to sense the main motivation for a subject's actions.	3
	You can tell if a subject has any internal injuries which do not show outwardly. You are also able to spot the weak areas in a subject's aura which are left by long term injuries or weaknesses.	3
4	You can detect emotions (e.g. repressed anger, secret love) that are buried deep in a subject's psyche.	Variable
	Your ability to read the subjects aura improves the effectiveness of a relevant Talent or Skill being used on that subject. This can last for up to thirty minutes. The exact effect is at Ref discretion.	Variable
5	You are able to sense hidden motivations for a subject's actions.	5
	You are potentially able to recognise Bloodlines or non-human racial types, even if they are not showing any physical traits.	Variable
	You are aware when someone is lying to you. You need to ask OOC if they are lying and they must answer truthfully. This will remain active for one conversation or one hour, whichever is sooner.	5

Channel Power:

The character is able to sense the flow of magical energy and power around people and artifacts. They are able to influence these energetic flows to meet their own desires. They are also powerful contributors to rituals, being able to see the flow of energies around the circle.

Level	Ability	HAP Cost
1	Your mere presence at a ritual increases the likelihood of it succeeding, or improving its outcome. Actively participating in the ritual will bring about better results than standing passively by. The exact mechanic of this is up to the individual ref monitoring the ritual.	Variable
2	<p>You are able to transfer an amount of power (HAP) into a talisman to create a one-shot version of a spell they are able to cast. The item must be specifically created to store the spell. In order to make the talisman, a minimum of two minutes per level of spell must be put into creating the talisman. On finishing the talisman, you put the casting cost of the spell in HAP into it.</p> <p>Suitable talismans are carved sticks, charms, scrolls or amulets. Once the spell is cast the item becomes unusable and must be dismantled or destroyed as soon as practical after it is cast. If the Talisman becomes damaged before it is used, it is ineffective. Unused Talismans become inactive at the end of the day they were created, and a new talisman must be made. Individual components such as ribbons and beads can be reused for new Talismans.</p> <p>There is no requirement for the character to have any skills in Craft or levels of Aesthetic in order to use this talent. Likewise, characters making magical artefacts using <u>Aesthetic</u> do not require this talent.</p>	Variable
3	<p>You can draw HAP from a willing volunteer, or donate HAP to a willing subject. This is on a two for one basis, that is, for every two given, one is received.</p> <p>When you are actively participating in a ritual you are able to significantly improve its outcome. The exact mechanics of this are up to the referee monitoring the ritual.</p> <p>By remaining still and concentrating on a repetitive activity (such as prayer) or by meditating, you are able to boost the speed at which you are able to regain HAP. You gain one HAP back for every 15 minutes spent in this state. If you are distracted or disturbed during this period you must complete another 15 minutes of meditation, you cannot pick up from where you left off.</p>	<p>Variable</p> <p>Variable</p> <p>None</p>
4	<p>You are able to transfer an amount of power (HAP) into a talisman to create a magical battery which you are able to use to cast spells. The item must be specifically created to store the power. In order to make the talisman, a minimum of one minute per point of HAP being stored must be put into creating the talisman. On finishing the talisman, you deposit HAP into it, on a two for one basis, that is, for every two points put in, you will get one out.</p> <p>As above, once the Talisman is drained the item becomes unusable and must be dismantled or destroyed as soon as practical after it runs out of power. If the Talisman becomes damaged before it is used, it is ineffective. Unused Talismans become inactive at the end of the day they were created, and a new talisman must be made. Individual components such as ribbons and beads can be reused for new Talismans.</p>	Variable
5	<p>You are able to draw or donate HAP on a one for one basis to a willing volunteer.</p> <p>When you take part in a ritual all other characters involved in the ritual are counted as having level 1 Channel Power - Ritual Contribution whilst actively taking part in the ritual. Any character which already has this level of Talent counts as having level 3 Improved Ritual Contribution whilst taking part.</p>	<p>Variable</p> <p>Variable</p>

Chronopathy:

This is the basic awareness of the flow of time and temporal situations. This is the basis for the use of the Skills in the Horology section – the power to put the theory into practice.

Level	Ability	HAP Cost
1	A Referee may elect to inform you whether a location is being affected by powerful Horological or major supernatural effect which has Horological elements.	1
	You can determine the relative flow of one temporal event against another.	1
	Pre-requisite for Level 1 Horology Skill.	
2	A Referee may elect to inform you whether a person is significantly Horologically active, or is being affected through major Horology.	2
	You can determine the relative flow of time of one temporal event against another and calculate the increasing or decreasing gap.	2
	Pre-requisite for Level 2 Horology Skill.	
3	A Referee may elect to inform you whether a location is being affected by subtle Horological or minor supernatural effect which has Horological elements.	3
	Pre-requisite for Level 3 Horology Skill.	
	Pre-requisite of using horological devices.	
4	A Referee may elect to inform you whether a person or item is being affected by subtle Horological or minor supernatural effect which has Horological elements.	4
	You can determine the relative flow of time of one temporal event against another and calculate the increasing or decreasing gap and can predict the pattern of future fluctuations.	4
	Pre-requisite for Level 4 Horology Skill.	
5	A Referee may elect to inform you whether there are traces of Horological residue in an object, person or location, and provide further information if required.	5
	Pre-requisite for Level 5 Horology Skill.	
	Pre-requisite of using and understanding horological devices allowing programming to take place.	

Clairvoyance:

The character is able to view, and listen to, far away or familiar places by entering into a deep trance. As his skill with this ability increases so does his range, allowing him to view people he has never met, or even places across the other side of the world.

Level	Ability	HAP Cost
1	You are able to view a person or place with which you have a great deal of familiarity e.g. your house or your immediate family.	1
	You are able to view a place or person within 1 mile of your current location.	1
2	You are able to view a person or place with which you have passing familiarity e.g. your local market place or an associate.	2
	You are able to view a place or person within 5 miles of your current location.	2
3	You are able to view a person or place which you have interacted with e.g. a tavern owner you bought drinks from or a boarding house you have stayed in.	3
	You are able to view a place or person within 25 miles of your current location.	3
4	You are able to view a person or place which you have seen from a distance e.g. the leader of an enemy army view from a hill or the enemy camp itself.	4
	You are able to view a place or person within the local Shardal area e.g. Union, Salem. As long as you have some link to them. This can be either in the form of an item from that person or place, or by having had a talismanic link attuned to you place at that person or place.	4
5	You are able to view a person or place which you have never seen as long as you have a link to that thing. This can be either in the form of an item from that person or place, or by having had a talismanic link attuned to you place at that person or place.	5

Combative:

The character is an impressive unarmed fighter. Through years of training, or sheer natural ability, the character is able to toughen their body and resist stunning blows.

Level	Ability	HAP Cost
1	You know how to use your hands, feet... most parts of your body, in fact, to inflict damage. Each unarmed blow deals one point of temporary damage.	None
	You may resist the effect of pain-causing Spells and Stun attempts.	1
2	You may resist the effects of Subdue and Knockdown attempts.	2
	If wearing an armoured gauntlet or thick glove you may catch or deflect an opponent's uncalled blow and take no damage. This technique is still possible without the protection, in which you still take damage.	2
3	You can perform a nerve strike, this will disable one limb (arm or leg) for 1 minute. This can be performed through armour.	3
4	You may catch or deflect a called blow. If wearing a thick glove or armoured gauntlet, you take no damage. This technique is still possible without the protection, in which you still take damage.	4
5	You can perform a stunning blow, this causes two points of real damage through armour and stuns them for five seconds.	2

Fortitude:

The character is incredibly tough, they are able to take sword blows in their stride. Although the physical effects of being knocked off their feet are still there, they are far harder to injure than the average man.

Level	Ability	HAP Cost
1	The character may take no damage from the first uncalled blow received in combat. Though it will hurt, and the character should react to it, it will not need medical treatment and will heal up on its own, given time.	1
2	The character gains an additional hit point to each location (making a total of two per limb and three to the torso), this is permanent and does not require expenditure of HAP.	None
3	The character may take no damage from the third uncalled blow received in combat. Though it will hurt, and the character should react to it, it will not need medical treatment and will heal up on its own, given time.	1
4	The character gains an additional hit point to each location (making a total of three per limb and four to the torso), this is permanent and does not require expenditure of HAP.	None
5	The character may take no damage from one called blow in an encounter. Though it will hurt, and the character should react to it, it will not need medical treatment and will heal up on its own, given time.	2

Learned:

The character has spent a great deal of time studying various aspects of the world around them. While they are specialised in certain areas, they are also able to research almost any area as long as they have access to a source of information.

Level	Ability	HAP Cost
1	You are able to ask the Refs for information on a subject you have knowledge in. On a successful bead draw you may get some interesting additional trivial information (better draws giving better results). The character may buy a level 1 Academic Skill available to them between games for 10 Karma.	1
2	You are able to choose a specific sub section of a knowledge and be considered one level higher in that Academic Skill for the purposes of that specific area (ie Physics 3: Specialty Fluid Mechanics or History 3: Specialty Artifacts) The character may buy a level 2 Academic Skill available to them between games for 10 Karma, as long as they have the prerequisite Academic Skill.	2
3	You may gain at Level 2 one Academic Skill for the duration of one game (chosen at the beginning of the game). This represents specific cramming of information relevant to that area to go into a situation as prepared as possible. The character may buy a level 3 Academic Skill available to them between games for 10 Karma, as long as they have the prerequisite Academic Skill.	3
4	You gain a positive bonus on any draw made on academic skills/research that the character makes. The character may buy a level 4 Academic Skill available to them between games for 10 Karma, as long as they have the prerequisite Academic Skill.	4
5	You may ask any question relating to any academic subject as if you had Level 2 of that Academic Skill. Cram now gives the effectiveness of a level 3 skill in that area. The character may buy a level 5 Academic Skill available to them between games for 10 Karma, as long as they have the prerequisite Academic Skill.	5

Luck:

The character is incredibly lucky. In any situation where they can scare out alive and in one piece, they will do so. Never play cards with them.

Level	Ability	HAP Cost
1	For each bad draw you get from a Referee, the next draw by the same Referee may be modified in your favour by a proportional amount at their discretion. Occasionally coincidences will go your way.	Variable
2	Your luck is such that all draws you have to take may be modified by one point in your favour if you spend HAP. You take no damage from uncalled melee hits that could have bounced off equipment or caught in clothing, but you should still react to the blow. A statement of "that was lucky!" or similar must be made. The item may be damaged at Referee's discretion.	1 2
3	Bullets shot at you will occasionally miss by a fraction of an inch or ricochet off or embed themselves in equipment. If a shot, even a Called Shot, can feasibly hit an item of equipment (e.g. a head shot merely goes through your hat) you take no damage though you must still react to the shot. A statement of "that was lucky!" or similar must be made. The item may be damaged at Referee's discretion.	3
4	All draws you have to take may be modified by two points in your favour if you spend HAP.	Variable
5	Every gun fired at you will automatically miss, unless it is fired at point blank range. You take no damage from Called melee hits that could have bounced off equipment or caught in clothing, but you should still react to the blow. A statement of "that was lucky!" or similar must be made. The item may be damaged at Referee's discretion. You must now also keep a lucky charm visibly about your person at all times. If this charm is lost or destroyed you need to see a Ref immediately.	None 3

Machine Empathy:

The character has a natural understanding of machines on a basic level. They are able to see the workings of machines and bend them to their will. They can create machines which run on clockwork, steam, or sometimes even on raw magical power.

Level	Ability	HAP Cost
1	You are able to ask a Referee questions about the basic nature, purpose and workings of a simple machine.	Variable
	You know how to give power to a simple machine, causing it to activate or remain activated for longer. You may attempt this with a more complex machine, however the results will be less reliable.	Variable
2	You are able to attempt to fix or alter the workings of a simple machine, assuming you have the necessary Skills for patching or creating new parts. You may also deactivate simple machines without damaging them.	2
	You are able to control a simple machine for 1 minute, causing it either to go against its nature, assuming it is physically capable of doing so e.g. causing a watch to run backwards, or altering what it is focusing on.	2
3	You are able to ask a Referee questions about the basic nature and purpose of a complex machine.	Variable
	You are able to create simple machines, capable of performing one task, for a limited amount of time before needing recharging with some form of power. You still need the appropriate Skills to manipulate the material you wish to use.	Variable
4	You are able to attempt to fix or alter the workings of a complex machine, assuming you have the necessary Skills for patching or creating new parts. You may also deactivate complex machines without damaging them.	Variable
	You are able to control a simple machine for 3 minute, or a group of up to 5 simple machines for 1 minute. You can cause them either to go against their nature, assuming they are physically capable of doing so e.g. causing a watch to run backwards, or altering what they are focusing on.	4
5	You are able to create complex machines, capable of performing multiple tasks, for a longer amount of time before needing recharging with some form of power. You still need the appropriate Skills to manipulate the material you wish to use.	Variable
	You are able to control a complex machine for 2 minutes, causing it either to go against its nature, assuming it is physically capable of doing so e.g. causing a watch to run backwards, or altering what it is focusing on.	5

Mage Sense:

The character has an innate understanding of magic and supernatural effects. They are able to sense the ebb and flow of energy around them, this can give them a great insight into people and areas around them.

Level	Ability	HAP Cost
1	Your character may focus, which allows them to sense whether a location is being affected by powerful magic or major supernatural effects	1
2	Your character may focus, which allows them to sense whether a person is significantly magical or highly supernatural, or is being affected by major magics.	2
3	Your character may focus, which allows them to sense whether a location is being affected by subtle magical or supernatural effects.	3
4	Your character may focus, which allows them to sense whether a person or item is being affected by subtle magical or supernatural effects.	4
5	Your character may focus, which allows them to sense whether there are traces of magical residue in an object, person or location, and provide further information	5

Mind Blank:

The character has trained, or inherited, an incredibly strong mind. They are able to protect their thoughts and mind from outside influence and even full out attack.

Level	Ability	HAP Cost
1	Any Spells, Supernatural Talents or Skills of Level I that affect the mind can be resisted.	1
2	Any Spells, Supernatural Talents or Skills of Level II that affect the mind can be resisted.	2
3	Any Spells, Supernatural Talents or Skills of Level III that affect the mind can be resisted.	3
4	Any Spells, Supernatural Talents or Skills of Level IV that affect the mind can be resisted.	4
5	Any Spells, Supernatural Talents or Skills of Level V that affect the mind can be resisted.	5

Pathfinder:

The character has a knack for finding the way through many and varied territory, be it the safest route, or the shortest. They have a natural, inbuilt compass and an unerring sense of direction.

Level	Ability	HAP Cost
1	<p>You can find your way back to a location as long as they have traveled there on a previous occasion, and take educated guesses at suitable short cuts.</p> <p>The character may buy a level 1 Survival Skill available to them between games for 10 Karma.</p>	None
2	<p>You can attempt to find your way back to a location that you are familiar with, regardless of where you are travelling from. You can take detours to avoid trouble and are less likely to become lost as a consequence of a detour.</p> <p>You know one area like the back of your hand, whether it is your home territory, or the city that you live in.</p> <p>The character may buy a level 2 Survival Skill available to them between games for 10 Karma, as long as they have the prerequisite Survival Skill.</p>	None None
3	<p>You are able to sense North, or any cardinal point, just by thinking about it. You are also able to determine where a location is in relation to where you are, in conjunction with a map, and keep a rough direction for it in your head when traveling.</p> <p>By briefly looking at a map, or hearing a description of the location, you can attempt to find your way to their destination, and avoid trouble on route. This route will usually be the easiest route, though not necessarily the shortest.</p> <p>The character may buy a level 3 Survival Skill available to them between games for 10 Karma, as long as they have the prerequisite Survival Skill.</p>	2 Variable
4	<p>You may attempt to cover your tracks, and thereby attempt to lose anyone tracking you with up to level 4 Tracking. Level 4 Trackers will be at the equivalent of level 2 for the purpose of following your trail. Level 5 Trackers will be at the equivalent of level 3.</p> <p>The character may buy a level 4 Survival Skill available to them between games for 10 Karma, as long as they have the prerequisite Survival Skill.</p>	3
5	<p>You can, with some thought, work out exactly where you are on a Shard in relation to a well known place, either their home or a capital city.</p> <p>You can travel effortlessly to any location, as long as you have a vague idea where you are going, and have the physical means to do so (i.e., you must have a boat to cross open water, or portal navigational abilities to travel between locations). You will be able to take any route you like, shortest, easiest, least troublesome etc, and should therefore reach your chosen destination considerably quicker than even a seasoned traveller going by road.</p> <p>The character may buy a level 5 Survival Skill available to them between games for 10 Karma, as long as they have the prerequisite Survival Skill.</p>	5

Portal Sense:

The character has an innate sense of understanding about the particular type of energies which surround Portals. As their ability with this Talent increases they are able to see more subtle shifts in the energies, gaining greater insight.

Level	Ability	HAP Cost
1	You can detect the presence of a Portal but not its exact location unless it is very close	1
2	You can determine a Portal's Shard of destination.	2
3	You can detect the presence of a Portal and its exact location, and can determine its region of destination. You can also determine whether a Portal can be controlled or has other properties.	3 3
4	You can determine whether a Portal has been recently used or is on a cycle.	
5	You can detect the presence of a Portal and its exact location, and can determine its exact destination.	5

Potency:

The character is able to attempt feats of strength beyond the abilities of most people. They can break metal, throw objects larger than themselves and smash through armour.

Level	Ability	HAP Cost
1	You may bend or break almost anything that is no thicker than your own thumb. You are able to call 'knock down' on contact with an opponent.	1 1
2	You are able to carry an armoured man or someone larger than yourself without aid. You may also do a <u>Mighty Blow</u> that does an extra point of damage.	None 2
3	You may perform a Feat of Strength (e.g. turn over a fully laden cart or throw a grown man up to ten feet. If you choose you can perform a Feat of Strength at half cost, but afterwards you will become Tired (need to sit down, unable to do anything in combat other than defend yourself, cannot spend HAP. This lasts for two minutes). You may bend or break almost anything that is no thicker than your own wrist.	4 or 2 2
4	You may do a <u>Crushing Blow</u> that pulverises bone and renders armour useless. Any unarmoured location hit with a <u>Crushing Blow</u> immediately drops to Critical, any armoured location hit by a <u>Crushing Blow</u> counts thereafter as unarmoured until the armour is replaced or repaired, any shield hit with a <u>Crushing Blow</u> is smashed to pieces.	4
5	You may perform an <u>Amazing Feat of Strength</u> (e.g. uproot trees or throw a fully-grown man up to thirty feet. If you choose you can perform an <u>Amazing Feat of Strength</u> at half cost, but afterwards you will become Exhausted (need to lie down, any activity more strenuous than a slow walk may cause you to collapse unconscious, cannot spend HAP, this lasts for three minutes). You may bend or break almost anything that is now thicker than your own neck.	6 or 3 4

Precognition:

You are able to see glimpses of the future, worrying out clues about how events will unfold.

Level	Ability	HAP Cost
1	A Referee may elect to inform you that you are in immediate, or nearly immediate danger. This will take the form of a simple verbal warning with no hints as to what the nature of the threat is or how soon it will arrive.	None
2	Your character may conduct a short ritual such as dangling a pendulum over a map, which allows them to sense whether you may be subjected to an experience relating to a particular person, event or incident during next few hours. This will take the form of a cryptic clue.	2
3	A Referee may elect to inform you that you are in immediate, or nearly immediate danger. This will take the form of a strong verbal warning with some vague information of what the threat is and how soon it will arrive.	None
4	Your character may undertake an activity such as drawing up a Horoscope which allows them to sense whether you may be subjected to an experience relating to a particular person, event or incident during the day. This will take the form of a muddled and somewhat confusing dream.	4
5	Your character may conduct an event such as falling into a deep meditative trance whether you, or those close to you may be subjected to an experience relating to a particular person, event or incident during the weekend. This will take the form of a detailed but mysterious vision.	5

Psychometry:

The character is able to gain flashes of insight into the history or use of an item.

Level	Ability	HAP Cost
1	You may ask a referee whether an item is powerful, or significant in some way. Their answer will take the form of a simple verbal statement with no hints as to what the nature of the power is or its significance.	None
2	You may ask a referee whether an item is powerful, or significant in some way. Their answer will take the form of a simple verbal statement that the item is of Magical or Historical significance, for example.	None
3	You may ask a referee whether an item is powerful, or significant in some way, and how it may have been used. Their answer will take the form of a simple verbal statement that the item is of Magical or Historical significance for example, with a simple statement about its use, i.e. Ritualistic, used in a murder etc.	None
4	You may ask a referee whether an item is powerful, or significant in some way, and how it may have been used. Their answer will take the form of a cryptic statement or a short vision or flashback.	None
5	You may ask a referee whether an item is powerful, or significant in some way, and how it may have been used. Their answer may take the form of a detailed vision or flashback.	None

Psychomoleate:

By touching a substance you are able to manipulate it into different forms and alter its nature. You may only manipulate one substance with Psychomoleate, this must be chosen at the start of game play.

Level	Ability	HAP Cost
1	Choose one inanimate, mundane substance. You have the ability to manipulate small amounts of that substance without the need for tools – quantity of the substance is no larger than the player's fist, or no thicker than your thumb.	1
2	You may change a property of an item made out of your chosen substance, such as making ceramic permeable, blunting a metal blade, making wood soft or rigid.	2
3	You are practiced enough to work almost any mundane substance with only minimal tools, additionally you are sufficiently in tune with the substance chosen at level 1 you are able to work large amounts without the need for tools. – quantity of the substance is no larger than the player's head, or no thicker than the player's wrist	3
4	You may make items covered by a Craft Skill you possess without the need for tools. You may change the physical state of your chosen substance, such as setting wood on fire, or liquidizing metal.	4
5	You may touch an inanimate object either of your chosen material, or similar in nature to it and by concentrating you may render it down to its component elements. This item must be no larger than your body and no thicker than your waist. Additionally you are sufficiently in tune with the substance chosen at level 1 you are able to do almost anything with any amount, given sufficient time and HAP.	5 Variable

Sharpshooter – Bow:

The character has excellent abilities with a bow, they are able to shoot while moving and with lethal accuracy.

Level	Ability	HAP cost
1	The character may shoot when moving.	None
2	The character may call 'Knockdown' with a shot, this knocks the target off their feet.	2
3	You may choose one bow, you are now able to do one extra point of damage with all arrows fired from this bow.	2
4	The character may, whilst moving slowly, perform a one shot kill on either a stationary or moving target. The shot must hit the torso and the call is 'lethal'. The target must not be aware the shot is being taken. The wound inflicted is a Lethal wound and needs medical treatment as such. This puts the target on a minute Deathcount. If the target has less than a minute, the Deathcount is not changed.	4
5	The character may, whilst moving quickly, perform a one-shot kill at either a stationary or moving target. The shot must hit the torso, the call for this is 'Lethal Critical'. The target must not be aware the shot is being taken. The wound inflicted is a Lethal wound and needs medical treatment as such. This puts the target on a minute Deathcount as well as reducing the location to zero hit points. If the target has less than a minute, the Deathcount is not changed.	5

Sharpshooter – Firearms:

The character has excellent abilities with a gun, they are able to shoot while moving and with lethal accuracy.

Level	Ability	
1	The character may shoot at a rapidly moving target. They must remain stationary or be moving slowly.	None
2	The character may shoot when moving rapidly. They must pick a stationary or slow moving target.	None
3	The character may aim whilst stationary, at a location - torso, arm or leg of a stationary or slowly moving target. The call for this is 'Target - Location' You may choose one gun, you are now able to do one extra point of damage with all bullets fired from this gun.	1
4	The character may aim whilst moving rapidly, at a location - torso, arm or leg of a stationary or slow moving target. The call for this is 'Target - Location' In addition, if stationary or slowly moving they may aim at a specific location, such as hand, kneecap, foot, elbow etc. The call for this is 'Target - Location'	1 2
5	The character may aim whilst stationary or moving slowly at a location, and perform a one-shot kill at either a stationary or moving target. The shot must be an aimed shot. The call for this is 'Target – Lethal'. The wound inflicted is a lethal wound and needs medical treatment as such. This puts the target on a minute Deathcount. If the target has less than a minute, the Deathcount is not changed.	4

Spirit Speech:

The character is able to remove his spirit from his body and travel to the Spiritual Realm (often colloquially referred to as the Dreaming or the Astral). At higher levels they are able to take other people with them and to 'peek' through into the Realm. They are able to use Supernatural abilities and traits while out of their body. They are able to converse with Spirits, you must choose the type of Spirit, e.g. Ghost, Dreaming Spirit, at character creation.

Level	Ability	HAP Cost
1	You are able to remove your spirit from your body and enter and leave the Spiritual Realm. While here you are unable to do anything which would require you to spend HAP, other than leaving.	1
	Able to perceive and communicate with minor spirits of chosen type.	1
2	While in the Spiritual Realm you are sometimes able to sense ripples in the ether which precede danger. You are also able to sense other people entering or leaving the Realm nearby.	Variable
	Able to bargain with minor spirits of chosen type.	2
3	While in the Spiritual Realm you have full access to your Talents, skills and abilities.	No cost
	You are able to take other people into and out of the Spiritual Realm. They will have no access to Skill, Talents etc unless they have any special abilities.	Variable
	Able to perceive and communicate with major spirits of chosen type.	3
4	You are able to forcibly remove someone from the Spiritual Realm. They are able to resist, but if you are successful they will be pushed back into the real world and will be disorientated for 5 minutes.	4
	You are able to resist being ejected from the Spiritual Realm.	4
	Able to bargain with major spirits of chosen type, or command minor spirits of chosen type.	4
5	You are able to take your physical body into and out of the Spiritual Realm. You will have penalties applied to you at Ref discretion, depending on how your body reacts to the area of the Realm you are in.	5
	You are able to 'peek' into the Spiritual Realm.	5
	Able to perceive and communicate with greater spirits of chosen type.	5

Tenacity:

Tenacity can only be activated when you have taken a critical wound and would otherwise be unconscious. The character's Death Count does not stop however, so even if you keep going after taking a critical wound to the chest, if its not treated within 5 minutes you will collapse and potentially die. Any use of tenacity to keep fighting when wounded will make it much more awkward for you to be healed.

All wounds will still hurt your character and must be role played appropriately.

Level	Ability	HAP Cost
1	Your character is unconscious for 30 seconds but can then waken to crawl to safety. The character can do nothing more until treated. Any further wounds will knock the character unconscious again, Until healed the character can not use any skills or abilities that require HAP.	1
2	Your character is unconscious for 30 seconds but can then waken to crawl to safety. The character can only defend themselves until treated. Any further wounds will knock the character unconscious again, Until healed the character can only use abilities and talents at level 1.	2
3	Your character is stunned for 30 seconds - during this time they can only defend themselves. After that time they can fight normally - any further wounds will stun the character again. Until Healed the character can only use abilities and talents up to level 2.	3
4	Your character is stunned for 30 seconds - during this time they can only defend themselves. After that time they can fight normally -. Until Healed the character can only use abilities and talents up to level 3.	4
5	Your character can continue fighting normally even when critically wounded. Until Healed the character can only use abilities and talents up to level 4.	5

Touch of Grace:

The character is able to remove a subject's pain, debilitating diseases or long term illnesses.

With any of the permanent cure abilities, you must always see a Ref first. Not everything is curable.

You cannot use Touch of Grace on yourself.

Level	Ability	HAP Cost
1	Can stop pain and cleanse minor poisons with a touch.	1
2	While sitting with/tending a patient you can halve the time it takes for them to recover wounds. You must be nearby to them and checking wounds etc for the duration. You can sit with them as long as you want, to recover as many wounds as they require. The HAP cost is to activate this ability only. Should you leave the patient for more than a minute or should they engage in combat, you will have to restart.	2
3	You can cure diseases and poisons with a touch, this takes at least a minute. You can temporarily relieve the symptoms of a minor malady the patient may have for a day.	2 Variable
4	You can sit with up to 5 patients as at level 2. You can cure a patient of a minor malady permanently. In addition to the HAP cost to the character, this will also cost the patient 20 karma points. You can temporarily relieve the symptoms of a major malady the patient may have for a day You can also potentially cure a character of a mental condition (paranoia etc). This will cost the patient 10 karma per point of the mental flaw if it is a permanent condition that is being cured.	4 Variable 4 Variable
5	You can cure a patient of a major malady permanently. In addition to the HAP cost to the character, this will also cost the patient 40 karma points. You can temporarily relieve the symptoms of a terminal malady the patient may have for a day You can also potentially cure a character of a physical condition (blindness etc). This will cost the patient 10 karma per point of the physical flaw if it is a permanent condition that is being cured.	5 Variable Variable

Vigour:

The character is able to resist disease and poisons, their immune system being far more robust than an average person.

Level	Ability	HAP Cost
1	The character has a strong immune system, and is able to resist or shake off minor illnesses. Though this will probably not protect a character against many diseases in game, they will be unusually healthy.	None
2	The character is resistant to most diseases and will recover quickly if they are infected. In addition, most minor poisons will have a reduced effect on them. Major poisons will have full effect, though they may recover quicker with treatment.	Variable
3	The character is resistant to almost all diseases and will recover from them quickly if infected. They also show an increased resistance to disease-like effects, and are immune from minor poisons. Major poisons will have a reduced effect on them	Variable
4	As above, but Major poisons have no effect on them. Resistant to Supernatural poisons/diseases.	Variable
5	Ageless, does not suffer for getting old - still dies at end of allotted lifespan. The character is not immortal.	None

Weapon Master:

The character is a master in the use of weaponry. Through years of training or sheer natural ability they have honed their use of weapons, changing the damage they are able to do with them.

Level	Ability	HAP Cost
1	You may elect to do temporary damage or even no damage with a weapon.	1
2	You must have Disarm as a prerequisite for this. You may not only disarm an opponent of one single-handed weapon but you may also seize the weapon from them! If the opponent uses Resist Disarm, you are unable to take the weapon from them.	2
	You are also now able to disarm two-handed weapons but you may not seize them.	2
3	You may choose a weapon or paired weapons, when using this weapon/combination all Weapon Master and Weapon Specialisation HAP costs are 1 less.	None
4	You may attempt to resist a Disarm attempt.	2
	If you hit an unarmoured location you may do a Critical wound. The call for this is 'Critical'	4
5	You may elect to do temporary damage or even no damage with a weapon.	None
	You may use the Skill Resist Disarm for your chosen weapon/s for zero HAP cost.	None