

TALENT	CATEGORY	RANK 1	RANK 2	RANK 3
Path of Healing	Druid	Cast Healing, rank 1	Cast Healing, rank 2	Cast Healing, rank 3
Path of Shifting Shapes	Druid	Cast Shapeshifting, rank 1	Cast Shapeshifting, rank 2	Cast Shapeshifting, rank 3
Path of Sight	Druid	Cast Awareness, rank 1	Cast Awareness, rank 2	Cast Awareness, rank 3
Path of the Blade	Fighter	When you hit, spend WP to ignore armor	After using all actions, spend WP to attack again	When you hit, spend WP to add 1 damage each
Path of the Enemy	Fighter	Spend WP to see a card from foe's hidden combination before deciding yours	As rank 1, but you decide whether the foe reveals the first or second card	As rank 1, but your foe must reveal both cards
Path of the Shield	Fighter	Spend WP to Parry for a friend	Spend WP to Parry without it counting as an action	If you Parry successfully, spend WP to reduce damage by 1 each
Path of the Arrow	Hunter	When you hit, spend WP to ignore armor	After using all actions, spend WP to attack again if Prepared	When you hit, spend WP to add 1 damage each
Path of the Beast	Hunter	Spend WP to have your animal scout	Spend WP to recover points in a Broken attribute, 1 each	Spend WP to have your animal attack
Path of the Forest	Hunter	Spend WP to succeed with Forage, Hunt, or Lead the Way	Spend WP to succeed at enduring cold	Spend WP to not have to eat or drink one full day
Path of the Hymn	Minstrel	Spend WP to let a comrade recover points in a Broken attribute, 1 each	Spend WP let 1 comrade each recover 1 in an attribute	Grant WP to a friend
Path of the Song	Minstrel	Spend WP to attract attention and penalized Scouting	Spend WP to earn 1 silver each	Spend WP to inflict 1 Strength damage each; resisted by Insight
Path of the Warcry	Minstrel	Spend WP to grant attack bonuses to comrades, +1 each	Spend WP to penalize foes, -1 each	Spend WP to inflict 1 Wits damage each; resisted by Insight
Path of Gold	Peddler	Spend up to 4 WP to reduce price by 1/5 each	Spend WP to detect and find valuables	Spend WP to find 1 gold each in your pockets
Path of Lies	Peddler	Spend WP to tell whether an NPC is lying	Spend WP to succeed at Manipulate	When you Manipulate and succeed, spend WP to avoid doing something in return
Path of Many Things	Peddler	Spend WP to find an item that costs 1 silver each	As rank 1, but including weapons	As rank 2, but it can cost 1 gold each
Path of the Companion	Rider	If Broken, spend WP to have your horse stay by you	If Broken, spend WP to recover in the broken attribute, 1 each	Spend WP to have horse kick in combat
Path of the Knight	Rider	When mounted, spend WP to draw extra initiative cards, 1 each	When mounted, spend WP to cancel 1 attack X each	When a mounted attack succeeds, spend WP to increase damage by 1 each
Path of the Plains	Rider	Spend WP to move an extra hex per Quarter Day	Spend WP to escape combat without rolling	Spend WP to increase mount's Movement Rate by 1 each for one round
Path of the Face	Rogue	Spend WP to impersonate someone of the same sex and kin	As rank 1, but mimic voice and demeanor	As rank 2, but including another sex or kin
Path of the Killer	Rogue	Spend WP to increase Sneak Attack damage, 1 each	Spend WP to escape restraints or small openings	Spend WP to hypnotically force a target to perform an action later

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Path of Poison	Rogue	Spend WP to produce lethal poison of Potency 3 each	As rank 1 but produce other types of poison	As rank 2 but have it already applied to a weapon
Path of Blood	Sorcerer	Cast Blood Magic, rank 1	Cast Blood Magic, rank 2	Cast Blood Magic, rank 3
Path of Death	Sorcerer	Cast Death Magic, rank 1	Cast Death Magic, rank 2	Cast Death Magic, rank 3
Path of Signs	Sorcerer	Cast Symbolism, rank 1	Cast Symbolism, rank 2	Cast Symbolism, rank 3
Path of Stone	Sorcerer	Cast Stone Song, rank 1	Cast Stone Song, rank 2	Cast Stone Song, rank 3
Ambidextrous	General	Secondary attack; fast action; Light; -2	As rank 1 but with a normal weapon	As rank 2 and not penalized
Axe Fighter	General	+1 to axe attacks	When you inflict damage with an axe, automatically inflict a critical	Add d8 Artifact Die to axe attacks
Berserker	General	When Broken, recover 1 per rank and keep fighting until Broken again or all foes are Broken; +1 damage; immune to Manipulate		
Bowyer	General	Use Crafting to make ranged weapons	As rank 1, but may roll at -2 to add +1 Weapon Bonus	As rank 2, but may roll at -4 to add +2 Weapon Bonus
Brawler	General	+1 with unarmed attacks	Headbutt as a fast action	Add d8 Artifact Die to unarmed attacks
Builder	General	Build advanced stronghold functions	+1 when building a stronghold function	Add d8 Artifact Die when building
Chef	General	Turn d6 units of Vegetables, Meat, or Fish into Food	+1 unit of Food	People who eat your food recover 1 Empathy
Cold Blooded	General	Perform a Coup de Grace without rolling	As rank 1, and no need to spend WP or take Empathy damage	As rank 2, but recover 1 Empathy
Defender	General	One free Parry each round	+1 to Parry	Parry any number of attacks; only the first counts as an action
Dragonslayer	General	+1 to attacks against monsters	+1 damage against monsters	Add d8 Artifact Die to attacks on monsters
Executioner	General	When you inflict a critical, reroll once and keep the high roll	As rank 1, but reverse the digits in the d66 roll	Choose the critical result
Fast Footwork	General	Dodge free once per round	+1 with Dodge	Dodge any number of attacks; only the first counts as an action
Fast Shooter	General	No need to Prepare before Shooting (not crossbows)	Can Shoot and Run at the same time	Can Shoot as a fast action
Fearless	General	Roll Insight as "armor" against fear attacks; does not count as an action	May have fear damage Empathy instead of Wits	Immune to fear attacks
Firm Grip	General	Disarming you requires an extra X	Disarming you requires to extra X	You cannot be disarmed
Fisher	General	+1 Survival if you Fish	Fishing counts as Resting	Catch double the amount of Fish
Hammer Fighter	General	+1 with Blunt weapons	Blunt weapons inflict at least 1 damage regardless of armor	Add d8 Artifact Die with Blunt weapons
Herbalist	General	+1 Survival if you Forage	Foraging counts as Resting	Find double the amount of Vegetables
Horseback Fighter	General	Can Shoot a bow or sling when riding	+1 to melee attacks when mounted	Mounted charge with d8 Artifact Die
Incorruptible	General	+1 Insight vs. Manipulate	Add d8 Artifact Die vs. Manipulate	Cannot be Manipulated
Knife Fighter	General	+1 with knife or dagger	Stab as a fast action with knife or dagger	Add d8 Artifact Die with knife or dagger
Lightning Fast	General	Draw 2 initiative cards, not 1	Draw 3 initiative cards, not 1	Draw 4 initiative cards, not 1

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Lockpicker	General	+1 with Sleight of Hand when picking locks	Roll to escape chains or ropes	Add d8 Artifact Die when picking a lock
Lucky	General	Critical injury? Reroll and keep the low roll	As rank 1, but you can reverse the d66 digits	As rank 1, but you can choose the injury
Master of the Hunt	General	+1 Survival when Hunting	Hunting counts as Resting	When Hunting, roll two D6s on the animals table and choose
Melee Charge	General	Attack or Shove after moving from Near	+1 to attack when you Charge	Add d8 Artifact Die when you Charge
Pack Rat	General	Carry two more items than usual	Carry five more items than usual	Carry ten more items than usual
Pain Resistant	General	When you take 1 damage, don't lose attack in the same step (page 96)	Never lose your attack because of damage	Recover 1 Agility, Empathy, or Wits per point of Strength damage taken
Pathfinder	General	+1 Survival when you Lead the Way on land	Leading the Way counts as Resting when on land	Add d8 Artifact Die to Survival when you Lead the Way on land
Poisoner	General	Roll Crafting to make poisons	As rank 1, and +1 to the roll	As rank 2, and add d8 Artifact Die to the roll
Quartermaster	General	+1 Survival when you Make Camp	After you Make Camp, the person Keeping Watch gains +2 to Scouting	Add d8 Artifact Die when you Make Camp
Quickdraw	General	Draw a Light weapon without an action	As rank 1 but with a normal weapon	As rank 2 but with a Heavy weapon
Sailor	General	+1 Survival when you Lead the Way at sea	Leading the Way counts as Resting when at sea	Add d8 Artifact Die to Survival when you Lead the Way at sea
Sharpshooter	General	+1 to Shoot a bow or crossbow	Shoot a bow or crossbow at Short or Long range without penalty	Add d8 Artifact Die with a bow or crossbow
Sharp Tongue	General	When you Manipulate, inflict 1 Empathy damage per extra X	+1 Manipulate if you insult your opponent	Add d8 Artifact Die to Manipulate if you insult your opponent
Smith	General	Use Crafting to make arms or armor; turn Ore into Iron at a Forge	As rank 1, but may roll at -2 to add +1 Weapon Bonus	As rank 2, but may roll at -4 to add +2 Weapon Bonus
Spear Fighter	General	+1 with spear, pike, halberd, or trident	Strike an opponent who moves to Arm's Length before the target can attack you	Add d8 Artifact Die with spear, pike, halberd, or trident
Steady Feet	General	Shoving you to the ground requires 2 X	You cannot be Shoved to the ground	You can get up from prone without spending an action
Sword Fighter	General	+1 Attack and Parry with a sword	Slash two enemies as a single action; roll for each Slash	Add d8 Artifact Die with a sword
Tailor	General	Roll Crafting to turn d6 Wool into Cloth; with a shop, make more and sew clothes	As rank 1, but may roll at -2 to make clothes that are twice as valuable	As rank 1, but may roll at -4 to make clothes that are four times as valuable
Tanner	General	Roll Crafting to turn d6 Pelts to Leather; with a Tannery, make leather armor	As rank 1, but may roll at -2 to make armor with +1 Armor Rating	As rank 1, but may roll at -4 to make armor with +2 Armor Rating
Threatening	General	Roll Might instead of Manipulate; they cannot demand anything in return but can attack	+1 Might when threatening	As rank 2, and add d8 Artifact Die to Might when threatening
Throwing Arm	General	+1 when attacking with a thrown weapon or sling	Attacks with a thrown weapon or sling have Long range	Add d8 Artifact Die with a thrown weapon or sling
Wanderer	General	+1 to Endurance in a forced march	Endurance always succeeds in a forced march	Hiking counts as Resting