

# WFRP 2nd Talent Chain

- Acute Hearing:
  - Eavesdropper: You can gather information as with the Gossip Skill, but you can use the Perception Skill instead and do not need to engage a conversation.
  - Blind Fighting: Half penalties for fighting in darkness or obscured vision.
- Aethyric Attunement:
  - Iron Concentration: Your focus is incredibly strong, allowing you to maintain your presence of mind regardless of distractions. You may make quick Magical Sense Tests as a Free Action..
  - Natural Channeling: Your body is used to the rigors of spellcasting and calling the energy of the Winds is second nature to you. You may make Channeling Tests as a Free Action.
- Alley Cat:
  - Face in the Crowd: You know how to blend perfectly into a crowd of people. You gain an additional +10% bonus when using Concealment, Shadowing and Silent Move in crowded areas.
  - Unremarkable: You know how to move around unnoticed, people get a -20% penalty to remember you and you gain a +10% bonus to all disguise Tests..
- Ambidextrous:
  - Two-Weapon Fighting: You can choose to change your free parry attempt into an extra attack.
  - Duellist: You now gain both an extra free attack and a parry when fighting with two weapons.
- Armoured Casting:
  - Combat Formation: It is no longer about being fast, but thinking fast and planning ahead. You can use your Intelligence when rolling initiative.
  - Holy Words: All your spells take a half action shorter to cast, to a minimum of a half action.
- Artistic:
  - Practical Art: You always set an artist touch on all you do. You gain a +5% bonus on all Trade Tests.
  - Masterwork: All of your work from now on is good quality and you gain only -10% to make a best quality item. Remember, you still need to purchase the reagents to make a best quality item.
- Contortionist:
  - Acrobat: You gain +10% to Balance, Jump and Scale Sheer Surface Tests.
  - Quick and Weird: You gain +10% to Dodge Blow.
- Coolheaded:
  - Mental Fortress: You can easily resist foreign influences on your mind. You can spend a fortune point to successful make a Willpower test.
  - Unshakable Faith: Can re-roll failed fear tests.

- **Controlled Corruption:**
  - **Blessed by the Gods:** Mutations are gifts from your gods. You gain an extra fortune point, this can stack with luck.
  - **Master Mutator:** You can now roll thrice and pick the result you prefer, also you no longer suffer the -10% penalty to resist mutations.
- **Dark Magic:**
  - **Dark Soul:** You can use a number of your own wounds to cast add as a bonus to your casting attempt. This always gives a single corruption point.
  - **Dark Pact:** You gain +10% bonus to all Tests when dealing with daemons or dark gods.
- **Dealmaker:**
  - **Fast Talk:** If you're confident enough, sometimes the rubes will buy anything. You can use the Blather skill to try to sell any item worth 10s or less to a receptive target. On a successful Test, the target buys the item in addition to the normal effects of Blather.
  - **Shrewd Negotiator:** All the nobles want to hire you and all the merchants fear to be on the other side of the table from you. Any attempt to resist your Haggle attempts suffers a -20% penalty.
- **Disarm:**
  - **Flourish:** Not only can you knock the weapon out of your opponent's hands, you can knock it away. When you successfully Disarm an opponent, you may send their weapon flying 1d5 yards away. If your DoS is 3 or more, you may take the weapon instead if you have a free hand.
  - **Chastise:** You always makes sure to give your disarm attempts an extra twist. Whenever you succeed on a Disarm attempt, you automatically do damage equal to your Strength Bonus. You must choose either Chastise or Flourish on any individual Disarm.
- **Etiquette:**
  - **Air of Authority:** Not only can you be charming when dealing with the nobility, you can make an order or a threat sound like a suggestion. You gain a +10% bonus to Command and Intimidate Tests made against those of higher rank.
  - **Unshakeable Decorum:** Nobles may throw their weight around, but you are firm in your devotion to the rules. You gain a +10% bonus to resist any Charm, Command, Gossip, or Intimidate Test used by a member of the nobility on you.
- **Excellent Vision:**
  - **Perceptive:** You gain +10% to Search Tests and Secret Signs.
  - **Night Vision:** You can see extremely well in natural darkness at distances up to 30 yards. This doesn't work in total darkness, requiring illumination equivalent to starlight to function.
- **Fast Hands:**
  - **Lightning Touch:** You move quicker than a striking snake, unleashing your spell before your target even knows what hit them. Your touch spells cannot be parried.

- Combat Caster: After being in close combat time after time with no armour, you have learned to avoid their deadly weapons. You gain +10% to Dodge Blow test.
- Fearless (+30 to resist fear test):
  - Flagellant: Injure self to gain mental fortitude. If you inflict at least a single wound on yourself once a day you gain +10% bonus to willpower against magic.
  - Mindnumb: You are probably insane, very insane. You never flee from anything, but you still receive the Insanity points.
- Flee!:
  - Expeditious Retreat: You may not be the first into battle, but you're always the first out of it. Add your Agility Bonus to the number of rounds that Flee! is in effect.
  - Hard Target: Your enemies get -10% to hit on you whenever you are moving faster than a charge move.
- Fleet Footed:
  - Sprint: One double move in a combat.
  - Assassin Strike: You can make a move on your movement characteristic after a successful attack. Only once per round.
- Frenzy:
  - Berserker Charge: Gain +20% to hit on charge instead of the normal +10%.
  - Battle Rage: While your aim suffers, your arms do not. You gain +1 Attack while in a Frenzy.
- Hardy:
  - Iron Jaw: You can re-roll failed blood loss attempts.
  - Die Hard: Even when covered in hideous wounds, you don't just lay down and die. When you are Heavily Wounded, you gain a +10% bonus to your Toughness.
- Hedge Magic:
  - Control the Hedge: You have trained yourself to be in better control of the winds. The Hedge die now count as an additional die, and not just for Tzeentch Curse.
  - Potionmaster: Your work with herbs and potion have taught you much. You gain +20% bonus to all making of potions attempts in addition to both Trade (Apothecary) and Trade (Herbalism).
- Inured to Chaos:
  - Hidden Disfigurement: You gain +20% bonus to disguise attempts of hiding your mutations and any illegal cult marks you may possess.
  - Demon whisper: You treat the Speak Arcane Language (Daemonic) as a Basic Skill.
- Lightning Parry:
  - Counter-Attack: Gain free attack with successful parry. Only once per round.
  - Wall of Steel: Gain an extra parry if you succeed the first.
- Lightning Reflexes:
  - Catfall: Reduce falling damage by 3 yards.
  - Leap up: Stand up as a free action.

- Linguistics:
  - Natural Linguist: You may buy and improve language skills for 50 xp instead of the normal 100 xp. This does not apply to Arcane Languages
  - Polyglot: The character has an innate ability with languages and treats all Speak Language Skills as Basic Skills.
- Luck:
  - Second Chance: Whenever you spend a Fortune Point, roll one die. On a roll of 10, the Fortune Point is not spent, but you may still re-roll.
  - Uncanny trait: Whenever you spend a Fortune Point, you may elect to use another characteristic instead of the appropriate for one test.
- Marksman:
  - Independent Targeting: Shoot at two or more targets further than 10m apart, without suffering penalties.
  - Steady shot: You no longer suffer penalties shooting into melee.
- Master Gunner:
  - Gunslinger: When a weapon misfires you may take a free Agility test to drop it and avoid the mishap as a free action.
  - Unjam: You can attempt to unjam the weapon on a -20% Intelligence Test without the Trade (Gunsmith) skill. If you have the skill, you gain instead a +20% bonus.
- Master Orator:
  - Commander: You gain +10% bonus to Charm and Command Tests against those beneath your rank. This can be an informal or a formal ranking system.
  - Aura of Awe: If you are not fleeing, then anyone who can see or hear you gain +10% bonus to resist Fear, Mind Control and Terror Tests.
- Meditation:
  - Calming the Winds: When casting a ritual, you nominate one die. That die no longer counts for the purpose of Tzeentch's Curse.
  - Favoured by the winds: Roll twice for Chaos Manifestation/Wrath of the Gods and the GM choose the better result.
- Menacing:
  - Fearful Countenance: When you desire, you can be so terrifying it can make even a hardened man quail. As a Full Action, you may cause Fear for one round against any target in close combat (or conversation range) with you. It cannot be used on the same target more than once per reasonable period of time.
  - Master Torturer: Your job is hurting people, and you're the best at what you do. Resisting your Torture attempts is a Hard (-20%) Test.
- Mighty Missile:
  - Widen Magic: All of your spells now have their duration increased by 50%.
  - Force of Will: All attempts to resist your spells with Willpower now suffers a -20% penalty.
- Mighty Shot:

- Penetrating Shot: Your shots are so powerful they can punch straight through your opponent's defenses. When you unleash Ulric's Fury with a missile weapon, you may choose to make it a Penetrating Shot. Your attack ignores all Toughness and all non-magical Armor, but your second roll is not added to your Damage.
- Aimed Shot: In addition when you do an Aim Action you increase the damage by half of your Ballistic Skill Bonus (rounded down), to a maximum of full Ballistic Skill Bonus for two Aim Actions.
- Mimic:
  - Animal Sounds: You can mimic the sounds of animals and have a basic understanding of their interest. You gain +10% bonus to Animal Care, Animal Training and Charm Animals Tests where you can be vocal.
  - Word Master: You gain +10% bonus to all Language Tests.
- Orientation:
  - Expert Guide: You know all the shortcuts and quick paths to make a long trip go faster. When you are leading a group traveling overland, you reduce the length of the journey by 10%. In addition you gain +10% bonus to Outdoor Survival.
  - Maze Master: You can retrace your steps through a maze without a roll, and gain a +10% bonus on any attempt to navigate an unfamiliar maze. In addition you gain a +10% bonus to all Scale Sheer Surface.
- Public Speaking:
  - Inspire Wrath: If you are inciting an angry or hateful message you can substitute Charm with Intimidate to rouse them to violence.
  - Iron Discipline: Hirelings can re-roll failed fear and terror tests when you are visible to them and not fleeing.
- Quick Draw:
  - Striking draw: If you draw your weapon in the same round as you attack, the first attack gains +10% WS to hit.
  - Furious Assault: When you make All-Out Attacks you increase the Damage by 1.
- Rapid Reload:
  - Hip shooting: On a charge or run action you may make a free Ballistic Skill test to shoot your opponent with a single-handed Missile weapon.
  - Quick Eye: When you make an Aim action you can also move up your Movement Characteristic.
- Resistance to Chaos:
  - The Gods protects: Your step will never falter against the false gods. You are Fearless against the servants of Chaos.
  - Pure Faith: Your hatred towards the enemies of man are overwhelming and therefor you count gain a +10% to hit bonus against servants of Chaos.
- Resistance to Disease:
  - Convalescence: Disease may lay you low, but you get back up much quicker than most. Reduce the duration of any disease by a number of days equal to half your Toughness Bonus (minimum 1 day).

- Natural Vaccination: When you survive a natural disease or infection, you can no longer get affected by the same natural disease or infection again - you are immune to it.
- Resistance to Magic:
  - Denial: When you are wounded by a spell you reduce the damage suffered by 1.
  - Stubborn: Re-roll failed Willpower Test to resist magic.
- Resistance to Poison:
  - Decadence: You cannot become addicted to drugs or alcohols. In addition you gain a +10% bonus to Consume Alcohol Tests.
  - Poison Master: Continuously working with poison have learned you how to best apply them. You gain +10% bonus to Prepare Poison Tests and the difficulty to resist your poisons are at -10% penalty.
- Rover:
  - Bloodtracker: If your target is "known", you gain +20% bonus to Follow Trail, Search and Shadowing Tests.
  - Ranger: You are at home in the wilds, and no one can find you there if you do not want it. Any attempts to use Follow Trail or Shadowing on you in a wilderness setting suffer a -20% penalty.
- Savvy:
  - Total Recall: You can make an Intelligence Test to remember trivial facts and minor details.
  - Loremaster: You gain +10% bonus to all Academic Knowledge Tests.
- Schemer:
  - Poker Face: Criminals may bluster, but if you stand firm, enough of them will back down. You gain a +10% bonus to resist any Charm, Command, Gossip, or Intimidate Test used by a member of the underworld on you.
  - Good Reputation: Gain +10 bonus with one associated group of your choice.
- Seasoned Traveller:
  - Been around the block: You have heard every rumor and all the inn slanter. All Common Knowledge Skills counts as Basic Skills for you.
  - Friends in every city: You gain a +10% bonus to Charm and Gossip Tests if you have the appropriate Common Knowledge Skill.
- Sharpshooter:
  - Deadeye shot: No penalties for long range shooting.
  - Precise shooting: No penalties for location hits.
- Sixth Sense:
  - Light Sleeper: Count as awake, even when asleep.
  - Witch Sense: If you don't have the Magical Sense skill, you can now use it as a Basic Skill (at -20% Penalty) to get a gut feeling. If you already have Magical Sense then your Witch Sight improves and you gain a +10% bonus.
- Specialist Weapons Group (Various):
  - Arms Master: Use non-proficient weapons at -10 penalties.

- Expert: If you take the same weapon group twice you gain +5 to hit with that specific weapon group.
- Stout-Hearted:
  - Duty Unto Death: Willpower test to ignore painful injuries that would otherwise reduce characteristics, only works to the end of combat.
  - Braveheart: You have learned how to protect others in the heart of combat. Once per round if you are standing next to an ally, you may get in the way of a blow. You can take a successful hit (that cannot be dodged or parried) that would have otherwise hit your friend. But your friend has to make a successful agility test or fall over.
- Street Fighting:
  - Roll with the Blows: Through dozens of street brawls you've learned to protect yourself against the worst pugilism has to offer. Your Toughness Bonus is increased by 1 against unarmed attacks and improvised weapons.
  - Unarmed Warrior: You have learned to fight against armoured opponent and to use their protection against them. Their Armour Bonus no longer gets doubled when you attack unarmed.
- Streetwise:
  - Aura of Menace: Honeyed words are nice, but in this business, sometimes you have to threaten to crack a few heads. You gain a +10% bonus to Command, Haggle and Intimidate Tests made when dealing with the criminal underworld.
  - Illicit: You gain a +20 Bonus to all Tests concerning buying and selling illegal wares.
- Strike Mighty Blow:
  - Overpowering Blow: When you strike well, your target definitely feels it. You gain a +10% bonus to all rolls to check for Ulric's Fury.
  - Brutal hit: When you hit something it's like being hit by a bag of bricks. Any attempt to parry your attacks suffers a -10% penalty.
- Strike to Injure:
  - Crippling Strike: You pull your blows at the last second, leaving your enemy maimed but not dead. When you inflict a Critical Hit, instead of rolling for the result you may choose a result of 1 or 2.
  - Precise Blow: No penalties for location hits.
- Strike to Stun:
  - Blowback: The strength of your blows is such that the inertia of your swings can disable a man without physically wounding him. When you successfully hit an opponent, you can substitute to give zero damage, the opponent must instead succeed on an Agility Test or fall over.
  - Disabling Strike: You know the exact force necessary to stun your target even when they wear armour. Your *Strikes to Stun* attempts will always ignore the Armour Bonus on the location.
- Strong-Minded:
  - Jaded: Never gain insanities from ordinary horrors.

- Armour of Contempt: You gain a +10% Bonus to resist getting Corruption points, and you get your first Malignancy at 10 instead of 8. It continues with the tenth table so on.
- Sturdy:
  - Armoured: Almost living in your armour have made you so used to it that, you never suffer penalties for armour.
  - True Grit: You always reduce criticals by 1.
- Suave:
  - Soothing: You can prevent a misunderstanding from coming to blows. After a friend fails a Charm or Gossip Test, you may immediately make a Test at a modifier 10% worse than their Test. If you succeed, treat their test as successful.
  - Veiled Threats: Even the most dire pronouncement can sound charming when you say it. You may treat Intimidate as a Fellowship skill as long as your target is not actively hostile towards you.
- Sure Shot:
  - Target Weakness: Not only can you find the weak points in armor, you can target the most vulnerable areas of flesh as well. If your target is unarmored, you gain a +1 bonus to damage. This explicitly stacks with Mighty Shot.
  - Accurate eye: You no longer suffer penalties for shooting against an opponent with shield or in light cover.
- Surgery:
  - Doctor: You have an incredible understanding for broken bones. Therefore all broken bones you treat have its healing time reduce by 50%.
  - Physiologist: Your understanding of human physiology lets you make mixtures that can prevent and help both poisoned and diseased. If you treat a person they gain a +20 to their next Toughness test to resist a poison or disease.
- Super Numerate:
  - Logic Mind: You gain a +5% bonus to all Academic Knowledge Tests.
  - Vehicles: You gain a +10% bonus to all Drive, Row and Sail Tests because of your understanding of their weight and physics.
- Swashbuckler:
  - Double Team: You gain an additional +10% to hit bonus when you attack an enemy that have already been hit by your ally.
  - Step Aside: One extra dodge if you succeed the first.
- Trapfinder:
  - Trapsetter: Knowing how to safely remove traps has given you a pretty good idea of how to make it harder for others to do so. You gain a +10% bonus to any attempt to set or conceal a trap.
  - Trap-head: You always gain the chance to notice a trap, even when you aren't looking for it.
- Trick Riding:
  - Horsemaster: You gain +10% bonus to Animal Care, Animal Training, Charm Animal and Ride, but only with horses.



- Born in the Saddle: You gain +10% bonus to hit when fighting from the back of a horse.
- Tunnel Rat:
  - Home under Stone: All those tons of rock above gives you a comforting feeling. You gain a +10% bonus on all Willpower Tests when underground.
  - Tunnelfighter: Used to fighting in tunnels and caves, you have learned to use them to your advantage. You gain a +10% to hit bonus in close combat in tunnels and caves.
- Unsettling:
  - Aura of Dread: People are fearful of you and your actions. They will go great lengths to avoid you and doing business with you. Anyone who wants to approach you or try to use a social skill against you must first attempt a willpower test. If failed they don't have the guts.
  - Monster: When you are in a combat you cause fear in your opponents.
- Very Resilient:
  - Orthodoxy: Pain is temporary, and you can block it out. You gain a +20% bonus against intimidate and torture.
  - Fast Healer: Your ability to bounce back from damage is nothing short of uncanny. You always recover Wounds as though Lightly Wounded.
- Very Strong:
  - Forceful: It's not just your raw strength, it's how you use it. You gain a +10% bonus on any attempt to lift or push something. In addition you can carry 20% more encumbrance.
  - Bulging Biceps: Weapons lose their Unbalanced and Unwieldy quality.
- Warrior Born:
  - Combat Master: Opponent gets no bonus for outnumbering you.
  - Blademaster: Re-roll one missed attack each round.
- Wrestling:
  - Punishing Hold: It's much easier to keep people subdued if you hurt them just a little bit. Whenever you decide to simply maintain a grapple, you may do up to your DoS and your Strength Bonus in damage, reduced only by your opponent's Toughness.
  - Takedown: If you charge and make a successful grapple attempt on your opponent, you get a +30% bonus to the opposed Strength test. If you succeed you both hit the ground and he takes an unarmed hit from you.