Talents

# General Talents

BODYGUARD: If someone within SHORT range of you is hit by an attack, you can dive in to take the hit. Roll for MOBILITY. It doesn’t count as an action in combat. If you roll one or more 6 you take the hit instead. You can push the roll.

CALM BREATHER: When making a supply roll for air, you get to roll two dice fewer than your Supply Level, to a minimum of one die.

COUNSELOR: Once per Turn, you can use the COMMAND skill to reduce the STRESS LEVEL of another character within SHORT range. For each 6 you roll, their STRESS LEVEL is reduced by one extra step (in addition to the default one step, see page 104). You cannot use this talent on yourself.

EVA SPECIALIST: You get +2 to HEAVY MACHINERY and COMTECH rolls when spacewalking.

FAST REFLEXES: You can draw two initiative cards instead of one during the initiative draw (see page 87). Choose the one you want to use, and shuffle the other one back into the deck before others draw their cards.

FLYWEIGHT: When you block in close combat, you can use AGILITY instead of STRENGTH.

HARD HITTER: You get a +2 modification to CLOSE COMBAT if you sacrifice your fast action.

HEALER: You are very resilient and recover quickly from injuries. The healing time of critical injuries (see page 101) is halved for you.

HIDDEN STASH: You begin each session with an extra item of your choice, hidden on your person or stowed somewhere safe. The item must be something you could reasonably have. The GM has final say about what items are available to you. If the GM allows it, you may wait until a dramatic moment during the session to choose what type of item you are hiding.

HOTHEAD: You don’t like being told what to do. You get a +2 modification to opposed rolls for MANIPULATION whenever someone tries to give you orders. This talent can also be used to resist the Officer’s career talent Pull Rank.

LIGHT EATER: When making a supply roll for food, you get to roll two dice fewer than your Supply Level, to a minimum of one die.

LIGHT SLEEPER: You can get by on less sleep than most. You only need to sleep for one Shift every two days, instead of one shift every day.

KILLER: You know where to strike to make your enemy fall and not get up. Ever. When your enemy sustains a critical injury (see page 99) you may switch the D66 roll so that the ones die becomes the tens die and vice versa. This talent can only be used on humans.

MACHINEGUNNER: Firing full auto is the only way to get the job done, in your opinion. When firing on fully automatic, your STRESS LEVEL does not increase.

MENACING: You have a scary physical presence that makes it easy to intimidate people. You can roll for MANIPULATION using STRENGTH instead of EMPATHY when you threaten someone to make them do what you want. If you succeed, your opponent cannot demand anything in return from you. They can still choose to attack you instead of giving in.

MERCILESS: You can perform a coup de grace (see page 99) without rolling for EMPATHY. Also, your STRESS LEVEL is decreased one step each time you cause an enemy to be Broken.

NERVES OF STEEL: You keep a cool head in all situations, and thus get a –2 modification to all Panic Rolls (see page 104).

PACK MULE: You can carry twice as many objects as normal without being encumbered.

QUICK DRAW: You can draw your weapon so quickly it doesn’t cost you an action.

RAPID FIRE: You can fire a pistol or rifle (see Chapter 6) as a fast action instead of a slow action, at the cost of a -2 modification.

RAPID RELOAD: You can reload a weapon as a fast action instead of a slow action.

SECOND WIND: When you are Broken, you can get back on your feet immediately, without anyone giving you first aid (see page 98). Roll for STAMINA. For every 6 you roll, you get one Health point back and can keep fighting a little while longer. This talent can only be used once per Turn, and has no effect against critical injuries.

SPACESHIP COMMANDER: In the role as a captain of a spaceship during space combat (see Chapter 7), you can draw two initiative cards instead of one during the initiative draw. Choose the one you want to use.

SPACESHIP MECHANIC: You get a +2 modification when you use HEAVY MACHINERY or COMTECH to repair damage to a spacecraft (see Chapter 7).

SPACESHIP GUNNER: As a gunner on a spaceship during combat (see Chapter 7), you get a +2 modification to your RANGED COMBAT rolls.

STEALTHY: You get a +2 modification to MOBILITY when using the skill to move undetected (see page 85).

STOIC: You can roll for STAMINA using WITS instead of STRENGTH.

TOUGH: You are used to taking a beating. You increase your Health by +2, i.e. your maximum number is equal to your STRENGTH plus 2.

WATCHFUL: The hairs on the back of your neck stand up when enemies lurk nearby. You get a +2 modification to OBSERVATION when trying to spot a sneak attack.

WEAPON SPECIALIST: You’re an expert at using a specific weapon model—choose one from the weapon lists in Chapter 6. When you use this weapon, you get a +2 modification. You can choose this talent several times, once per weapon type. You can be a specialist at fighting unarmed.

ZERO-G TRAINING: Your sense of balance is well adapted to an environment without gravity. You get +2 to MOBILITY rolls in zero-G.

## Colonial Marine Talents

BANTER: Between fights, you release the tension in your team with some friendly banter. Your STRESS LEVEL, and the STRESS LEVEL of everyone in SHORT range of you, drops two steps (instead of one) for every Turn spent in a safe place (see page 104). Having several Marines with this talent doesn’t increase the effect.

OVERKILL: You don’t run and hide when the going gets tough. Instead of panicking in the face of mortal danger, you can turn your fear into aggression and use it as a weapon against your enemy. You can trigger the Overkill effect when you make a Panic Roll—see page 104.

PAST THE LIMIT: When the going gets tough, the tough get going, and you’re the toughest badass around. You can push any skill roll based on STRENGTH twice, not just once like other characters. Each push increases your STRESS LEVEL by one.

ALL-TERRAIN DRIVER: Almost anyone can drive a tractor or APC, but with this talent you have experience driving all-terrain vehicles over rough terrain whilst minimizing damage to the vehicle. You get a +2 modification to PILOTING when driving a wheeled or tracked vehicle built for off-road travel.

BYPASS: You have experience jury-rigging toolkits and using diagnostic devices to hack doors. You gain a +2 modification to the COMTECH skill when attempting to unlock a locked entryway.

HEAVY WEAPONS: The military uses a variety of heavy weapons, from plasma guns to tactical missiles and tank guns. You get a +2 modification to RANGED COMBAT when firing such weapons, and +2 to HEAVY MACHINERY when attempting to unjam or fix a heavy weapon.

HUG THE DIRT: With this talent you’re able to maximize cover from incoming ranged attacks when you’re down on the ground, forcing an attacker using a ranged weapon at MEDIUM range or more to take a –2 modification. Going prone does not require an action, but you can only do it on your own turn. Getting up is a fast action. This talent can be combined with the effects of cover.

REMOTE: You are qualified to set up, control and repair remote sentry guns and other remotelycontrolled battlefield devices, and to pilot remote vehicles and Pups. Receive +2 to COMTECH rolls to carry out these tasks. The correct equipment is needed in all cases. A portable uplink terminal, for example, is needed to remote pilot a dropship, EVAC fighter or APC.

## Officer Talents

FIELD COMMANDER: You can use COMMAND to give orders in combat (see page 71) as a fast action instead of a slow action. This in effect means you can give orders twice in the same Round.

INFLUENCE: With rank comes certain privileges—being obeyed is one of them. You can push any skill roll based on EMPATHY twice, not just once like other characters. Each push increases your STRESS LEVEL by one.

PULL RANK: You can use your COMMAND skill to order other non-officer PCs and NPCs around, as long as they belong to the same organization as you. To force someone to follow your orders and perform a specific action, roll COMMAND against the target’s MANIPULATION. If successful, the target must follow your order, even if it means harm or danger to themselves. Your STRESS LEVEL increases by one each time you do this. Note also that each roll only covers one specific action. You cannot stop actions triggered by Panic Rolls using this talent

## Scientist Talents

ANALYSIS: You can roll for OBSERVATION to gain insight regarding strange and alien artifacts or creatures that you encounter and get a chance to study for at least one Turn. For every 6 you roll, you get to ask the GM one of the questions below.

* Is it human or alien?
* Is it dead or alive?
* How old is it?
* What is its purpose?
* How does it work?
* What problems could it cause?

The GM must answer truthfully, but is allowed to give vague or incomplete answers in order to avoid spoiling the scenario. A successful Analyze roll also reduces the STRESS LEVEL of all other PCs within SHORT range by one, while a failed roll increases other PCs' stress levels by one

BREAKTHROUGH: You’ve done it! Once per game session, you automatically pass an OBSERVATION roll of your choice, without needing to make the roll. In order to avoid spoiling the scenario, the GM has final say on whether or not this talent can be used for a particular roll.

INQUISITIVE: You are always seeking to expand the boundaries of your knowledge. You can push any skill roll based on WITS twice, not just once like other characters. Each push increases your STRESS LEVEL by one.

## Pilot Talents

FULL THROTTLE: You like to go fast. Really fast. When piloting a spacecraft, you get a +2 modification to PILOTING rolls for any Accelerate or Decelerate actions.

LIKE THE BACK OF YOUR HAND: This vehicle is yours, and you know every bolt and cable, nook and cranny. Choose one vehicle or spacecraft (not one type, but a single, specific craft). You get a +2 modification to PILOTING with the chosen vehicle. You can choose this talent several times, once for each vehicle.

RECKLESS: You live for the rush of adrenaline through your veins, pushing harder than others dare. You can push any skill roll based on AGILITY twice, not just once like other characters. Each push increases your STRESS LEVEL by one.

## Roughneck Talents

RESILIENT: Only the hardiest folk survive out here. Roll for STRENGTH (attribute only, no skill) any time you suffer damage. You can’t push the roll, which does not count as an action. For every 6 you roll, one point of damage is eliminated. If all damage is eliminated, you suffer none at all.

THE LONG HAUL: You’ve seen it and done it all before. Nothing surprises you anymore. Once per Act in Cinematic play and once per game session in Campaign play, you may ignore all (aliens) from a single roll.

TRUE GRIT: Life on the Frontier is a constant struggle. Luckily, you have what it takes to overcome anything that comes your way. You can push any skill roll based on STRENGTH twice, not just once like other characters. Each push increases your STRESS LEVEL by one.

## Company Agent Talents

CUNNING: If the company has taught you anything, it’s to always be on the lookout for anything that can give you an edge. You can push any skill roll based on WITS twice, not just once like other characters. Each push increases your STRESS LEVEL by one.

PERSONAL SAFETY: The interests of the company always come first, no matter what. And you represent the company. That means your own safety is paramount—other crew members are expendable. If you are attacked or otherwise end up in fatal danger, and if another PC or friendly NPC is within SHORT range (the same zone), you can make a MANIPULATION roll (straight roll, not opposed, and does not count as an action). If you succeed, you see the threat coming and find a clever way to make the other character suffer the attack or hazard instead of you. Using this talent increases your STRESS LEVEL by one.

TAKE CONTROL: You know how to make people do what you want, and you don't feel bad about doing it. You can roll for MANIPULATION using WITS instead of EMPATHY

## Kid Talents

BENEATH NOTICE: No matter what horrible situations you end up in, you always seem to make it out unscathed, probably because no one ever pays much attention to you. When you roll for a critical injury on yourself, you get to re-roll the dice and choose the result that you prefer.

DODGE: When attacked in close combat, you can dodge. This works like blocking (see page 92), but you roll using MOBILITY instead of CLOSE COMBAT and you can only use it to reduce damage (not counterattack or disarm). You can even dodge a creature’s signature attack (see Chapter 11).

NIMBLE: Fun and games? Maybe to others, but you know the truth. All that “play” has kept your reflexes sharp. You can push any skill roll based on AGILITY twice, not just once like other characters. Each push increases your STRESS LEVEL by one.

## Medic Talents

CALMING PRESENCE: People find themselves relaxing whenever you are around. Once per Turn, you may reduce the STRESS LEVEL of another character within SHORT range by one, in addition to the normal stress recovery (see page 104). In order to use this talent, you and any character that hopes to benefit from your calming presence must be in a relatively safe place. You cannot use this talent on yourself.

COMPASSION: This isn’t just a job for you. You truly care about the people under your care. You can push any skill roll based on EMPATHY twice, not just once like other characters. Each push increases your STRESS LEVEL by one.

FIELD SURGEON: You know the delicate art of stopping a wound from bleeding or treating grave injuries. You get a +2 modification to MEDICAL AID when treating someone who is about to die from a critical injury (see page 99)

## Colonial Marshal Talents

AUTHORITY: By invoking your authority as a colonial marshal, you can use your COMMAND skill instead of MANIPULATION to get someone to bend to your will.

INVESTIGATOR: You see what others miss, and are skilled at noticing small details and making sense of them. When you spend a Turn in a room or similar location, you can roll for OBSERVATION. Only one attempt is allowed. For each 6 you roll, you may ask the GM one of the following questions. The GM must answer truthfully, but she is allowed to give vague or incomplete information.

* What happened here?
* Is there anything hidden here, and if so, where?
* Are there any details here that are out of place, something that’s out of the ordinary?

SUBDUE: You’re skilled at subduing an opponent without harming them. When you attack a humanoid opponent in close combat, you can declare that you are trying to subdue them. You then get a +2 modification to the attack, but if it hits, you don’t inflict any damage. Instead, you hold your opponent in a grapple. Extra 6s rolled have no effect.