

APPENDIX: TALENT WRITE-UPS

ARCANE TALENTS

- 4 **Arcane Level 1:** Multipower, 15-point reserve, (15 Active Points); all slots OAF Expendable (Extremely Difficult to obtain new Focus; Spellbook; -2), Spell Signature (-1/2), Concentration (1/2 DCV; -1/4)
- 8 **Arcane Level 2:** Multipower, 30-point reserve, (30 Active Points); all slots OAF Expendable (Extremely Difficult to obtain new Focus; Spellbook; -2), Spell Signature (-1/2), Concentration (1/2 DCV; -1/4)
- 12 **Arcane Level 3:** Multipower, 45-point reserve, (45 Active Points); all slots OAF Expendable (Extremely Difficult to obtain new Focus; Spellbook; -2), Spell Signature (-1/2), Concentration (1/2 DCV; -1/4)
- 16 **Arcane Level 4:** Multipower, 60-point reserve, (60 Active Points); all slots OAF Expendable (Extremely Difficult to obtain new Focus; Spellbook; -2), Spell Signature (-1/2), Concentration (1/2 DCV; -1/4)
- 20 **Arcane Level 5:** Multipower, 75-point reserve, (75 Active Points); all slots OAF Expendable (Extremely Difficult to obtain new Focus; Spellbook; -2), Spell Signature (-1/2), Concentration (1/2 DCV; -1/4)
- 24 **Arcane Level 6:** Multipower, 90-point reserve, (90 Active Points); all slots OAF Expendable (Extremely Difficult to obtain new Focus; Spellbook; -2), Spell Signature (-1/2), Concentration (1/2 DCV; -1/4)
- 28 **Arcane Level 7:** Multipower, 105-point reserve, (105 Active Points); all slots OAF Expendable (Extremely Difficult to obtain new Focus; Spellbook; -2), Spell Signature (-1/2), Concentration (1/2 DCV; -1/4)
- 32 **Arcane Level 8:** Multipower, 120-point reserve, (120 Active Points); all slots OAF Expendable (Extremely Difficult to obtain new Focus; Spellbook; -2), Spell Signature (-1/2), Concentration (1/2 DCV; -1/4)
- 36 **Arcane Level 9:** Multipower, 135-point reserve, (135 Active Points); all slots OAF Expendable (Extremely Difficult to obtain new Focus; Spellbook; -2), Spell Signature (-1/2), Concentration (1/2 DCV; -1/4)
- 10 **Craft Enchanted Item:** Major Transform 2d6 (Mundane Item into Enchanted Item, Disjunction or Breaking the Item), Required Effect Total Equals Twice the AP Total of Final Item (+0), Any Magical Effect Known By The Spellcaster (+1) (60 Active Points); Extra Time (1 Day, Only to Activate, Only One Roll Per Day; -2), OAF (1 Gold Piece Per AP of Final Item; -1), Side Effects, Side Effect occurs automatically whenever Power is used (Suppresses an Amount of END Equal to the Cost of the Spell(s) Required to Enchant the Item Until the Item is Finished; -1), Limited Target Mundane Item of At Least Fine Quality (-1/2), No Range (-1/2)
- 3 **Share Spells I:** Usable By Other (+1/4) for up to 45 Active Points of Spellcasting Ability, Only Spell Spheres 1-3 (+0), Limited Range (6") (+1/4) (14 Active Points); Only With Familiar (-1), Only Touch or Personal Range Spells (-1), Spells Shared Spend the Wizard's END (-1), Lockout (Character Cannot Cast More Spells Until Spell Gifted to Companion is Used; -1/2)
- 6 **Share Spells II:** Usable By Other (+1/4) for up to 90 Active Points of Spellcasting Ability, Only Spell Spheres 1-6 (+0), Limited Range (6") (+1/4) (27 Active Points); Only With Familiar (-1), Only Touch or Personal Range Spells (-1), Spells Shared Spend the Wizard's END (-1), Lockout (Character Cannot Cast More Spells Until Spell Gifted to Companion is Used; -1/2)
- 9 **Share Spells III:** Usable By Other (+1/4) for up to 135 Active Points of Spellcasting Ability, Limited Range (6") (+1/4) (42 Active Points); Only With Familiar (-1), Only Touch or Personal Range Spells (-1), Spells Shared Spend the Wizard's END (-1), Lockout (Character Cannot Cast More Spells Until Spell Gifted to Companion is Used; -1/2)

BARBARIAN TALENTS

- 13 **Raging Fury:** Aid STR and CON 3d6, STR and CON simultaneously (+1/2) (45 Active Points); Side Effects, Side Effect occurs automatically whenever Power is used (3d6 Drain to STR and CON after points fade; Return 5 points per minute; -1), Self Only (-1/2), Only In Combat (-1/2), Side Effects, Side Effect occurs automatically whenever Power is used (Berserk (as the Disadvantage) until points fade; -1/2)
- 27 **Fearsome Warcry:** Drain PRE 3d6, Area Of Effect (3" Radius; +1), Selective (+1/4), Two-Dimensional (-1/4) (60 Active Points); Linked (Raging Fury; Lesser Power can only be used when character uses greater Power at full value; -1/2), Others Only (-1/2), Incantations (-1/4)
- 8 **Mighty Blow:** Deadly Blow: +2d6 (During Raging Fury)
- 6 **Raging Reflexes:** +1 SPD (10 Active Points); Linked (Raging Fury; Lesser Power can only be used when character uses greater Power at full value; -3/4)

BARDIC TALENTS

- 2 **Bardic Knowledge:** Detect an Obscure Fact or Reference 11- (Unusual Group) (3 Active Points); Only to Know Facts Publicly Available (-1/2)
- 7 **Easy Performance:** Naked Advantage: Reduced Endurance (1/2 END; +1/4) for up to 30 Active Points (7 Active Points)
- 4 **Practiced Performance:** Custom Power, This Removes the Concentration Requirement on Bardic Music (+0) (4 Active Points)
- 28 **Bardic Music:** Multipower, 30-point reserve, all slots Usable As Attack (+1), Area Of Effect (12" Radius; +1 1/4), Selective (+1/4) (105 Active Points); all slots Requires A PS: Perform [Instrument] Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Extra Time (Full Phase, Only to Activate, Delayed Phase, -1/2), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Stops Working if Bard is Stunned (-1/2), Variable Limitations (Either Incantations (Complex, Throughout) or Gestures (Complex, Throughout); If Both Are Used, Penalty is -1/10 AP (requires -1/2 worth of Limitations; -1/4)
- 1u **Cacophony of Discordance:** Dispel Bardic Music Abilities 8d6, any Bardic Music power one at a time (+1/4) (30 Active Points); Requires A PS: Perform [Instrument] Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Extra Time (Full Phase, Only to Activate, Delayed Phase, -1/2), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Stops Working if Bard is Stunned (-1/2), Variable Limitations (Either Incantations (Complex, Throughout) or Gestures (Complex, Throughout); If Both Are Used, Penalty is -1/10 AP (requires -1/2 worth of Limitations; -1/4)
- 1u **Dirge of Doom:** Suppress PRE 6d6 (30 Active Points); Requires A PS: Perform [Instrument] Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Others Only (-1/2), Only Against Fear Based PRE Attacks (-1/2), Extra Time (Full Phase, Only to Activate, Delayed Phase, -1/2), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Stops Working if Bard is Stunned (-1/2), Variable Limitations (Either Incantations (Complex, Throughout) or Gestures (Complex, Throughout); If Both Are Used, Penalty is -1/10 AP (requires -1/2 worth of Limitations; -1/4)
- 1u **Lullaby:** Negative Skill Levels (-6 with INT and INT related skills) (30 Active Points); Requires A PS: Perform [Instrument] Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Extra Time (Full Phase, Only to Activate, Delayed Phase, -1/2), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Stops Working if Bard is Stunned (-1/2), Variable Limitations (Either Incantations (Complex, Throughout) or Gestures (Complex, Throughout); If Both Are Used, Penalty is -1/10 AP (requires -1/2 worth of Limitations; -1/4)
- 1u **Melody of Courage:** Succor 6d6 (30 Active Points); Requires A PS: Perform [Instrument] Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Others Only (-1/2), Only to Protect Against Fear

(-1/2), Extra Time (Full Phase, Only to Activate, Delayed Phase, -1/2), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Stops Working if Bard is Stunned (-1/2), Variable Limitations (Either Incantations (Complex, Throughout) or Gestures (Complex, Throughout); If Both Are Used, Penalty is -1/10 AP (requires -1/2 worth of Limitations); -1/4)

1u **Rhapsody of Suggestion:** Mind Control 6d6 (30 Active Points); Requires A PS: Perform [Instrument] Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Extra Time (Full Phase, Only to Activate, Delayed Phase, -1/2), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Stops Working if Bard is Stunned (-1/2), Variable Limitations (Either Incantations (Complex, Throughout) or Gestures (Complex, Throughout); If Both Are Used, Penalty is -1/10 AP (requires -1/2 worth of Limitations); -1/4)

1u **Sonata of Attention:** +25 PRE (25 Active Points); Requires A PS: Perform [Instrument] Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Only to Make Presence Attacks (-1/2), Only to Make Subject Pay Full Attention (-1/2), Costs Endurance (-1/2), Extra Time (Full Phase, Only to Activate, Delayed Phase, -1/2), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Stops Working if Bard is Stunned (-1/2), Variable Limitations (Either Incantations (Complex, Throughout) or Gestures (Complex, Throughout); If Both Are Used, Penalty is -1/10 AP (requires -1/2 worth of Limitations); -1/4)

1u **Song of Skillful Action:** +2 Overall (20 Active Points); Requires A PS: Perform [Instrument] Roll (Active Point penalty to Skill Roll is -1 per 5 Active Points; -1), Costs Endurance (-1/2), Extra Time (Full Phase, Only to Activate, Delayed Phase, -1/2), Concentration, Must Concentrate throughout use of Constant Power (1/2 DCV; -1/2), Stops Working if Bard is Stunned (-1/2), Variable Limitations (Either Incantations (Complex, Throughout) or Gestures (Complex, Throughout); If Both Are Used, Penalty is -1/10 AP (requires -1/2 worth of Limitations); -1/4)

DIVINE TALENTS

5 **Divine Level 1:** Multipower, 15-point reserve, (15 Active Points); all slots OAF (Holy Symbol; -1), Spell Signature (-1/2), Only When Serving The God's Purposes (-1/2), Concentration (1/2 DCV; -1/4)

9 **Divine Level 2:** Multipower, 30-point reserve, (30 Active Points); all slots OAF (Holy Symbol; -1), Spell Signature (-1/2), Only When Serving The God's Purposes (-1/2), Concentration (1/2 DCV; -1/4)

14 **Divine Level 3:** Multipower, 45-point reserve, (45 Active Points); all slots OAF (Holy Symbol; -1), Spell Signature (-1/2), Only When Serving The God's Purposes (-1/2), Concentration (1/2 DCV; -1/4)

18 **Divine Level 4:** Multipower, 60-point reserve, (60 Active Points); all slots OAF (Holy Symbol; -1), Spell Signature (-1/2), Only When Serving The God's Purposes (-1/2), Concentration (1/2 DCV; -1/4)

23 **Divine Level 5:** Multipower, 75-point reserve, (75 Active Points); all slots OAF (Holy Symbol; -1), Spell Signature (-1/2), Only When Serving The God's Purposes (-1/2), Concentration (1/2 DCV; -1/4)

28 **Divine Level 6:** Multipower, 90-point reserve, (90 Active Points); all slots OAF (Holy Symbol; -1), Spell Signature (-1/2), Only When Serving The God's Purposes (-1/2), Concentration (1/2 DCV; -1/4)

32 **Divine Level 7:** Multipower, 105-point reserve, (105 Active Points); all slots OAF (Holy Symbol; -1), Spell Signature (-1/2), Only When Serving The God's Purposes (-1/2), Concentration (1/2 DCV; -1/4)

37 **Divine Level 8:** Multipower, 120-point reserve, (120 Active Points); all slots OAF (Holy Symbol; -1), Spell Signature (-1/2), Only When Serving The God's Purposes (-1/2), Concentration (1/2 DCV; -1/4)

41 **Divine Level 9:** Multipower, 135-point reserve, (135 Active Points); all slots OAF (Holy Symbol; -1), Spell Signature (-1/2), Only When Serving The God's Purposes (-1/2), Concentration (1/2 DCV; -1/4)

4 **Domain: [Domain Name]:** Reduced Endurance (1/2 END; +1/4) for up to 105 Active Points of Divine Magic From the [Name] Domain (26 Active Points); No Conscious Control (-2), OAF (-1), Can Only Be Used on Spells of the [Name] Domain (-1), Only When Serving The God's Purposes (-1/2), Incantations (Complex; -1/2)

Paladin Talents

14 **Aura of Courage:** +20 PRE, Usable By Other (+1/4), Area Of Effect (3" Radius; +1), Selective (+1/4) (50 Active Points); Only To Resist Fear Effects (-1), Always On (-1/2), Only When Serving The God's Purposes (-1/2), Linked (Fearless; Lesser Power can only be used when character uses greater Power at full value; -1/2)

5 **Blessed Blade:** Deadly Blow: +1d6 (Against Enemies of Religion (Evil Creatures, etc)) (7 Active Points); Only When Serving The God's Purposes (-1/2)

14 **Dispelling Strike:** Dispel Any Magic Effect 15d6, any Magical power one at a time (+1/4) (56 Active Points); OAF (Weapon of Opportunity; -1), Requires An EGO Roll (-1), No Range (-1/2), Only When Serving The God's Purposes (-1/2)

7 **Divine Health:** LS (Immunity: All terrestrial diseases and bio-warfare agents) (10 Active Points); Only When Serving The God's Purposes (-1/2)

12 **Fearless:** (Total: 40 Active Cost, 12 Real Cost) Power Defense (20 points) (20 Active Points); Only To Resist Fear and Fear Based Attacks (-2), Only When Serving The God's Purposes (-1/2) (Real Cost: 6) plus +20 Mental Defense (22 points total) (20 Active Points); Only To Resist Fear and Fear Based Attacks (-2), Only When Serving The God's Purposes (-1/2) (Real Cost: 6)

12 **Lay On Hands:** Healing BODY 5d6 (50 Active Points); Maximum Level of Healing per Day Equals Users PRE (-1), OAF (-1), Only When Serving The God's Purposes (-1/2), Gestures (-1/4), Incantations (-1/4)

Control Undead

24 **Control Undead:** Mind Control 12d6 (Undead class of minds), Effect Level = Effect Level of Turn Undead (+0), Area Of Effect (6" Radius; +1) (120 Active Points); Only Against Undead Creatures (-1), OAF (Holy Symbol; -1), Linked (Turn Undead; Lesser Power can only be used when character uses greater Power at full value; -1/2), Only When Serving The God's Purposes (-1/2), No Range (-1/2), Incantations (-1/4), Stops Working If Mentalist Is Knocked Out (-1/4)

4 **Improved Control Undead:** Mind Control 2d6 (Undead class of minds), Effect Level = Effect Level of Turn Undead (+0), Area Of Effect (1" Radius; +1) (20 Active Points); Only Against Undead Creatures (-1), OAF (Holy Symbol; -1), Linked (Turn Undead; Lesser Power can only be used when character uses greater Power at full value; -3/4), Only When Serving The God's Purposes (-1/2), No Range (-1/2), Incantations (-1/4), Stops Working If Mentalist Is Knocked Out (-1/4)

Harm Undead

24 **Harm Undead:** RKA 4d6, Area Of Effect (6" Radius; +1) (120 Active Points); Only Against Undead (-1), OAF (Holy Symbol; -1), Only DCs Equal to Effect Level Rolled (+5 = 1 DC, +10 = 2 DC, etc) (-1), Only When Serving The God's Purposes (-1/2), Incantations (-1/4), Linked (Turn Undead; -1/4)

4 **Improved Harm Undead:** RKA 1/2d6, Area Of Effect (1" Radius; +1) (20 Active Points); Only Against Undead (-1), OAF (Holy Symbol; -1), Only DCs Equal to Effect Level Rolled (+5 = 1 DC, +10 = 2 DC, etc) (-1), Only When Serving The God's Purposes (-1/2), Linked (Turn Undead; -1/2), Incantations (-1/4)

Summon Avatar

15 **Summon Avatar:** Summon 250-point Avatar, Friendly (+1/4) (62 Active Points); OAF (Holy Symbol; -1), Incantations (Complex; -1/2), Only When Serving The God's Purposes (-1/2), Will Not Act Against Interests of Deity (-1/2), Extra Time (Delayed Phase, -1/4), Concentration (1/2 DCV; -1/4)

3 **Summon Improved Avatar:** Summon 50-point Avatar, Friendly (+1/4) (12 Active Points); OAF (Holy Symbol; -1), Incantations (Complex; -1/2), Only When Serving The God's Purposes (-1/2), Will Not Act Against Interests of Deity (-1/2), Extra Time (Delayed Phase, -1/4), Concentration (1/2 DCV; -1/4)

Turn Undead

1 **Improved Turn Undead:** +10 PRE (10 Active Points); Only To Make PRE Attacks (-1), Only Against Undead Creatures (-1), Only To Cause Fear (-1), OAF (Holy Symbol; -1), Extra Time (Full Phase, -1/2), Only When Serving The God's Purposes (-1/2), Incantations (Complex; -1/2)

9 **Turn Undead:** +60 PRE (60 Active Points); Only To Make PRE Attacks (-1), Only Against Undead Creatures (-1), Only To Cause Fear (-1), OAF (Holy Symbol; -1), Extra Time (Full Phase, -1/2), Only When Serving The God's Purposes (-1/2), Incantations (Complex; -1/2)

FIGHTER TALENTS

- 3 **Arrow Master I:** Missile Deflection (Arrows, Slings, Etc.) (10 Active Points); Requires A DEX Roll (-1), OAF (Ranged Weapon of Opportunity; -1)
- 7 **Arrow Master II:** Missile Deflection (Any Ranged Attack) (20 Active Points); OAF (Ranged Weapon of Opportunity; -1), Requires A DEX Roll (-1)
- 12 **Cleaving Blow:** Penetrating (+1/2) for up to 75 Active Points of Weapon Damage (37 Active Points); Requires A STR (DEX for Ranged) Roll (-1), OAF (Weapon of Opportunity; -1)
- 8 **Combat Archery:** +5 with Ranged Combat (25 Active Points); Only to Prevent Hitting Non-Enemies in Combat (-2)
- 25 **Follow Through Attack:** Trigger (Activating the Trigger is an Action that takes no time, Trigger resets automatically, immediately after it activates; When Character Kills Opponent; +1) for up to 75 Active Points of Weapon Damage (75 Active Points); OAF (Weapon of Opportunity; -1), Requires A STR Roll (-1)
- 6 **Forceful Blow:** Does Knockback (+1/4) for up to 75 Active Points of Weapon Damage (19 Active Points); Requires A STR Roll (-1), OAF (Weapon of Opportunity; -1)
- 27 **Hail of Arrows:** Area Of Effect (up to 8" Any Area; +1), Selective (+1/4) for up to 75 Active Points of Ranged Weapon Damage (94 Active Points); OAF (Ranged Weapon of Opportunity; -1), Requires A Fast Draw Roll (-1/2), Extra Time (Full Phase, -1/2), Side Effects, Side Effect occurs automatically whenever Power is used (Uses Two Arrows Per Enemy; -1/2)
- 12 **Piercing Blow:** Armor Piercing (+1/2) for up to 75 Active Points of Weapon Damage (37 Active Points); Requires A STR (DEX for Ranged) Roll (-1), OAF (Weapon of Opportunity; -1)
- 6 **Quick Strike:** Autofire (3 shots; +1/4) for up to 75 Active Points of Weapon Damage (19 Active Points); Requires A DEX Roll (-1), OAF (Weapon of Opportunity; -1)
- 21 **Whirlwind Attack:** Area Of Effect (up to 2" radius; +3/4), Selective (+1/4) for up to 75 Active Points of HtH Weapon Damage (75 Active Points); Requires A DEX Roll (-1), OAF (Melee Weapon of Opportunity; -1), Extra Time (Full Phase, -1/2)

NATURE TALENTS

- 15 **Beast Eyes:** Clairsentience (Hearing And Sight Groups), Increased Maximum Range (3,750"; +1/2) (45 Active Points); Only Via Animals of the Same Species as Totem (-1), Blackout (-1/2), Only Through The Senses Of Others (-1/2)
- 12 **Beast Speech:** Telepathy 5d6 (Animal class of minds), Reduced Endurance (0 END; +1/2) (37 Active Points); Limited Class Of Minds Creatures of Same Species as Totem Animal (-1), Incantations (Complex; Character Must Make Animal Immitation Sounds; -1/2), Communication Only (-1/4), Visible (-1/4)
- 2 **Trackless Step:** Gliding 3" (3 Active Points); Ground Gliding (-1/4)
- 3 **Share Spells I:** Usable By Other (+1/4) for up to 45 Active Points of Spell-casting Ability, Only Spell Spheres 1-3 (+0), Limited Range (6") (+1/4) (14 Active Points); Only With Animal Companion (-1), Only Touch or Personal Range Spells (-1), Spells Shared Spend the Druid's END (-1), Lockout (Character Cannot Cast More Spells Until Spell Gifted to Companion is Used; -1/2)
- 6 **Share Spells II:** Usable By Other (+1/4) for up to 90 Active Points of Spell-casting Ability, Only Spell Spheres 1-6 (+0), Limited Range (6") (+1/4) (27 Active Points); Only With Animal Companion (-1), Only Touch or Personal Range Spells (-1), Spells Shared Spend the Druid's END (-1), Lockout (Character Cannot Cast More Spells Until Spell Gifted to Companion is Used; -1/2)
- 9 **Share Spells III:** Usable By Other (+1/4) for up to 135 Active Points of Spell-casting Ability, Limited Range (6") (+1/4) (42 Active Points); Only With Animal Companion (-1), Only Touch or Personal Range Spells (-1), Spells Shared Spend the Druid's END (-1), Lockout (Character Cannot Cast More Spells Until Spell Gifted to Companion is Used; -1/2)

Wild Shape

- 7 **Wild Shape (Antelope):** Multiform (75 Character Points in the most expensive form) (15 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 7 **Wild Shape (Bat):** Multiform (87 Character Points in the most expensive form) (17 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)

- 12 **Wild Shape (Black Bear):** Multiform (142 Character Points in the most expensive form) (28 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 9 **Wild Shape (Boar):** Multiform (106 Character Points in the most expensive form) (21 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 21 **Wild Shape (Cheetah):** Multiform (236 Character Points in the most expensive form) (47 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 15 **Wild Shape (Crocodile):** Multiform (169 Character Points in the most expensive form) (34 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 6 **Wild Shape (Deer):** Multiform (72 Character Points in the most expensive form) (14 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 12 **Wild Shape (Eagle):** Multiform (134 Character Points in the most expensive form) (27 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 19 **Wild Shape (Elephant):** Multiform (218 Character Points in the most expensive form) (44 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 17 **Wild Shape (Falcon):** Multiform (195 Character Points in the most expensive form) (39 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 6 **Wild Shape (Fox):** Multiform (71 Character Points in the most expensive form) (14 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 14 **Wild Shape (Grizzly Bear):** Multiform (159 Character Points in the most expensive form) (32 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 12 **Wild Shape (Hawk):** Multiform (134 Character Points in the most expensive form) (27 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 16 **Wild Shape (Leopard):** Multiform (184 Character Points in the most expensive form) (37 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 19 **Wild Shape (Lion):** Multiform (218 Character Points in the most expensive form) (44 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 9 **Wild Shape (Moose):** Multiform (105 Character Points in the most expensive form) (21 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 8 **Wild Shape (Mountain Goat):** Multiform (88 Character Points in the most expensive form) (18 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 10 **Wild Shape (Owl):** Multiform (116 Character Points in the most expensive form) (23 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 17 **Wild Shape (Polar Bear):** Multiform (193 Character Points in the most expensive form) (39 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 8 **Wild Shape (Porcupine):** Multiform (94 Character Points in the most expensive form) (19 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 8 **Wild Shape (Python):** Multiform (89 Character Points in the most expensive form) (18 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 7 **Wild Shape (Rabbit):** Multiform (83 Character Points in the most expensive form) (17 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 7 **Wild Shape (Raccoon):** Multiform (75 Character Points in the most expensive form) (15 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 8 **Wild Shape (Rattlesnake):** Multiform (89 Character Points in the most expensive form) (18 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 2 **Wild Shape (Raven):** Multiform (27 Character Points in the most expensive form) (5 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 21 **Wild Shape (Rhinoceros):** Multiform (240 Character Points in the most expensive form) (48 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 4 **Wild Shape (Squirrel):** Multiform (52 Character Points in the most expensive form) (10 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 20 **Wild Shape (Tiger):** Multiform (232 Character Points in the most expensive form) (46 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)
- 11 **Wild Shape (Wolf):** Multiform (120 Character Points in the most expensive form) (24 Active Points); Extra Time (1 Turn (Post-Segment 12), -1 1/4)

ROGUE TALENTS

- 22 **Danger Sense:** Danger Sense (immediate vicinity, out of combat, Function as a Sense, Intuitive) 11-
- 7 **Sneak Attack:** Deadly Blow: +1d6 (Only vs. Flanked or Surprised Targets)
- 11 **Evasion:** Desolidification (affected by Any AOE or Explosion Spells) (40 Active Points); Must Abort to Use (-1), Requires A DEX Roll (-1), Only to Protect Against Damage (-1/2)
- 11 **Crippling Strike:** Drain STR, DEX, or CON 1d6, STR, DEX, or CON, one at a time (+1/4), Delayed Return Rate (points return as if Recovering BODY; +2) (32 Active Points); OAF (Bladed Weapons of Opportunity; -1), Requires A KS: Anatomy Roll (-1/2), Affected By Healing BODY (-1/2)
- 10 **Immunity to All Poisons:** LS (Immunity: All terrestrial poisons and chemical warfare agents)
- 6 **Whisperstep:** Running +6" (12" total) (12 Active Points); Only While Using the Stealth Skill (Makes a Half Move 6") (-1)
- 15 **"Shh! This Way...":** +11 Stealth, Concealment, or Shadowing, Usable As Attack (+1) (66 Active Points); Only Equal To The Amount Over Which The RSR is made (-1), Only in Urban or Wilderness Settings (Must Be Chosen When Bought) (-1), Only To Give Bonuses to Others (-1/2), Only Applies to the Skill Used For the RSR (-1/2), Requires A Stealth, Concealment, or Shadowing Roll (Variable RSR; -1/4)