General Talents:

**Poker Face:** Whenever you attempt a deception/intimidation task using Presence and you buy one or more bonus d20s by adding threat, you may re-roll your dice pool.

**Astute Observer:** Whenever you attempt a task using Reason you may reroll one d20.

**You can’t handle the truth:** when using Presence to intimidate or interrogate an unfriendly subject roll an extra d20.

**I ain’t got time to bleed:** (GM’s permission) The character possesses a physiology that provides an unnatural resistance to pain. This allows them one CD of soak in combat.

**Clear as day:** (GM’s permission) When operating in dark conditions the character suffers no increase in difficulty.

**Encyclopaedic knowledge:** The character gains a bonus one d20 when using Reason to recall any historical fact on any subject.

Science Talents:

**It’s life Jim, but not as we know it:** (requirement Science 3+)When you attempt a Science Task to identify a new life form and you buy one or more d20s with momentum you may re-roll your dice pool.

**Here comes the science bit:** (Requirement Science 4+) When using the Scientific Method (see page 157) to research a problem as research lead, the player gains an extra d20 to test the hypothesis.

**Achilles Heel:** (Requirement Science 4+) When performing a *Scan for Weakness Task* (see page 223)the difficulty is reduced by one. *Note this can only be used once per scene.*

**Moment of clarity:** (Requirement Science 3+) When using the Scientific Method (see page 157) to research a problem as research lead and the player buys extra dice with threat to test the hypothesis, they may reroll the dice pool.

Security Talents:

**You can run but you can’t hide:** (Requirement Security 2+) When using any sensors to track an enemy using the ship’s internal sensors reduce the difficulty by one.

**Quick draw:** (Requirement Security 3+) Can draw and prepare a weapon without needing to use a minor action. (Cannot be used with cumbersome weapons)

**Iron will:** (Requirement Security 2+) When resisting telepathic scanning or mind meld the character gains an extra d20.

**Don’t try this at home:** (Requirement Security 3+) An energy weapon may be set to overload and converted into a crude explosive charge with an Area effect and CD equivalent to double the remaining charge of the weapon. *Example: A Type One hand phaser with a full charge of 3 would detonate with 6CD. Note that this is lethal only damage and its use on enemy personnel would invoke a threat penalty.*

Medical Talents:

**Only a flesh wound :**( Requirement Medicine 4+)An injury to a PC can be treated in combat by making a Daring + Medicine roll with a difficulty of 3. If successful the healed character can ignore the injury for the duration of the scene due to the effects of the stimulants administered. However if the healed character is injured again it is fatal. This action increases the difficulty of treating the injury by +2.

**Live damn you, live:** (Requirement Medicine 4+) Should any player character be killed during combat, (subject to GM approval) the player with this Talent may spend a point of determination to restore them to merely injured. *Note that vaporisation or exposure to explosive decompression is likely beyond all medical help.*

Command Talents:

**Rousing speech:** (Requirement Command 3+)During ship to ship combat making a Presence + Command roll against difficulty 2 allows all bridge crew to reroll one d20 during that turn. *Note this can only be used once per scene.*

**Tactical Genius:** (Requirement Command 4+) When performing the *Create Advantage Task (see page 222)* if the player purchased any extra dice through threat, they may reroll the dice pool.

**Well drilled crew:** (Requirement Command 3+) When performing the *Direct Task (see page 222)* the player may reroll his assist die. *Note this can only be used once per scene by a character that has access to it.*

Conn Talents:

**Don’t worry, she’ll hold together:** (Requirement Conn 3+) When performing the *Evasive Action Task* (see page 222) after the ship has sustained damage to its structure and if any extra dice are purchased with threat, the dice pool may be rerolled.

**Pretty much fly anything:** (Requirement Conn 4+) The player with this Talent will suffer no penalty for taking the helm of an unfamiliar or exotic vessel.

**Evasive pattern Delta:** (Requirement Conn 3+) When performing an *Evasive Action Task* (see page 222) if successful the power requirement is zero.

**I’m a leaf on the wind:** (Requirement Conn 4+) When performing the *Attack Pattern Task* (see page 222) if successful the power requirement is zero.

Engineering Talents:

**Ye cannae change the laws o’ physics:** (Requirement Engineering 4+) When conducting *Research and Development* as research lead, (see page 159) the player gains an extra d20 for the gated challenge.

**Part of the ship, part of the crew:** (requirement Engineering 3+) When attempting to diagnose or locate an Engineering problem on your own ship you may reroll one d20.

**Clean up that signal:** (Requirement Engineering 2+) When attempting to perform and *Intercept Task* (see page 224) the player may reroll one d20.

**Give me the bad news first:** (Requirement Engineering 2+) When performing a *Damage Report Task* if the players buys any extra dice with threat or momentum they may reroll the entire dice pool.