Chapter 5: Talents

Talents are the myriad skills and abilities used by characters to create things, represent learned knowledge, or perform actions such as healing the wounded or disabling security measures, such as traps and locks. All Talents are non-Magical. Most Talents do not require a teacher to learn. Those that do require a teacher have that requirement clearly stated in the description.

When purchasing additional levels of a skill, the number after the plus is added to the previous level of the skill to determine cost. This amount is then continuously added for each additional level purchased. For example, Karl is creating a character and wants to be an Armorsmith and be extremely knowledge in the area of animal husbandry. The first level of Armorsmith costs Karl eight (8) Character Points. The second is only four (4) character points, the third is eight (8), and the fourth is twelve (12), the fifth is sixteen (16), and sixth level through tenth level thereafter is twenty (20) each. Karl, wanting to be the foremost expert on animal husbandry, decides that he will take it as a Lore skill. However, while animal husbandry is a deep area of knowledge in the real world, it has a very narrow range of uses in Dust to Dust, and would only be considered a Background Lore, having only one (1) level available. If Karl decided to learn more of the written history and practices of Armorsmithing, he would be able to purchase this as a General Lore, with a maximum of three (3) levels, which would be bought at a cost of six (6) Character Points for the first level, twelve (12) Character Points for the second level, and a cost of eighteen (18) Character Points for the third, and final, level.

Non-Leveled Talents

Talent Name	Pre-Requisite	At-Creation Cost	Post-Creation Cost
Appraisal		6	9
Chirurgery	Healing Ways	8	12
Healing Ways		8	12
Leechcraft	Chirurgery	8	12
Open Secret Doors		8	12
Studia Mortis	Chirurgery	8	12
Trap Dodge	Disable Security 3	10	10

Leveled Talents

Talent Name	At-Creation Cost	Post-Creation Cost	Level 2	Level 3	Level 4	Level 5	Level 6+
Armorsmith	8	12	4	8	12	16	20
Brewing	8	12	4	8	12	16	20
Craft: (Specify)	4	4	4	4	4	4	N/A
Disable Security	6	9	12	18	N/A		
Inscription	8	12	4	8	12	16	20
Lore: (Specify)	6	6	12	18	N/A		
Tracking	6	9	12	18	N/A		
Security	8	12	4	8	12	16	20

Weaponsmith	8	12	4	8	12	16	20

Talents

Appraisal

This talent allows the character to estimate the value of merchantable goods. This includes textiles, furs, gemstones, fine art, glasswork, and pottery, among others. The character also has knowledge of the current exchange rate of coinage.

Pre-requisites: None

Cost: 6 at Character Creation, 9 after Character Creation

Rules: The player will be provided with a key that allows her to determine the value of many objects. This key should not be shared with anyone who does not possess this Talent. Players with this Talent must spend at least one (1) minute examining an object and otherwise role-playing that she is attempting to determine the value of the object.

Armorsmith

Characters possessing this Talent can create and mend suits of armor. Armorsmith also allows for the purchase of Forge Magic, beginning at level three (3).

Pre-requisites: None

Cost: 8 at Character Creation, 12 after Character Creation.

Rules: For further information on the Armorsmith talent, please see Chapter 7: Production. For more information on Forge Magic, please see Chapter 10: Smithing, Security, and Forge Magic.

Armorsmiths are encouraged to have physical representations, phys-reps, for Armorsmithing equipment in their cabins, especially if they possess a forge. A collection of tools such as small hammers, wire cutters for chain links, awls, and any other such things used for making armor can add vastly to the atmosphere. In addition, it's handy for actual repair.

In addition to the ability to produce armor and shields, armorsmiths gain a limited ability to repair damaged or broken armor or shields very quickly. At Armorsmith 2, 4, 6, 8, and 10, the character gains one (1) use per day of Natural Mend that only works on armor or shields. This requires one (1) minute of roleplay. The wearer of the armor is not required to remove the suit of armor.

Brewing

This Talent allows the character to create many different types of salves, elixirs, and poisons. Brewing is not considered Magical, but instead a Science. However, the art of Alchemy, which becomes available at level three (3) Brewing, is definitely a Magical Art. Brewing also allows the character to identify a brew

by spending at least ten (10) seconds examining the substance, though she cannot determine if a brew is present in the blood.

Brewing does not allow the creation of alcoholic beverages such as beer and wine. The creation of these substances is covered under Craft Talents.

Pre-requisite: None

Cost: 8 at Character Creation, 12 after Character Creation

Rules: For further information on Brewing, please see Chapter 7: Production. For more information on Alchemy, please see Chapter 8: Brewing and Alchemy.

Brewers are encouraged to have physical representations, phys-reps, for Brewing and Alchemical equipment in their cabins, especially if they possess an alembic. A collection of different colored bottles, a mortar and pestle, and various herbs can make an excellent phys-rep for Brewing and Alchemy supplies.

Chirurgery

Characters that possess this ability are able to set limbs and speed the healing process. Chirurgery involves setting broken limbs, and mending torn flesh. Though it uses non-Magical practices, this Talent allows a character to heal much faster than normal, almost magically. Chirurgery is also used for the attachment and removal of Grafts.

Pre-requisites: Healing Ways

Cost: 8 at Character Creation, 12 after Character Creation

Rules: Before Chirurgery may begin, the character must have been successfully Stabilized with Healing Ways or an equivalent effect. The chirurgen must spend five (5) minutes of uninterrupted time attending to the character. A character successfully treated by a chirurgen fully recovers from all wounds in one (1) hour. Chirurgery does not allow Toughness to recover any faster.

Limbs being healed with Chirurgery cannot be used until a full hour has passed. After five (5) minutes have passed, any character that has had Chirurgery performed on them becomes Walking Wounded. Characters may ward of a Killing Blow, drink potions and brews, walk without assistance, talk, and perform basic movements. Any other actions cause all wounds to re-open. If a character is struck in combat, all wounds re-open.

If Chirurgery is used on a character that possesses Rapid Healing, the healing time is reduced by half. If Chirurgery is combined with *Accelerate Healing*, from any source, the healing time is reduced by half. If all three are combined, the healing time is quartered. An unconscious character awakens immediately after Chirurgery is completed.

Chirurgery is also used to attach, or remove, Grafts to a Homunculus. A chirurgen must spend ten (10) minutes to attach or remove a Graft from a Homunculus. New Grafts are able to begin to be attached within fifteen (15) minutes of being harvested. Grafts, unless explicitly stated, are destroyed immediately after being removed from a Homunculus.

Unless explicitly stated by a different skill or ability, a character may never perform Chirurgery on herself. Chirurgery requires two uninjured limbs to perform and may only be used on other characters.

Character performing Chirurgery must have a Chirurgery Kit. This kit must measure at least 6" by 2" and should include at least bandage phys-reps, though more extensive phys-reps are encouraged. A watch for timing the five (5) minutes require to perform Chirurgery should also be included. Having water in the kit is encouraged, especially during the hot months of the year.

Craft

Craft Talents vary character to character, but must always fit the world of Dust to Dust. Some examples are artisan, banker, vintner, carpenter, forester, hunter, blacksmith, sailor, and tailor. Regionally appropriate craft skills are also possible. Examples of regional craft skills are glassblowers from Akathia, furriers from the Principalities, scrimshander from Gaunt, performer or musician from Athral Isle, and body collector in Oresund. Tracking is not a Craft skill, it is a Talent.

Pre-requisites: None

Cost: 4

Rules: Craft Talents may have a significant impact if used at the appropriate time. A Guide must always be consulted when attempting to use a Craft. Additionally, Crafts may be used to earn in-game money between events. Characters earn four (4) silver thrones per level of Craft skill per in-game action they spend plying their Craft. Craft skills are limited to five (5) levels. Multiple levels of a Craft indicate an increased level of skill. All Craft skills must be approved when purchased. Silly or inappropriate Craft skills will be rejected.

Characters with Craft skills receive two actions at events that they can use to make money. In addition to this, Craft skills may be used three times per game, including all in-between game actions. For example, Karl has created a character with Craft: Leatherworker. Karl decides to use his Craft skill once to emboss a leather breastplate with the national symbol of Akathia, and then twice as an in-between game action in order to earn some money. To use a Craft skill for something other than making money, the character must have at least three (3) levels of the Craft.

Disable Security

Disable Security allows characters to disarm traps and to pick locks. Disable Security is included automatically in the Security production skill, and characters purchasing Disable Security will not have character points refunded to them if they later purchase Security after first purchasing Disable Security. Disable Security allows for the identification and disarming of traps and the identification and picking of

locks. Each successive level of the skill grants the character a higher chance of picking a lock as well as increasing the information gleaned from examining a trap. There are three (3) levels of Disable Security. This Talent does not guarantee success, as it just allows a character to attempt to disable the security measures. This Talent does not allow the setting of traps or the installation of locks. For more information regarding setting traps or installing locks, please see Chapter 7: Production.

Pre-requisites: None

Cost: 6 for the first level at Character Creation, 9 after Character Creation, 12 for the second level, and 18 for the third level.

Rules: Disable Security allows a character to disable traps and pick locks. Disable Security is a three (3) level skill, allowing for more expertise as the skill increases. Disable Security requires some real world skill in order to disarm traps, though not in the picking of locks. Characters require no skill in order to be able to spot traps or locks, only to attempt to disable them. Any attempt to move or disable a trap without this skill immediately activates the trap.

Characters must have a set of in-game lockpicks in order to pick any lock. Tools are not needed to disable traps, though simple tools such as a knife, scissors, candles or hooks can be extremely helpful in trap removal. A set of lockpicks is a specialized deck of cards, which the character must have on him in order to attempt to pick a lock. The deck consists of three (3) aces, three (3) kings, three (3) queens, and three (3) jacks, for a total of twelve (12). The suit of these cards does not matter. This deck represents the various tools used in lockpicking. There are a total of three (3) levels of Disable Security, and three (3) corresponding levels of locks.

A character may attempt to pick a single lock a total of three (3) times during the course of an event. A single attempt consists of drawing three (3) cards from the deck of twelve (12). In order to pick a level one (1) lock, the character must draw a jack as one (1) of the three (3) cards. The other two (2) cards do not matter. To pick a level two (2) lock, the character must draw a jack and a queen as two (2) of the three (3) cards. Finally, to pick a level three (3) lock, the character must draw a jack, a queen, and a king as all three of the cards. In order to pick a lock, a character must spend one (1) minute studying and observing the lock.

If a character fails in an attempt at picking a lock, he may try again after spending ten (10) uninterrupted minutes concentrating and studying the lock. He may do this each time for a total of three (3) attempts. After three (3) attempts, he may not try again, though the lock may be handed off for someone else to attempt to pick. A player with Disable Security may spend a BGA to open the lock if he possesses the locked item; this breaks the lock, but does not destroy anything inside the container.

Disable Security level one (1) allows characters to attempt to disable traps and locks, and may identify the general type of trap, such as a Needle Trap or Weapon Trap, if the character can see the phys-rep of the device. Additionally, the character may attempt to pick a lock, and can identify the level and quality of a lock after ten (10) seconds of examination.

Disable Security level two (2) allows characters to improve their chances at picking locks, and to further identify traps. After ten (10) seconds of examination, the character can determine the specific effect of a trap, such as a three (3) foot Needle Trap with a Sleep Poison on it. In addition, characters may now count queens as jacks for lockpicking.

Disable Security level three (3) allows characters to greatly improve their chances at picking locks, and to purchase a once (1) per day Trap Dodge, for the cost of ten (10) character points. Characters may now count kings as queens or jacks for lockpicking, in addition to continuing to count queens as jacks.

For more information on locks and traps, please see Chapter 7: Production.

Healing Ways

This Talent allows the character to staunch the flow of blood and prevent wounded characters from bleeding to death. This also allows the character to determine the health and condition of other characters.

Pre-requisite: None

Cost: 8 at Character Creation, 12 after Character Creation

Rules: Healing Ways is a two part skill. The first part allows for the stabilization of Wounds. The second allows for the diagnosis of characters.

A character may spend one (1) minute attempting to staunch the flow of blood and tending to a character's Wounds. This one (1) minute begins when the character states "Healing Ways – Stabilizing." Beginning Healing Ways on a character immediately freezes any bleed counts. If the character performing Healing Ways is interrupted for any reason during this time, the bleed count resumes at the place it was frozen, and does not start over. No other action may be by the character during this minute. After the one (1) minute time period is finished, the character applying Healing Ways states "Natural Stabilize", signifying that the Wounds are closed and are no longer bleeding. An unconscious character will awaken one (1) hour after being stabilized.

Healing Ways may be used to mend Toughness, as well. After the one (1) minute time period has been completed, the Toughness will recover to full in one (1) hour, regardless of how many total points of Toughness are being tended.

In order to diagnose others, the character with Healing Ways may state "Natural Sense Health". This Talent is immediately obvious to anyone who hears the tagline. The character must be able to touch the target of this ability in order for it to succeed. All answers to these questions are Out-of-Play, and are not obvious to anyone other than the person performing Healing Ways. After starting this ability, the character may immediately ask the following four (4) questions:

- Are you alive or dead?
- Are you conscious or unconscious?

- Are you bleeding to death?
- Are you Wounded? If so, what locations?

The following questions may be asked after at least five (5) seconds of inspection per question:

- Are you healing faster or slower than normal?
- Are you Poisoned?
- Are you Diseased, Weakened, or Disrupted?
- Are you Paralyzed?
- Are you under the effects of an Intolerance?
- Do you have a Graft of any kind?
- Do you have any Natural Enchantments?
    - If so, what types are they? Shield, Ward, Skin, Resist, Triggered, or Other.

Healing Ways may be performed on other characters as long as the character with Healing Ways has one uninjured arm and an uninjured torso, and is currently conscious. A character may perform Healing Ways on himself if he possesses the Pain Resistance Advantage and has an uninjured arm and torso.

Characters with Mask Aura may answer all of these questions as they desire as long as they are conscious. If they are unconscious, the Mask Aura effect ceases to function for the duration of the unconscious period, and Healing Ways functions normally. Healing Ways is not deceived by an Obscure effect and functions normally.

Inscription

Characters with this Talent, called scribes, are able to copy ritual formulas and production formulas, and create spell scrolls and Warding Glyphs. Characters with levels of Inscription can also learn the Magical Talent of Binding Contracts, starting at Inscription 3.

Pre-requisites: None

Cost: 8 at Character Creation, 12 after Character Creation

Rules: For further information on Production skills, please see Chapter 7: Production. For further information on Inscription and Binding Contracts, please see Chapter 9: Inscription and Binding Contracts.

Scribes are encouraged to has phys-reps for Inscription equipment in their cabins, especially if they have a Scriptorium. A collection of tools such as quills, ink, blank parchment, and sealing wax can add to the atmosphere, as well as being useful in its own right.

Leechcraft

The character is able to uses leeches to bleed out poisons and diseases from the patient.

Pre-requisites: Chirurgery

Cost: 8 at Character Creation, 12 after Character Creation

Rules: A character with Leechcraft may bleed another character from a limb for five (5) minutes, and remove all poisons and diseases the patient is suffering from at that time. The character performing the Leechcraft states "Leechcraft", at which time any counts for the poisons and diseases are frozen. After five (5) uninterrupted minutes, the character performing Leechcraft states "Natural Purify Blood", "Natural Cure Disease", and "Natural <Limb> Wound". The patient may not avoid this Limb Wound in any way. If the performance of Leechcraft is interrupted in any way, then the patient's counts begin at the time they had previously frozen, and do not start over.

This ability cannot bring character affected by Death Poison back from the dead, though it does remove the Poison from the dead character's system. Some Diseases and Poisons may not be able to be cured or purified by this skill, though the affected character will explicitly be told this at the time of contracting the Poison or Disease.

A small box or jar representing the Leech Box or Leech Jar of the physicker should be carried with the character performing this skill at all times. An appropriately tagged item is required for the use of this skill.

Lore

This Talent allows the character to have knowledge in a specific area of interest.

Pre-requisite: None

Cost: 6 for the first level, 12 for the second level, and 18 for the third and final level.

Rules: Lore skills have no specific in-game effect, though they are very useful when performing Between Game Actions, BGAs, and may often prove useful during the course of an adventure. During an adventure, a Guide might ask if anyone has any appropriate skills or Lores, or the player might ask the Guide if an appropriate Lore might help. Any use of Lore in this manner is at the sole discretion of the Guide. Characters may be given information at the beginning of an event, if they possess relevant Lore skills.

Lores are divided into three categories. Background Lores are Lore skills that often play an important role in the history of a character, but are unlikely to come up often for use in-play or even as BGAs. Background Lore skills only possess one (1) level. Specific Lores are Lore skills that can play an extremely important role in the right circumstances, but cover a very narrow band of knowledge. Specific Lore skills possess two (2) levels. General Lores are Lore skills that are able to be leveraged frequently at games, and between games. General Lores are very wide in terms of knowledge, and a great deal of information is available on the subject. General Lores have three (3) possible levels.

 For example, Miranda decides that her character spent some time learning about Oresund architecture, so she purchases Lore: Oresund Architecture. This is a Background Lore, as it is very unlikely she will be able to use this in-play, or between games. It is also a very narrow topic and there is most certainly not a

plethora of information available. She then decides that she wants to know the history of Oresund's storied ruling body, the Pentaverate, and the history of the Tundra Guard, Oresund's most famed fighting force. Both of these topics are likely to prove useful both in-game and between games. However, these are very narrow areas of knowledge and would be classified as Specific Lores. Miranda then decides that she wants to know all there is to know about Oresund, and decides to learn Lore: Oresund. This is a very broad topic, with much to learn. Lore: Oresund is a General Lore.

When selecting a nation as a Lore skill, level one (1) of the skill is represented by the Culture Packet. Subsequent levels of skill represent the further amount of expertise. Having a Specific Lore at level two (2) is the same expertise-wise as having a General Lore at level (3).

All Lore skills must be approved before they may be purchased. Lore skills may only be increased if the character has a teacher or some other valid means of learning about the subject. A character with a Lore can teach another character up to her own level of skill.

The following are examples of possible Lore skills. These are not the only possible Lore skills, just examples.

Background Lores:

- Lore: Architecture (of any nation, or even general)
- Lore: Agriculture
- Lore: Verdien Royal Genealogy
- Lore: Animal Husbandry
- Lore : Art
- Lore: Music

Specific Lores:

- Lore: The Pentaverate
- Lore: The Tundra Guard
- Lore: Tarsikkan Folk Lore
- Lore: Athral Myths and Legends
- Lore: Gaunt Politics
- Lore: Mythological Beasts
- Lore: Sandspire

General Lores:

- Lore: Gaunt
- Lore: Celestials
- Lore: Homunculi
- Lore: Monsters
- Lore: Shadow Creatures

- Lore: Legends
- Lore: Magical Theory
- Lore: The Emirate
- Lore: The Guilds
- Lore: Combat Disciplines

The above is by no means an exhaustive list, and instead should serve only as a guideline for suggesting Lore skills for purchase.

Open Secret Doors

Before the Great War, it is said that humans and other, strange races knew the secrets of creating hidden doors and secret compartments. Characters that possess this Talent are capable of discovering and opening these ancient portals.

Pre-requisites: None

Cost: 8 at Character Creation, 12 after Character Creation

Rules: A character that possesses this Talent may attempt to open any Secret Door she discovers. Many Secret Doors may require the character to solve a puzzle before it may be opened. Possessing this Talent gives the character the opportunity to open the door, but does not guarantee success or grant any special knowledge in regards to completing any of the puzzles. Three basic types of Secret Doors exist:

- Obvious Secret Doors are able to be seen by everyone, but only characters with the Open Secret Doors Talent are able to manage to locate the hidden catch that allows the door to be opened. The location of the catch is usually indicated with a green tag or sticker that is visible only to characters with this Talent.
- Hidden Secret Doors can only be spotted by a character with the Open Secret Doors Talent. These Secret Doors, or at least the triggers, will be indicated by an orange tag or sticker that is visible only to the characters with this Talent.
- Puzzle Secret Doors may be either Obvious or Hidden, but may only be opened by solving a puzzle. Only a character with this Talent may attempt to solve the puzzle.

Security

Characters with this skill are able to create Locks and Traps, and gain the ability to Disable those devices. Security allows for the purchase of Forge Magic, beginning at level three (3). Security automatically gains the Disable Security skill at levels two (2), five (5), and eight (8) respectively. At eight (8), they are able to purchase Trap Dodge.

Pre-requisites: None

Cost: 8 at Character Creation, 12 after Character Creation

Rules: For further information on Security, please see Chapter 7: Production. For more information on Forge Magic, please see Chapter 10: Smithing, Security, and Forge Magic.

Security smiths are encouraged to have physical representations, phys-reps, for Security equipment in their cabins, especially if they possess a forge. A collection of tools such as small hammers, wire cutters or wire, boxes, containers with strange powders, rope, string, and scissors can add vastly to the atmosphere. In addition, it's handy for actual repair and creation.

Studia Mortis

The Talent allows a character to determine some basic facts about a character's cause of death, beyond the obvious.

Pre-requisite: Chirurgery

Cost: 8 at Character Creation, 12 after Character Creation

Rules: A player being examined by a character with Studia Mortis should never volunteer information, only those questions asked should be answered. This ability only works on dead bodies; it cannot be used to examine the living. After examining a dead body for five (5) seconds, the character may ask one question, each subsequent question requires five (5) second of examination. The questions are:

- Were you killed by a bladed weapon, blunt weapon, claws, etc.?
- Did you die while under the effects of a poison?
    - If so, was it a blade poison, an ingested poison, or a contact poison?
- Were you killed by a poison?
    - If so, was it a blade poison, an ingested poison, or a contact poison?
- Were you under the effects of any healing magic or brews when you died?
- Were you under the effects of Healing Ways or Chirurgery when you died?
    - If so, which?
- Were you affected by damaging spells when you died?
    - If so, what Realm, Form, or Other type of Magic was it?
- Were you killed by spells? (Shadow Death is not included)
    - If so, what Realm, Form, or Other type of Magic was it?
- Did you die of apparently natural causes (this includes Shadow Death)?
- Did you die of drowning, suffocation, exsanguination, or exploding?

A character with this skill who also possesses Brewing can determine the exact nature of a poison that affected a character, assuming the character has been dead less than one (1) hour.

Shadow Death does not leave any physical trace. A character that has been killed by this spell appears to have died of natural causes. Expending more mana than a character possesses results in Death by Overcasting, which appears to be a death by natural causes, as well. If a person with Studia Mortis examines someone under the effects of a Feign Death effect, the subject will appear to have died of

natural causes. Studia Mortis may only be performed in the presence of a Guide. Studia Mortis involves the detailed examination of a body, but does not involve harming the body in any way. Performing Studia Mortis on a living individual is ineffective, but it also does not harm them.

Tracking

Characters with this Talent are able to identify and follow tracks. Additional levels of this Talent provide more specific information, and increase the likelihood of being able to follow the tracks successfully.

Pre-requisite: None

Cost: 6 at Character Creation, 9 after Character Creation, 12 for the second level, and 18 for the final level.

Tracking Level 1: This lets a character determine how many creatures are in a group. The character is able to determine if it is a single creature, between two (2) and four (4) creatures, between five (5) and ten (10) creatures, or more than ten (10) creatures. The player may determine if they are bipedal, quadruped, or other. The character may determine if they are booted or not. She may determine the general size of the creature, though most everything is human-sized with very few exceptions. She may tell, very roughly, how old the tracks are: less than one (1) day or more than one (1) day.

Tracking Level 2: The character has become more knowledgeable. The character retains all level one (1) abilities, but is able to refine their estimations as to the number of creatures, and is able to pinpoint more specific information about the group. The character may now tell the exact number of creatures up to four (4), then five (5) or six (6), seven (7) to eight (8), nine (9) to ten (10), ten (10) to twenty (20), twenty (20) to thirty (30), or thirty (30) and above. If it is something the character would recognize, she may learn the race or type of creature. She may determine the rough size and weight of the creature. She may determine how quickly they were moving. She is able to determine the age of the tracks in hours up to twelve (12), then in days up to one (1) week.

Tracking Level 3: The character has attained mastery in Tracking. The character retains all level one (1) and level two (2) abilities, but is able to further refine their estimations and knowledge. She may determine the exact number of creatures up to ten (10), then in increments of five (50) up to one hundred (100), and then more than one hundred (100). She can tell the gender of the creature, if it is a creature she would recognize. She is extremely accurate in determining the size and weight of a creature, and is able to tell what kind of load they were carrying. She is able to determine the general state of the creature (ready for battle, panicked, relaxed, leading prisoners, etc.) and is able to determine the age of the tracks in thirty (30) minute increments up to six (6) hours, then in hours up to forty-eight (48), then in days up to one (1) month.

Poor conditions might make Tracking more difficult, while favorable conditions might improve the efficacy of Tracking.

Tracking is only able to be done with the presence of a Guide.

Trap Dodge

A character with this Talent may quickly dive out of the way of a Trap, avoiding the effect…or prove their heroism by acting quickly to stop the Trap from hurting his allies, but taking the punishment.

Pre-requisite: Disable Security 3

Cost: 10

Rules: Trap Dodge is a once (1) per day skill that allows the character to call a "Dodge" when he would suffer the effects of a Trap. The character is not affected by the Trap, and is successful in getting out of the way, no matter how otherwise impossible this would seem. The character also has the option of using his Trap Dodge as a "Dodge – Block". This signifies that the character has thrown himself onto the trap, preventing it from affecting anyone besides him. The character may not then avoid this effect by any means, save appropriate protectives that would normally stop the effect. The character may only ever use this ability once per day, regardless of how it is used. This Trap Dodge does not reset like a normal Dodge, nor may it be restored with any Renew effect.

This ability will not work on all Traps, though a Guide will always be present to indicate that the ability does not work.

Weaponsmith

Characters possessing this skill can create and repair weapons. Weaponsmith also allows for the purchase of Forge Magic, beginning at level three (3).

Pre-requisites: None

Cost: 8 at Character Creation, 12 after Character Creation

Rules: For further information on the Weaponsmith talent, please see Chapter 7: Production. For more information on Forge Magic, please see Chapter 10: Smithing, Security, and Forge Magic.

Weaponsmiths are encouraged to have physical representations, phys-reps, for Weaponsmithing equipment in their cabins, especially if they possess a forge. A collection of tools such as small hammers, a "whetstone", duct tape, extra foam, and any other such things used for making weapons can add vastly to the atmosphere. In addition, it's handy for actual repair.

In addition to the ability to produce weapons, weaponsmiths gain a limited ability to repair broken weapons very quickly. At Weaponsmith 2, 4, 6, 8, and 10, the character gains one (1) use per day of Natural Mend that only works on weapons. This requires one (1) minute of roleplay.