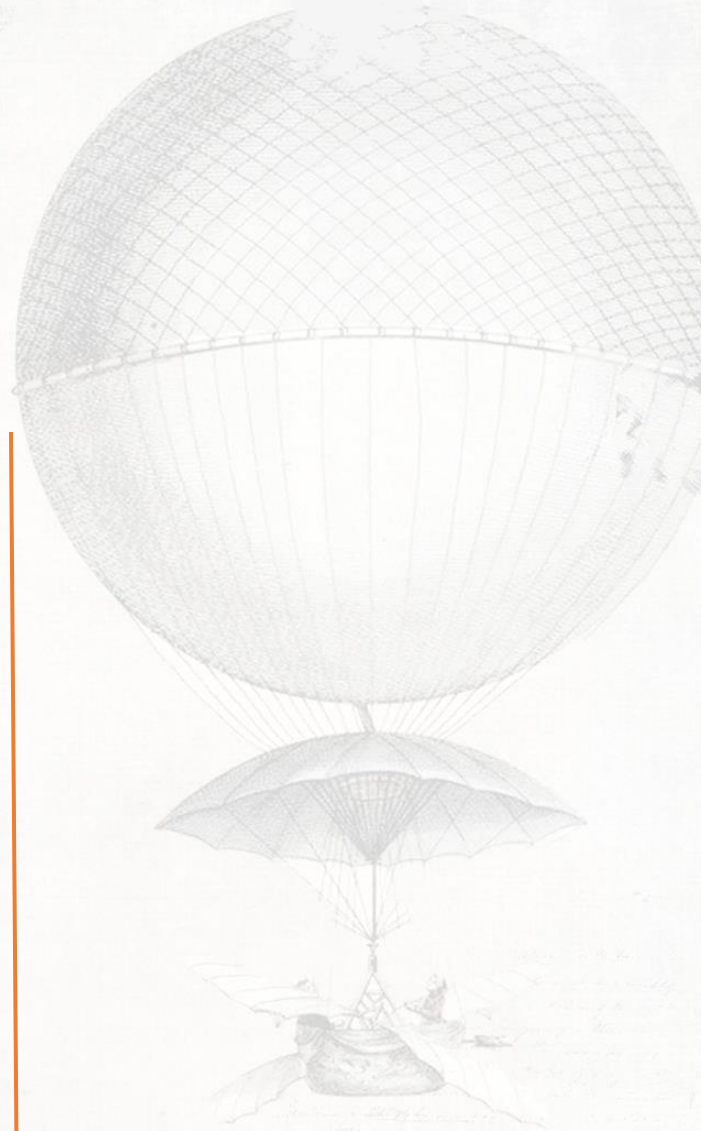


GENESYS TALENTS EXPANDED



**TheSapient, ESP77,
Swordbreaker and Richardbuxton**

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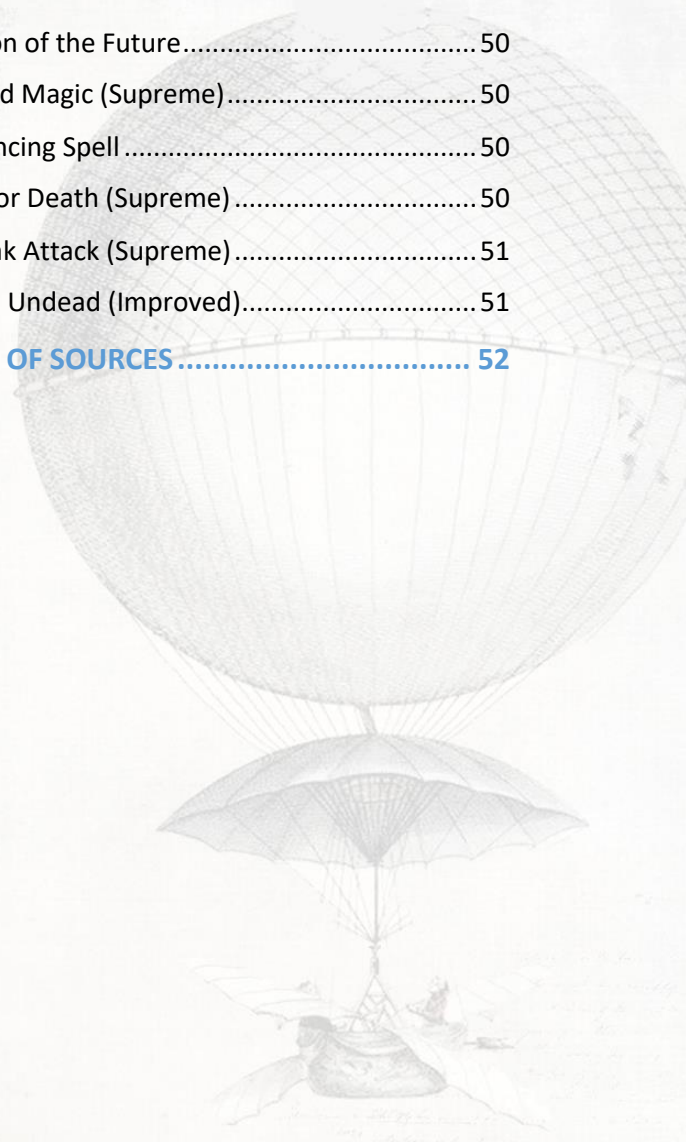
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INTRODUCTION

Genesys Talents Expanded is a community effort to bring a wider selection of talents to the Genesys Roleplaying System, published by Fantasy Flight Games, in the hope of providing GM's and gaming tables more options for constructing their campaigns and characters. The bulk of these talents are from Fantasy Flight Games publications, mostly from the Star Wars Roleplaying games; Edge of the Empire, Age of Rebellion, and Force and Destiny. Talents from the Star Wars games which do not fit the nature and standards of Genesys were modified and/or renamed, or omitted altogether.

Additional talents, at the end of the collection, have been written and vetted by the Genesys gaming community.

TIER 1

All-Terrain Driver

Tier: 1

Activation: Passive

Ranked: No

Do not suffer usual penalties for driving through difficult terrain when using Driving.

Sources: ACRB, ETU, ND

Bad Cop

Tier: 1

Activation: Passive

Ranked: Yes

May spend $\Delta\Delta$ from a Deception or Coercion check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Bad Cop.

Sources: FH, KTP

Black Market Contacts

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

When purchasing illegal goods, may reduce rarity by 1 per rank of Black Market Contacts,

increasing cost by 50 percent of base cost per reduction.

Source: ECRB

Bought Info

Tier: 1

Activation: Active (Action)

Ranked: No

When making any knowledge skill check, your character can instead use this talent to spend an amount of currency equal to fifty times the difficulty of the check and automatically succeed on the knowledge check with one uncanceled $\star$ (instead of rolling). At your GM's discretion, your character may not be able to use Bought Info if the information is particularly sensitive or difficult to find, or buying it doesn't make narrative sense.

Source: GCRB

Call 'Em

Tier: 1

Activation: Passive

Ranked: No

Do not add $\blacksquare$ to combat checks due to the use of the Aim maneuver.

Source: FC

Clever Retort

Tier: 1

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per encounter, your character may use this talent to add automatic 🌀🌀 to another character's social skill check.

Source: GCRB

Defensive Sysops

Tier: 1

Activation: Passive

Ranked: No

When attempting to defend a computer system against intrusion (or when someone attempts to hack a computer owned or programmed by your character) your character adds ■■ to their opponent's checks. If your character has access to the computer system when the intrusion takes place, they are automatically aware of the intrusion.

Source: GCRB

Desperate Recovery

Tier: 1

Activation: Passive

Ranked: No

Before your character heals strain at the end of an encounter, if their strain is more than half of their strain threshold, they heal two additional strain.

Source: GCRB

Duelist

Tier: 1

Activation: Passive

Ranked: No

Your character adds ■ to their melee combat checks while engaged with a single opponent. Your character adds ■ to their melee combat checks while engaged with three or more opponents.

Source: GCRB

Durable

Tier: 1

Activation: Passive

Ranked: Yes

Your character reduces any Critical Injury result they suffer by 10 per rank of Durable, to a minimum of 01.

Source: GCRB

Extra Ammo

Tier: 1

Activation: Passive

Ranked: No

Cannot run out of ammo due to a 🌀. Items with Limited Ammo quality run out of ammo as normal.

Sources: ACRB, ECRB

Familiar Sky

Tier: 1

Activation: Active (Maneuver)

Ranked: No

Once per session, may perform a Familiar Sky maneuver; make a Hard (◆◆◆) Knowledge check to reveal the current type of environment and other useful information.

Sources: ACRB, ECRB

Forager

Tier: 1

Activation: Passive

Ranked: No

Your character removes up to ■■ from any skill checks they make to find food, water, or shelter. Checks to forage or search the area that your character makes take half the time they would normally.

Source: GCRB

Good Cop**Tier:** 1**Activation:** Passive**Ranked:** Yes

May spend **AA** from a Charm or Negotiation check to upgrade ability of a single ally's subsequent Social Interaction check against the target a number of times equal to ranks in Good Cop.

Sources: JOY, FH, ND

Grit**Tier:** 1**Activation:** Passive**Ranked:** Yes

Each rank of Grit increases your character's strain threshold by one.

Source: GCRB

Hamstring Shot**Tier:** 1**Activation:** Active (Action)**Ranked:** No

Once per round, your character may use this talent to perform a ranged combat check against one non-vehicle target within range of the weapon used. If the check is successful, halve the damage inflicted by the attack (before reducing damage by the target's soak). The target is immobilized until the end of its next turn.

Source: GCRB

Hidden Storage**Tier:** 1**Activation:** Passive**Ranked:** Yes

Gain hidden storage in vehicles or equipment that holds items with total encumbrance equal to ranks in Hidden Storage.

Sources: ACRB, EBGR, ECRB

Jump Up**Tier:** 1**Activation:** Active (Incidental)**Ranked:** No

Once per round during your character's turn, your character may use this talent to stand from a prone or seated position as an incidental.

Source: GCRB

Knack for It**Tier:** 1**Activation:** Passive**Ranked:** Yes

When you purchase this talent for your character, select one skill. Your character removes **■■** from any checks they make using this skill. Each additional time you purchase this talent for your character, select two additional skills. Your character also removes **■■** from any checks they make using these skills. You cannot select combat or magic skills when choosing skills for this talent.

Source: GCRB

Know Somebody**Tier:** 1**Activation:** Active (Incidental)**Ranked:** Yes

Once per session, when attempting to purchase a legally available item, your character may use this talent to reduce its rarity by one per rank of Know Somebody.

Source: GCRB

Knowledge Specialization**Tier:** 1**Activation:** Passive**Ranked:** Yes

When acquired, choose 1 Knowledge skill. When making that skill check, may spend a **⚰** result to gain additional **⚡** equal to ranks in Knowledge Specialization.

Sources: ACRB, ECRB, FCRB

Let's Ride

Tier: 1

Activation: Active (Incidental)

Ranked: No

Once per round during your character's turn, your character can use this talent to mount or dismount from a vehicle or animal, or move from one position in a vehicle to another (such as from the cockpit to a gun turret) as an incidental. In addition, if your character suffers a short-range fall (see page 112) from a vehicle or animal, they suffer no damage and land on their feet.

Source: GCRB

Medical Specialist

Tier: 1

Activation: Passive

Ranked: Yes

Patients recover 1 additional wound per rank of Medical Specialist when they recover wounds from long term care.

Sources: ACRB, ECRB

Museum Worthy

Tier: 1

Activation: Active (Action)

Ranked: No

Once per session, take Museum Worthy action, make a **Hard (◆◆◆) Knowledge check** to ascertain information regarding a relic, ruin, or piece of history.

Source: ETU

One with Nature

Tier: 1

Activation: Active (Incidental)

Ranked: No

When in the wilderness, your character may make a Simple (–) Survival check, instead of Discipline or Cool, to recover strain at the end of an encounter (see page 117).

Source: GCRB

Parry

Tier: 1

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

When your character suffers a hit from a melee combat check, after damage is calculated but before soak is applied (so immediately after Step 3 of Perform a Combat check, page 102), your character may suffer 3 strain to use this talent to reduce the damage of the hit by two plus their ranks in Parry. This talent can only be used once per hit, and your character needs to be wielding a Melee weapon.

Source: GCRB

Physician

Tier: 1

Activation: Passive

Ranked: Yes

When making a Medicine check to help a character heal wounds, the target heals 1 additional strain per rank of Physician.

Source: FCRB

Proper Upbringing

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

When your character makes a social skill check in polite company (as determined by your GM), they may suffer a number of strain to use this talent to add an equal number of ▲ to the check. The number may not exceed your character's ranks in Proper Upbringing.

Source: GCRB

Quick Draw

Tier: 1

Activation: Active (Incidental)

Ranked: No

Once per round on your character's turn, they may use this talent to draw or holster an easily

accessible weapon or item as an incidental. Quick Draw also reduces a weapon's Prepare rating by one, to a minimum of one.

Source: GCRB

Quick Strike

Tier: 1

Activation: Passive

Ranked: Yes

Your character adds ■ for each rank of Quick Strike to any combat checks they make against any targets that have not yet taken their turn in the current encounter.

Source: GCRB



Rapid Reaction

Tier: 1

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Your character may suffer a number of strain to use this talent to add an equal number of ✨ to a Vigilance or Cool check they make to determine Initiative order. The number may not exceed your character's ranks in Rapid Reaction.

Source: GCRB

Rapid Recovery

Tier: 1

Activation: Passive

Ranked: Yes

When healing strain after an encounter, heal 1 additional strain per rank of Rapid Recovery.

Sources: ABGR, ACRB, ECRB, FBGR, FCRB

Redundant Systems

Tier: 1

Activation: Active (Action)

Ranked: No

Once per session, may take a Redundant Systems action; make an **Easy (◆) Mechanics check** to harvest components from a functioning device to repair a broken one without breaking the first device.

Sources: ACRB, ECRB

Reflect

Tier: 1

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

When your character suffers a hit from a Ranged combat check, after damage is calculated but before soak is applied, your character may suffer 3 strain to use this talent to reduce the damage of the hit by two plus their ranks in Reflect. This talent can only be used once per hit, and your character needs to be wielding a Shield deemed appropriate by the GM.

Sources: FBGR, FCRB

Respected

Tier: 1

Activation: Passive

Ranked: Yes

When first acquired, choose one social group. The character downgrades the difficulty of checks to interact with members of that social group a number of times equal to his ranks in Respected. The social group affected must be approved by the GM, but possibilities include institutions of higher learning, law-enforcement agencies, the thieves' guild, etc.

Source: SavageBob

Second Wind

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

Once per encounter, your character may use this talent to heal an amount of strain equal to their ranks in Second Wind.

Source: GCRB

Signature Vehicle

Tier: 1

Activation: Passive

Ranked: Yes

Choose one starship or vehicle with a silhouette of 3 or lower that your character owns. This vehicle is your character's "Signature Vehicle." Upgrade the ability of all Mechanics checks made to work on the vehicle once. If the vehicle ever lost or destroyed, the character may apply Signature Vehicle to a new vehicle that meets the requirements.

Sources: SOT, SM

Smooth Talker

Tier: 1

Activation: Active (Incidental)

Ranked: Yes

When first acquired choose 1 skill; Charm, Coercion, Deception, or Negotiation. When making checks with that skill spend ⚙️ to gain additional ⚡ equal to ranks in Smooth Talker.

Sources: ACRB, ECRB, FCRB

Solid Repairs

Tier: 1

Activation: Passive

Ranked: Yes

The character repairs +1 hull trauma per rank of Solid Repairs whenever he repairs a starship or vehicle.

Sources: ABGR, ACRB, ECRB, FCRB

Soothing Tone

Tier: 1

Activation: Active (Action)

Ranked: No

Take a Soothing Tone action; make an **Average (◆◆) Knowledge check** to allow a beast to recover strain equal to ⚡.

Sources: SOT, SS

Surgeon

Tier: 1

Activation: Passive

Ranked: Yes

When your character makes a Medicine check to heal wounds, the target heals one additional wound per rank of Surgeon.

Source: GCRB

Swift

Tier: 1

Activation: Passive

Ranked: No

Your character does not suffer the penalties for moving through difficult terrain (they move through difficult terrain at normal speed without spending additional maneuvers).

Source: GCRB

Toughened

Tier: 1

Activation: Passive

Ranked: Yes

Each rank of Toughened increases your character's wound threshold by two.

Source: GCRB

Unremarkable

Tier: 1

Activation: Passive

Ranked: No

Other characters add ✖ to any checks made to find or identify your character in a crowd.

Source: GCRB

Wheel and Deal

Tier: 1

Activation: Passive

Ranked: Yes

When selling good legally, gain 10% more credits per rank of Wheel and Deal.

Sources: ACRB, ECRB

TIER 2

Barrage

Tier: 2

Activation: Passive

Ranked: Yes

Add 1 damage per rank of Barrage to 1 hit of successful attack while using Ranged (Heavy) or Gunnery skills at long or extreme range.

Sources: ABGR, FIB, EBGR, ECRB

Basic Military Training

Tier: 2

Activation: Passive

Ranked: No

Athletics, Ranged (Heavy), and Resilience are now career skills for your character.

Source: GCRB

Beast Wrangler

Tier: 2

Activation: Passive

Ranked: Yes

Add ■ per rank of Beast Wrangler to checks to tame or wrangle creatures.

Source: SOT

Berserk

Tier: 2

Activation: Active (Maneuver)

Ranked: No

Once per encounter, your character may use this talent. Until the end of the encounter or until they are incapacitated, your character adds ★△△ to all melee combat checks they make. However, opponents add ★ to all combat checks targeting your character. While berserk, your character cannot make ranged combat checks. At the end of the encounter (or when they are incapacitated), your character suffers 6 strain.

Source: GCRB

Blackmail

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: No

When an NPC exceeds his strain threshold, may spend 1 Story Point to convince that NPC to perform a single task of choice instead.

Source: DA

Blooded

Tier: 2

Activation: Passive

Ranked: Yes

Add ■ per rank of Blooded to all checks to resist or recover from poisons, venoms, or toxins. Reduce duration of ongoing poisons by 1 round per rank of Blooded to a minimum of 1.

Sources: ACRB, ECRB

Body Guard

Tier: 2

Activation: Active (Maneuver)

Ranked: Yes

Once per round, perform the Body Guard maneuver to guard an engaged character. Suffer a number of strain no greater than ranks of Body Guard, then until the beginning of the next turn upgrade the difficulty of combat checks targeting the character by that number.

Sources: ACRB, FIB, EBGR, ECRB, FBGR, FCRB

Burly**Tier:** 2**Activation:** Passive**Ranked:** Yes

Reduce any wielded weapon's Cumbersome quality and Encumbrance rating by a number equal to ranks in Burly to a minimum of 1.

Sources: FIB, DC

Command**Tier:** 2**Activation:** Passive**Ranked:** Yes

Add ■ per rank of Command when making Leadership checks. Affected targets add ■ to Discipline checks for next 24 hours.

Sources: ACRB, ECRB, FCRB

Confidence**Tier:** 2**Activation:** Passive**Ranked:** Yes

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence, to a minimum of **Easy** (◆).

Sources: ACRB, ECRB, FCRB

Coordinated Assault**Tier:** 2**Activation:** Active (Maneuver)**Ranked:** Yes

Once per turn, your character may use this talent to have a number of allies engaged with your character equal to your ranks in Leadership add ▲ to all combat checks they make until the end of your character's next turn. The range of this talent increases by one band per rank of Coordinated Assault beyond the first.

Source: GCRB

Counteroffer**Tier:** 2**Activation:** Active (Action)**Ranked:** No

Once per session, your character may use this talent to choose one non-nemesis adversary within medium range and make an opposed Negotiation versus Discipline check. If successful, the target becomes staggered until the end of their next turn. At your GM's discretion, you may spend ⚔ on this check to have the adversary become an ally until the end of the encounter. However, the duration of this may be shortened or extended depending on whether your GM feels your offer is appealing to the adversary and whether your character follows through on their offer!

Source: GCRB

Cutting Question**Tier:** 2**Activation:** Active (Incidental)**Ranked:** No

Once per encounter, when making a Coercion skill check, the character may use Deception skill instead.

Source: DA

Daring Aviator**Tier:** 2**Activation:** Active (Incidental)**Ranked:** Yes

Before your character makes a Driving or Piloting check, they may add a number of ✨ to the results to use this talent to add an equal number of ✨. The number may not exceed your character's ranks in Daring Aviator.

Source: GCRB

Debilitating Shot**Tier:** 2**Activation:** Active (Incidental)**Ranked:** No

Upon successful attack with a starship or vehicle weapon, may spend **AA** to reduce the maximum speed of the target by 1 until the end of the next round.

Sources: ACRB, ND

Deceptive Taunt**Tier:** 2**Activation:** Active (Action)**Ranked:** No

Once per session, may make Deceptive Taunt action. Make opposed Deception check. If successful, one adversary must attack the character during adversary's next turn.

Source: FH

Defensive Stance**Tier:** 2**Activation:** Active (Maneuver)**Ranked:** Yes

Once per round, your character may suffer a number of strain no greater than their ranks in Defensive Stance to use this talent. Then, until the end of your character's next turn, upgrade the difficulty of all melee combat checks targeting your character a number of times equal to the strain suffered.

Source: GCRB

Defensive Sysops (Improved)**Tier:** 2**Activation:** Active (Incidental)**Ranked:** No

Your character must have purchased the Defensive Sysops talent to benefit from this talent. Before adding **■■** from Defensive Sysops to a check, use this talent to add **✕** to the results of the check instead.

Source: GCRB

Disorient**Tier:** 2**Activation:** Passive**Ranked:** Yes

After hitting with combat check, may spend **AA** to disorient target for number of rounds equal to ranks in Disorient.

Sources: ACRB, ECRB

Distracting Behavior**Tier:** 2**Activation:** Active (Maneuver)**Ranked:** Yes

Make a Distracting Behavior maneuver and suffer strain no greater than ranks in Cunning. Until the beginning of next turn, equal number of NPC's suffer **✕** on checks. Range increases with additional ranks.

Source: FH

Dual Wielder**Tier:** 2**Activation:** Active (Maneuver)**Ranked:** No

Your character may use this talent to decrease the difficulty of the next combined combat check (see Two- Weapon Combat, on page 108) they make during the same turn by one.

Source: GCRB

Dynamic Fire**Tier:** 2**Activation:** Active (Incidental)**Ranked:** No

When making a ranged attack while engaged with an opponent, may suffer 2 strain to reduce the ranged modifier by 1.

Source: ACRB

Fan the Hammer

Tier: 2

Activation: Active (Incidental)

Ranked: No

Once per encounter before making a combat check with a pistol (your GM has the final say on whether a weapon is a pistol or not), your character may use this talent to add the Auto-fire quality to the pistol when resolving the check. If your character does, the weapon runs out of ammo exactly as with an Out of Ammo result (see page 104).

Source: GCRB

Fancy Paint Job

Tier: 2

Activation: Passive

Ranked: No

Your character must have purchased the Signature Vehicle talent to benefit from this talent. Upgrade all Charm, Deception, and Negotiation checks made in the presence of Signature Vehicle once.

Sources: SOT, SM

Fearsome

Tier: 2

Activation: Passive

Ranked: Yes

When an adversary becomes engaged with the character, the character may force the adversary to make a fear check, with the difficulty equal to the character's ranks in Fearsome.

Sources: DC, FCRB

Fine Tuning

Tier: 2

Activation: Passive

Ranked: Yes

When reducing the amount of system strain a starship or vehicle suffers, reduce 1 additional strain per rank of Fine Tuning.

Sources: ACRB, ECRB, FCRB

Finesse

Tier: 2

Activation: Passive

Ranked:

The character may use Agility instead of Brawn for Brawl and Melee (Light) checks.

Source: GHC

Freerunning

Tier: 2

Activation: Active (Incidental)

Ranked: No

Suffer 1 strain when making a Move maneuver to move to any location within short range.

Source: EV



Go Without

Tier: 2

Activation: Active (Incidental)

Ranked: No

Once per session, count as having the right tools for the job when performing the next skill check this turn.

Source: DOH

Grapple

Tier: 2

Activation: Active (Maneuver)

Ranked: No

Once per round, the character may perform the Grapple maneuver. Until the beginning of the character's next turn, enemies must spend two maneuvers instead of one maneuver to move from engaged range to short range of him.

Sources: ND, KTP

Hard Headed

Tier: 2

Activation: Active (Action)

Ranked: Yes

When staggered or disoriented, perform the Hard Headed action; make a **Daunting (◆◆◆◆) Discipline check** to remove status. Difficulty reduced per rank of Hard Headed.

Sources: ACRB, ECRB

Heightened Awareness

Tier: 2

Activation: Passive

Ranked: No

Allies within short range of your character add ■ to their Perception and Vigilance checks. Allies engaged with your character add ■■ instead.

Source: GCRB

Hold Together

Tier: 2

Activation: Active (Incidental)

Ranked: No

Spend 1 Story Point to perform a Hold Together incidental immediately after vehicle or starship takes damage to turn it into system strain.

Sources: ACRB, ECRB

Hunter

Tier: 2

Activation: Passive

Ranked: Yes

Add ■ per rank of Hunter to all checks when interacting with beast or animals (including combat checks). Add +10 to Critical Injury results against beasts or animals per rank of Hunter.

Sources: ECRB, FCRB

Hunter's Quarry

Tier: 2

Activation: Active (Action)

Ranked: No

Take Hunter's Quarry action, make a **Hard (◆◆◆) Survival check** to upgrade the ability of all attacks made against a target at long range until the end of the character's next turn.

Sources: ETU, SS

Inspiring Rhetoric

Tier: 2

Activation: Active (Action)

Ranked: No

Your character may use this talent to make an **Average (◆◆) Leadership check**. For each ✨ the check generates, one ally within short range heals one strain. For each ▲, one ally benefiting from Inspiring Rhetoric heals one additional strain.

Source: GCRB

Inventor

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

When your character makes a check to construct new items or modify existing ones, use this talent to add a number of ■ to the check equal to ranks of Inventor. In addition, your character may attempt to reconstruct devices that they have heard described but have not seen and do not have any kinds of plans or schematics for.

Source: GCRB

Knockdown

Tier: 2

Activation: Passive

Ranked: No

After hitting with a melee attack, may spend a ⚔ to knock the target prone.

Sources: ABGR, ACRB, EBGR, ECRB

Know-It-All**Tier:** 2**Activation:** Active (Incidental)**Ranked:** No

Once per session, perfectly recall an important fact previously learned as if a Story Point had been spent.

Source: DA

Known Schematic**Tier:** 2**Activation:** Active (Maneuver)**Ranked:** No

Once per session, may perform the Known Schematic maneuver; make a **Hard (◆◆◆)** **Knowledge check**. Success grants familiarity with a building or ship's design.

Sources: ACRB, ECRB

Loom**Tier:** 2**Activation:** Passive**Ranked:** No

When an ally engaged with the character makes a successful Charm, Deception, or Negotiation check, the character adds ▲ per rank in Coercion to the ally's check.

Source: DC

Lucky Strike**Tier:** 2**Activation:** Active (Incidental)**Ranked:** No

When your character purchases this talent, choose one characteristic. After your character makes a successful combat check, you may spend one Story Point to use this talent to add damage equal to your character's ranks in that characteristic to one hit of the combat check.

Source: GCRB

Mystic Theurge**Tier:** 2**Activation:** Passive**Ranked:** No

When purchasing this talent, choose one magic skill. That skill becomes a career skill but your character may only use it for one check per encounter.

Source: GHC

Overstocked Ammo**Tier:** 2**Activation:** Passive**Ranked:** Yes

Your character must have purchased the Signature Vehicle talent to benefit from this talent. Increase the value of the Limited Ammo quality of any weapons mounted on Signature Vehicle by 1 per rank of Overstocked Ammo.

Source: SOT

Physical Training**Tier:** 2**Activation:** Passive**Ranked:** Yes

Add ■ per rank of Physical Training to Athletics and Resilience checks.

Sources: ACRB, DOH

Quickdraw (Improved)**Tier:** 2**Activation:** Passive**Ranked:** No

Your character must have purchased the Quick Draw Talent to benefit from this talent. May use Quick Draw twice per round. This also allows you to reduce the prepare rating by 2 to a minimum of one.

Source: FC

Reconstruct the Scene

Tier: 2

Activation: Active (Action)

Ranked: No

Perform the Reconstruct the Scene action; make a **Hard (◆◆◆)** Perception check to identify the physical characteristics of person present at the scene within 24 hours.

Sources: ND, EV

Resist Disarm

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: No

Suffer 2 strain to avoid being disarmed or have weapon damaged or destroyed.

Source: FCRB

Scathing Tirade

Tier: 2

Activation: Active (Action)

Ranked: No

Your character may use this talent to make an **Average (◆◆)** Coercion check. For each ✨ the check generates, one enemy within short range suffers 1 strain. For each ▲, one enemy affected by Scathing Tirade suffers 1 additional strain.

Source: GCRB

Selective Detonation

Tier: 2

Activation: Active (Incidental)

Ranked: Yes

When using a weapon with the Blast quality spend ▲ to exclude 1 target that would be affected by the explosion, up to ranks in Selective Detonation.

Sources: ACRB, DC

Sense Emotions

Tier: 2

Activation: Passive

Ranked: No

Add ■ to all Charm, Coercion, and Deception checks.

Sources: ECRB, FBGR, FCRB

Shield Slam

Tier: 2

Activation: Active (Incidental)

Ranked: No

When attacking a minion or rival with a shield, may spend AAAA or a ⚙ to stagger the target for 1 round.

Source: GHC

Shortcut

Tier: 2

Activation: Passive

Ranked: Yes

During a chase; add ■ per rank in Shortcut to any checks made to catch or escape an opponent.

Sources: ACRB, ECRB, EV, SS

Side Step

Tier: 2

Activation: Active (Action)

Ranked: Yes

Once per round, your character may suffer a number of strain no greater than their ranks in Side Step to use this talent. Until the end of your character's next turn, upgrade the difficulty of all ranged combat checks targeting your character a number of times equal to the strain suffered.

Source: GCRB

Speaks Binary**Tier:** 2**Activation:** Passive**Ranked:** Yes

When directing non-sentient NPC artificial life forms, may grant them ■ per rank of Speaks Binary on checks.

Sources: ABGR, ACRB, ECRB

Spur**Tier:** 2**Activation:** Active (Action)**Ranked:** No

Take a Spur action; make a **Hard** (◆◆◆) **Survival check** to increase a beast's top speed by 1. The beast suffers 2 strain every round it stays spurred.

Source: SOT

Stalker**Tier:** 2**Activation:** Passive**Ranked:** Yes

Add ■ per rank of Stalker to all Stealth and Coordination checks.

Sources: ABGR, ACRB, ECRB

Strong Arm**Tier:** 2**Activation:** Passive**Ranked:** No

Treat thrown weapons as if they had 1 greater range.

Sources: ACRB, EBGR, ECRB

Stunning Blow**Tier:** 2**Activation:** Active (Incidental)**Ranked:** No

While making Melee checks, may inflict damage as strain instead of wounds. This does not ignore soak.

Sources: ACRB, ECRB

Suppressing Fire**Tier:** 2**Activation:** Passive**Ranked:** Yes

The character and each ally within short range may spend ▲ on their failed combat checks to inflict one strain on the target per rank of Suppressing Fire. Each character can only activate this effect once per round.

Sources: FIB, KTP

Technical Aptitude**Tier:** 2**Activation:** Passive**Ranked:** No

When making a Computer skill check may spend ▲▲ or ⚙ to reduce the time spent to complete the task by 50%

Sources: ACRB, ECRB, FCRB

Time to Go**Tier:** 2**Activation:** Active (Maneuver)**Ranked:** No

The character may spend 1 Story Point to perform a Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion.

Sources: ACRB, DC

Tinkerer**Tier:** 2**Activation:** Passive**Ranked:** Yes

May add 1 additional hard point to a number of items equal to ranks in Tinkerer. Each item may only be modified once.

Sources: ACRB, ECRB, KTP

Touch of Fate

Tier: 2

Activation: Active (Incidental)

Ranked: No

Once per session, add ■■ to any 1 check.

Sources: ACRB, ECRB, FCRB

Unarmed Parry

Tier: 2

Activation: Passive

Ranked: No

May Parry while unarmed. Reduce strain cost to Parry while unarmed by 1 (to a minimum of 1).

Source: ND

Uncanny Senses

Tier: 2

Activation: Passive

Ranked: No

Add ■■ per rank of Uncanny Senses to all Perception and Vigilance checks.

Sources: ACRB, ECRB, FCRB

Unstoppable

Tier: 2

Activation: Passive

Ranked: No

If a Critical Injury roll is 1 or reduced to 1, do not receive the critical injury.

Source: ACRB

Vehicle Combat Training

Tier: 2

Activation: Passive

Ranked: No

Gunnery, Driving, and Piloting become career skills.

Source: ACRB

Well Read

Tier: 2

Activation: Passive

Ranked: No

Choose any 3 Knowledge skills. They permanently become career skills.

Source: LBE

Well Rounded

Tier: 2

Activation: Passive

Ranked: Yes

Choose any 2 non-magic skills. They permanently become career skills.

Sources: ACRB, EBGR, ECRB, FBGR, FCRB

TIER 3

Ambush

Tier: 3

Activation: Active (Maneuver)

Ranked: No

Once per round while benefiting from cover, may make the Ambush maneuver. Add damage equal to Stealth skill to one hit of next successful combat check against a target within short range before the end of the turn.

Source: FIB

Animal Companion

Tier: 3

Activation: Passive

Ranked: Yes

Your character creates a bond with a single animal approved by your GM. This animal must be silhouette 0 (no larger than a mid-sized dog). The bond persists as long as your character chooses, although at your GM's discretion, the bond may also be broken due to abusive treatment or other extenuating

circumstances. As long as the bond persists, the animal follows your character, and you dictate the animal's overall behavior (although, since the animal is only bonded with the character, not dominated, it may still perform inconvenient actions such as scratching furniture, consuming rations, and marking territory). Once per round in structured encounters, your character may spend one maneuver to direct their animal in performing one action and one maneuver during your character's turn. The animal must be within hearing and visual range of your character (generally medium range) to do this. Otherwise, the animal does not contribute to the encounter. The specifics of its behavior are up to you and your GM. For every additional rank of Animal Companion your character has, increase the allowed silhouette of the companion by one (this may mean your character gets a new companion, or their companion grows in size). This talent can also change in flavor depending on the nature of your game setting. While an animal companion may make sense in many settings, in a futuristic setting it may make more sense for the "animal" to be a robot or drone, for example.

Source: GCRB

Armor Master

Tier: 3**Activation:** Passive**Ranked:** No

When wearing armor, Increase total soak value by 1.

Sources: ACRB, EBGR, ECRB, KTP

Bad Press

Tier: 3**Activation:** Active (Action)**Ranked:** No

Once per session, choose an organization and make a **Hard (◆◆◆) Deception check**. On

success, organization members have their strain thresholds reduced by 1, plus 1 per **☆☆☆**, until the end of the session. When he does this, the player must explain how the PC disseminated the propaganda such that it has affected his targets. The chosen organization must be narrow and cohesive enough to be affected by bad publicity.

Source: DA

Barrel Roll

Tier: 3**Activation:** Active (Incidental, Out of Turn)**Ranked:** No

Your character can only use this talent while piloting a starfighter or airplane of Silhouette 3 or less. When your vehicle suffers a hit from a ranged combat check, after damage is calculated but before armor is applied, your character may have their vehicle suffer 3 system strain to use this talent. Then, reduce the damage suffered by a number equal to their ranks in Piloting.

Source: GCRB

Blind Spot

Tier: 3**Activation:** Passive**Ranked:** No

Your character, and allies within short range, add automatic **▲** to combat checks they make while benefiting from cover.

Sources: FIB, KTP

Body Guard (Improved)

Tier: 3**Activation:** Passive**Ranked:** No

Your character must have purchased the Body Guard talent to benefit from this talent. Once per session, when an ally protected by the Body Guard maneuver suffers a hit, suffer the hit instead.

Sources: LBE, FIB, EBGR, FCRB

Capital Sendoff**Tier:** 3**Activation:** Active (Action)**Ranked:** No

Take a Capital Sendoff action targeting two ships or vehicles at Close range; make a **Hard (◆◆◆)** **Cool check** to cause the targets to suffer a minor collision.

Source: SOT

Confidence (Improved)**Tier:** 3**Activation:** Passive**Ranked:** No

Your character must have purchased the Confidence talent to benefit from this talent. May spend **▲** on a fear check to steady the nerves of allies making the same fear check. If the character does so each ally within short range who makes the fear check adds automatic successes equal to the character's rank in confidence.

Source: LBE

Congenial**Tier:** 3**Activation:** Active (Incidental)**Ranked:** Yes

May suffer a number of strain to downgrade difficulty of Charm or Negotiation checks or upgrade difficulty when target by Charm or Negotiation checks, by an equal number Strain suffered this way cannot exceed ranks in Congenial.

Sources: FH, FC, DOH

Constant Vigilance**Tier:** 3**Activation:** Passive**Ranked:** No

May always use Vigilance when making checks to determine initiative.

Source: EV

Creative Killer**Tier:** 3**Activation:** Passive**Ranked:** No

Reduce the crit rating of improvised weapons by 2 (to a minimum of 1).

Source: ACRB

Crippling Blow**Tier:** 3**Activation:** Active (Incidental)**Ranked:** No

Increase the difficulty of next combat check by 1. If check deals damage, target suffers 1 strain whenever he moves for the remainder of the encounter.

Sources: ACRB, ECRB, FCRB

Cunning Snare**Tier:** 3**Activation:** Active (Action)**Ranked:** No

Once per encounter as an action, may create a trap. Any other character who moves to engaged range of the trap must make an Opposed Vigilance vs. Survival check to avoid harm and ill effects.

Source: FIB

Customized Cooling Unit**Tier:** 3**Activation:** Passive**Ranked:** Yes

Your character must have purchased the Signature Vehicle talent to benefit from this talent. Increase the system strain threshold of Signature Vehicle by 2 per rank of Customized Cooling Unit.

Source: SOT

Daring Turn**Tier:** 3**Activation:** Active (Maneuver)**Ranked:** No

When an opponent has gained the advantage on a starship or vehicle being piloted, may spend 2 strain perform a Daring Turn maneuver to remove the effects.

Source: SOT

Dirty Tricks**Tier:** 3**Activation:** Passive**Ranked:** No

When a character inflicts a Critical Injury, the target also adds ■■ to their next action.

Source: GHC

Disarm**Tier:** 3**Activation:** Passive**Ranked:** No

May spend ☼ or AA with a successful Brawl or Melee check to disarm opponent.

Source: FCRB

Disarming Smile**Tier:** 3**Activation:** Active (Action)**Ranked:** Yes

Take the Disarming Smile action; succeed at an opposed Charm check against a target within short range to lower all defenses of a target by ranks in Disarming Smile until the end of the encounter.

Source: FC

Distinctive Style**Tier:** 3**Activation:** Active (Incidental)**Ranked:** No

When making a Computers check to hack a system or break into a secured network, before rolling, your character may use this

talent to add ☼☼☼☼ to the results. If you are using the optional hacking rules on page 232 and your check generates ☼☼, your GM should spend it on the I Know You! option in Table III.2-22 on page 234 of the Genesys Core Rulebook.

Source: GCRB

Dodge**Tier:** 3**Activation:** Active (Incidental, Out of Turn)**Ranked:** Yes

When your character is targeted by a combat check (ranged or melee), they may suffer a number of strain no greater than their ranks in Dodge to use this talent. Then, upgrade the difficulty of the combat check targeting your character a number of times equal to the strain suffered.

Source: GCRB

Double or Nothing**Tier:** 3**Activation:** Passive**Ranked:** No

Suffer 2 strain to perform the Double or Nothing incidental to increase the difficulty of the next check by one. Then, after canceling opposing symbols, double the amount of remaining A

Source: FC

Eagle Eyes**Tier:** 3**Activation:** Active (Incidental)**Ranked:** No

Once per encounter before making a ranged combat check, you may use this talent to increase your weapon's range by one range band (to a maximum of extreme range). This lasts for the duration of the combat check.

Source: GCRB

Encoded Communiqué**Tier:** 3**Activation:** Passive**Ranked:** No

Upgrade the difficulty of checks to decrypt this character's coded messages without the proper cipher a number of times equal to Computers skill.

Source: DA

Encouraging Words**Tier:** 3**Activation:** Active (Incidental, Out of Turn)**Ranked:** No

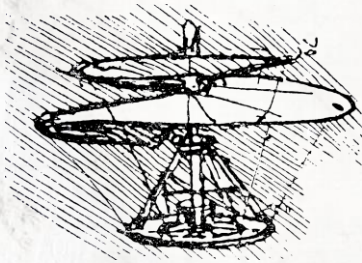
After an engaged ally fails a check, may suffer 1 strain to assist that ally's next check this encounter as an out of turn incidental.

Sources: DA, LBE, DOH

Eye for Detail**Tier:** 3**Activation:** Active (Incidental)**Ranked:** Yes

After making a Mechanics or Computers check, may suffer strain up to ranks in Eye for Detail to convert that many ★ to ▲.

Source: SM

**Fear the Shadows****Tier:** 3**Activation:** Active (Action)**Ranked:** No

Once per session, may make a **Hard (◆◆◆) Deception check** to force a single minion group or rival to flee the encounter.

Source: EV

Feint**Tier:** 3**Activation:** Passive**Ranked:** Yes

Spend ⚙ or ▲▲▲ generated on a missed melee attack to upgrade difficulty of opponent's next attack targeting character by ranks in Feint.

Source: FCRB

Feral Strength**Tier:** 3**Activation:** Passive**Ranked:** Yes

Add 1 damage per rank of Feral Strength to one hit of successful attacks made using Brawl or Melee skills.

Sources: ABGR, ACRB, EBGR, ECRB

Field Commander**Tier:** 3**Activation:** Active (Action)**Ranked:** No

Your character may use this talent to make an **Average (◆◆) Leadership check**. If successful, a number of allies equal to your character's Presence may immediately suffer 1 strain to perform one maneuver (out of turn). If there are any questions as to which allies take their maneuvers first, your character is the final arbiter.

Source: GCRB

Fire Control**Tier:** 3**Activation:** Active (Action)**Ranked:** No

Take the Fire Control action; all combat checks made from current starship or vehicle count their target's silhouette as one higher than normal until the beginning of next turn.

Source: ACRB

Forgot to Count?**Tier:** 3**Activation:** Active (Incidental, Out of Turn)**Ranked:** No

When an opponent makes a ranged combat check, you can spend   from that check to use this talent to cause their weapon to run out of ammo (see page 104), as long as the weapon can normally run out of ammunition.

Source: GCRB

Form On Me**Tier:** 3**Activation:** Passive**Ranked:** No

Allies equal to ranks in Leadership in close range gain the benefits of the Gain the Advantage action.

Source: ACRB

Fortified Structure**Tier:** 3**Activation:** Passive**Ranked:** Yes

Your character must have purchased the Signature Vehicle talent to benefit from this talent. Increase the hull trauma threshold of Signature Vehicle by 1 per rank of Fortified Structure.

Source: SOT

Freerunning (Improved)**Tier:** 3**Activation:** Active (Incidental)**Ranked:** No

Your character must have purchased the Freerunning talent to benefit from this talent. Suffer 4 strain when making a move maneuver to move to any location within medium range.

Source: EV

Frenzied Attack**Tier:** 3**Activation:** Active (Incidental)**Ranked:** Yes

When making a Melee or Brawl check, suffer a number of strain to upgrade the attack an equal number of times. The strain suffered may not exceed ranks in Frenzied Attack.

Sources: ACRB, ECRB

Full Throttle**Tier:** 3**Activation:** Active (Action)**Ranked:** No

Take a Full Throttle action; make a **Hard (◆◆◆) Piloting check** to increase a vehicle's top speed by 1 for a number of rounds equal to Cunning.

Sources: ABGR, ACRB, EBGR, ECRB, FCRB

Greased Palms**Tier:** 3**Activation:** Active (Maneuver)**Ranked:** Yes

Before making a social check, may spend up to 50 credits per rank of Greased Palms to upgrade the ability of the check once for every 50 spent.

Sources: ACRB, JOY, FH

Grenadier**Tier:** 3**Activation:** Active (Incidental)**Ranked:** Yes

When your character makes a ranged combat check with a weapon that has the Blast item quality, you may spend one Story Point to use this talent to trigger the weapon's Blast quality, instead of spending  (even if the attack misses). In addition, your character treats grenades as having a range of medium.

Source: GCRB

Harass**Tier:** 3**Activation:** Active (Incidental)**Ranked:** No

Whenever the character's animal companion makes a successful combat check against a target, it may forgo inflicting damage to upgrade the difficulty of the target's next check once instead.

Source: SS

Hard-Boiled**Tier:** 3**Activation:** Passive**Ranked:** Yes

When recovering strain after an encounter, may spend ▲ up to ranks in Hard-Boiled to recover 1 wound per ▲ spent.

Source: ND

Heroic Recovery**Tier:** 3**Activation:** Active (Incidental)**Ranked:** No

Once per encounter, may spend a Story Point to recover 4 strain.

Source: GHC

Heroic Resilience**Tier:** 3**Activation:** Active (Incidental)**Ranked:** Yes

Immediately after being hit by an attack but before suffering damage, spend 1 Story Point to increase soak by ranks in Resilience.

Sources: FIB, DC

Heroic Will**Tier:** 3**Activation:** Active (Incidental, Out of Turn)**Ranked:** No

When you purchase this talent for your character, choose two characteristics. You may spend a Story Point to use this talent to

have your character ignore the effects of all Critical Injuries on any skill checks using those two characteristics until the end of the current encounter. (Your character still suffers the Critical Injuries; they just ignore the effects. See page 114.)

Source: GCRB

Hindering Shot**Tier:** 3**Activation:** Active (Incidental)**Ranked:** Yes

Spend a story point and increase the difficulty of next Gunnery check by 1. If check deals damage, target starship or vehicle suffers system strain equal to speed when it moves for a number of turns equal to ranks in Hindering Shot.

Source: ND

Hunter's Quarry (Improved)**Tier:** 3**Activation:** Passive**Ranked:** No

Your character must have purchased the Hunter's Quarry talent to benefit from this talent. Suffer 2 strain to perform Hunter's Quarry action as a maneuver

Sources: ETU, SS

Informant**Tier:** 3**Activation:** Active (Incidental)**Ranked:** No

Once per session, may reveal a contact who can shed light on a chosen subject.

Sources: DA, ND

Inspiring Rhetoric (Improved)**Tier:** 3**Activation:** Passive**Ranked:** No

Your character must have purchased the Inspiring Rhetoric talent to benefit from this

talent. Allies affected by your character's Inspiring Rhetoric add ■ to all skill checks they make for a number of rounds equal to your character's ranks in Leadership.

Source: GCRB

Interjection

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

After another character makes a social check, suffer 3 strain to take an interjection incidental make an **Average (◆◆) Vigilance check** to add ✨ or ✖ equal to ✨, and ▲ or ♻ equal to ▲ to the check.

Source: DA

Intimidating

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

May suffer a number of strain to downgrade difficulty of Coercion checks, or upgrade difficulty when targeted by Coercion checks, by an equal number. Strain suffered this way cannot exceed ranks in Intimidating.

Sources: ACRB, ECRB, FBGR, FCRB

Iron Body

Tier: 3

Activation: Passive

Ranked: Yes

Remove ■ per rank of Iron Body from Coordination and Resilience checks. Reduce the critical rating of unarmed attacks by 1 per rank of Iron Body (to a minimum of 1).

Source: ND

Larger Project

Tier: 3

Activation: Passive

Ranked: Yes

Your character must have purchased the Signature Vehicle talent to benefit from this

talent. Signature Vehicle can have a silhouette 1 larger per rank of Larger Project

Sources: SOT, SM

Lethal Blows

Tier: 3

Activation: Passive

Ranked: Yes

Add +10 per rank of Lethal Blows to any Critical Injury results inflicted on opponents.

Sources: ACRB, ECRB, SS

Natural

Tier: 3

Activation: Active (Incidental)

Ranked: No

When your character purchases this talent, choose two skills. Once per session, your character may use this talent to reroll one skill check that uses one of those two skills.

Source: GCRB

No Escape

Tier: 3

Activation: Passive

Ranked: No

May spend ▲▲ from a Coercion check or ♻♻ from a foe's Discipline check; that target cannot perform a free maneuver during his next turn.

Source: KTP

Nobody's Fool

Tier: 3

Activation: Passive

Ranked: Yes

May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.

Sources: ACRB, ECRB, FCRB

Outside the Box

Tier: 3

Activation: Passive

Ranked: No

Choose one characteristic when purchasing this talent. Once per session, make one skill check using that characteristic rather than the characteristic linked to that skill.

Source: ACRB

Overwhelm Defenses

Tier: 3

Activation: Active (Incidental)

Ranked: Yes

Upon unsuccessful attack with a starship or vehicle weapon, may spend **AA** per rank of Overwhelm Defenses. Reduce the defense in the targeted zone by 1 for every **AA** spent.

Sources: ACRB, ND

Painkiller Specialization

Tier: 3

Activation: Passive

Ranked: Yes

When your character uses painkillers (or their equivalent, depending on the setting), the target heals one additional wound per rank of Painkiller Specialization. The sixth painkiller and beyond each day still has no effect.

Source: GCRB

Parry (Improved)

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the Parry talent to benefit from this talent. When your character suffers a hit from a melee combat check and uses Parry to reduce the damage from that hit, after the attack is resolved, you may spend **⊗** or **⊙⊙⊙** from the attacker's check to use this talent. Then, your character automatically hits the attacker once with a Brawl or Melee weapon your character is

wielding. The hit deals the weapon's base damage, plus any damage from applicable talents or abilities. Your character can't use this talent if the original attack incapacitates them.

Source: GCRB

Pin

Tier: 3

Activation: Active (Action)

Ranked: No

Take Pin action; make an Opposed athletics check to immobilize an engaged opponent until the end of the character's next turn. Spend **⊗** to extend duration one round.

Source: ETU

Plausible Deniability

Tier: 3

Activation: Active (Action)

Ranked: No

Take a Plausible Deniability action makes a **Hard (◆◆◆) Coercion check** to convince one bystander equal to your Willpower to depart quietly.

Source: DA

Point Blank

Tier: 3

Activation: Passive

Ranked: Yes

Add 1 damage per rank of Point Blank to damage of one hit of successful attack while using Ranged (Heavy) or Ranged (Light) skills at short range or engaged.

Sources: ABGR, ACRB, EBGR, ECRB

Powerful Blast

Tier: 3

Activation: Passive

Ranked: Yes

Increase Blast damage dealt by +1 per rank of Powerful Blast.

Sources: ACRB, DC

Precise Aim

Tier: 3

Activation: Active (Maneuver)

Ranked: Yes

Once per round, may perform Precise Aim maneuver. Suffer a number of strain no greater than ranks in Precise Aim, then reduce target's melee and ranged defense by that number.

Sources: EBGR, ECRB, SS

Preemptive Avoidance

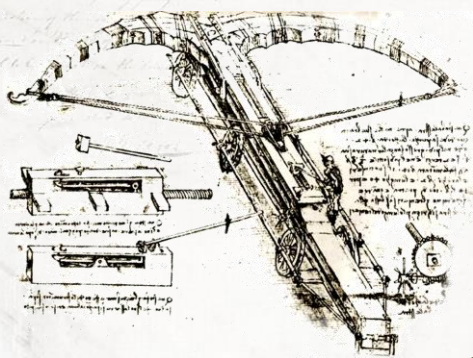
Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

May spend 1 Story Point to disengage from engaged enemy as an out-of-turn incidental.

Source: FCRB



Rapid Archery

Tier: 3

Activation: Active (Maneuver)

Ranked: No

While your character is armed with a bow (or similar weapon, at your GM's discretion) they may suffer 2 strain to use this talent. During the next ranged combat check your character makes this turn, the bow gains the Linked quality with a value equal to their ranks in the Ranged skill.

Source: GCRB

Reflect (Improved)

Tier: 3

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the Reflect Talent to benefit from this talent. Your character may use reflect while wielding a melee weapon deemed appropriate by the GM. When reflecting a hit that generated ☒ or ☐☐☐ may hit one target in medium range with the same damage as the initial hit, after original attack resolves.

Sources: FBGR, FCRB

Resourceful Refit

Tier: 3

Activation: Active (Action)

Ranked: No

May perform the Resourceful Refit action, make an **Average (◆◆) Mechanics check** to scavenge an old attachment to construct a new one, reducing its price by that of the dismantled attachment.

Source: SM

Scathing Tirade (Improved)

Tier: 3

Activation: Passive

Ranked: No

Your character must have purchased the Scathing Tirade talent to benefit from this talent. Enemies affected by your character's Scathing Tirade add ■ to all skill checks they make for a number of rounds equal to your character's ranks in Coercion.

Source: GCRB

Seize the Initiative**Tier:** 3**Activation:** Active (Maneuver)**Ranked:** No

Once per session, as a maneuver, may make a **Hard (◆◆◆) Athletics check**. On success, other PCs may take their turns immediately.

Source: FIB

Sense Advantage**Tier:** 3**Activation:** Active (Incidental, Out of Turn)**Ranked:** No

Once per session, may add ■■ to 1 NPC's skill check.

Sources: FBGR, FCRB

Share Pain**Tier:** 3**Activation:** Active (Incidental, Out of Turn)**Ranked:** No

May perform the Share Pain incidental when animal companion suffers wounds. Reduce wounds suffered to half, then character suffers wounds equal to number reduced.

Source: FCRB

Shortcut (Improved)**Tier:** 3**Activation:** Passive**Ranked:** No

Your character must have purchased the Shortcut talent to benefit from this talent. When engaging in a chase or race, may suffer 2 strain to add ★ equal to ranks in Shortcut to the check.

Sources: ND, EV, SS

Signature Spell**Tier:** 3**Activation:** Passive**Ranked:** No

When purchased choose one spell the character is able to cast. This spell becomes

your character's "Signature Spell". Whenever casting the Signature Spell reduce the difficulty by one.

Source: GHC

Skilled Teacher**Tier:** 3**Activation:** Active (Incidental, Out of Turn)**Ranked:** Yes

Before an ally within short range makes a skill check, if that ally has fewer ranks in that skill than your character does, your character may suffer a number of strain no greater than ranks in Skilled Teacher to add an equal number of ★ to the ally's check.

Source: DOH

Sound Investments**Tier:** 3**Activation:** Passive**Ranked:** Yes

At the start of each session, gain 100 money units for each rank of Sound Investments.

Sources: ACRB, FH

Spur (Improved)**Tier:** 3**Activation:** Active (Maneuver)**Ranked:** No

Your character must have purchased the Spur talent to benefit from this talent. Suffer 1 strain to attempt Spur as a maneuver and decrease its difficulty to **Average (◆◆)**.

Source: SOT

Studious Plotting**Tier:** 3**Activation:** Passive**Ranked:** No

When making a Streetwise or Survival skill check to navigate, the character may use Intellect instead of Cunning.

Source: SS

Stunning Blow (Improved)**Tier:** 3**Activation:** Active (Incidental)**Ranked:** No

Your character must have purchased the Stunning Blow talent to benefit from this talent. When dealing strain damage with Melee or Brawl checks, may spend ☸ to stagger target for 1 round per ☸.

Sources: ACRB, ECRB

Sunder Expertise**Tier:** 3**Activation:** Passive**Ranked:** No

Each ▲ your character spends to activate a weapon's Sunder quality damages the target item two steps, instead of one.

Source: DOH

Time to Go (Improved)**Tier:** 3**Activation:** Active (Maneuver)**Ranked:** No

Your character must have purchased the Time to Go talent to benefit from this talent. When activating Time to Go, allow 1 engaged ally to also perform an out of turn Move maneuver as an incidental to attempt to move into cover or out of the blast range of a weapon or explosion.

Sources: ACRB, DC

Tricky Target**Tier:** 3**Activation:** Passive**Ranked:** No

Count vehicle or starship piloted as having a silhouette 1 lower when being attacked.

Sources: ABGR, ACRB, ECRB, FCRB

Tumble**Tier:** 3**Activation:** Active (Incidental)**Ranked:** No

While engaged with one or more adversaries, may suffer 2 strain to move to short range as an incidental.

Source: GHC

Tuned Maneuvering Thrusters**Tier:** 3**Activation:** Passive**Ranked:** Yes

Your character must have purchased the Signature Vehicle talent to benefit from this talent. Increase the handling of Signature Vehicle by 1 per rank of Tuned Maneuvering Thrusters.

Source: SOT

Twisted Words**Tier:** 3**Activation:** Active (Incidental, Out of Turn)**Ranked:** No

When an incoming social check generates ☸☸ or ☸☹, may suffer 1 strain as an incidental to inflict strain equal to ranks in Coercion on speaker.

Source: DA

Up the Ante**Tier:** 3**Activation:** Passive**Ranked:** Yes

When gambling win 10% more credits per rank of Up the Ante.

Source: FC

Utility Belt**Tier:** 3**Activation:** Active (Incidental)**Ranked:** No

Spend 1 Story Point to perform a Utility Belt incidental; produce an undocumented item

(maximum 1 encumbrance) or weapon (with Limited Ammo One quality) from a tool belt or a satchel.

Sources: ACRB, ECRB

Valuable Facts

Tier: 3

Activation: Active (Action)

Ranked: No

Once per encounter, perform a Valuable Facts action: make an **Average (◆◆) Knowledge check**. If successful, add 🎲 to one ally's skill check during the encounter.

Sources: DA, FBGR, FCRB

Wraithbane

Tier: 3

Activation: Passive

Ranked: No

Reduce the Critical rating of weapon by 1, to a minimum of 1, when attacking an undead adversary.

Source: GHC

TIER 4

Armor Master (Improved)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Armor Master talent to benefit from this talent. When wearing armor with a soak value of 2 or higher, increase defense by 1.

Sources: ACRB, ECRB, KTP

Better Luck Next Time

Tier: 4

Activation: Active (Action)

Ranked: No

Take a Better Luck Next Time action; make a **Hard (◆◆◆) Cool check** to force a competitor to suffer a major misfortune.

Source: EV

Body Guard (Supreme)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Body Guard talent to benefit from this talent. Body Guard maneuver may protect a number of engaged characters up to ranks in Resilience.

Source: FIB

Bolstered Armor

Tier: 4

Activation: Passive

Ranked: Yes

Your character must have purchased the Signature Vehicle talent to benefit from this talent. Increase the armor value of Signature Vehicle by 1 per rank of Bolstered Armor.

Source: SOT

Brilliant Evasion

Tier: 4

Activation: Active (Action)

Ranked: No

Once per vehicle encounter, your character may take Brilliant Evasion action. Select 1 opponent and make Opposed Driving or Piloting check to stop opponent from attacking character for rounds equal to Agility.

Sources: ACRB, ECRB

Can't We Talk About This?

Tier: 4

Activation: Active (Action)

Ranked: No

Your character can use this talent to make an opposed Charm or Deception versus Discipline check targeting a single non-nemesis adversary within medium range. If the check succeeds, the target cannot attack your character (or perform hostile actions against your character) until the end of their next turn. You may spend **AA** to increase the length of the effect by one additional turn, and spend **☼** to extend the benefits to all of their identified allies within short range. The effect ends immediately if your character or a known ally attacks the target. In addition, your GM may rule that some targets are immune to this ability. An automated sentry turret, for example, has no interest in resolving a conflict through talking, nor would someone consumed by rage and the desire for revenge against your character.

Source: GCRB

Capital Sendoff (Improved)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Capital Sendoff talent to benefit from this talent. When performing a Capital Sendoff, the targets suffer a major collision instead.

Source: SOT

Careful Planning

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session, may introduce a "fact" into the narrative as if a Story Point had been spent.

Sources: ACRB, KTP

Center of Being

Tier: 4

Activation: Active (Maneuver)

Ranked: Yes

Take a Center of Being maneuver. Until the beginning of next turn, attacks against the character increase their critical rating by 1 per rank of Center of Being.

Source: FCRB

Circle of Shelter

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

When an engaged ally suffers a hit, may use Parry or Reflect incidental against the hit.

Sources: FBGR, FCRB

Commanding Presence

Tier: 4

Activation: Passive

Ranked: No

Once per session, may take Commanding Presence action; make an opposed Cool vs. Discipline check to force target to leave the encounter.

Source: LBE

Comrades in Arms

Tier: 4

Activation: Active (Action)

Ranked: No

Once per encounter, make a **Hard (◆◆◆)** Discipline check. If successful, one ally per success within medium range gains +1 defense for the remainder of the encounter. The effect does not stack from multiple uses, or from multiple characters.

Source: DOR

Contingency Plan

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

Choose Willpower, Cunning, or Presence when purchasing this talent. Spend 1 Story Point to recover strain equal to the level of this characteristic.

Sources: DA, FCRB

Deadeye

Tier: 4

Activation: Active (Incidental)

Ranked: No

After your character inflicts a Critical Injury with a ranged weapon and rolls the result, your character may suffer 2 strain to use this talent. Then, you may select any Critical Injury of the same severity to apply to the target instead.

Source: GCRB

Deadly Accuracy

Tier: 4

Activation: Passive

Ranked: Yes

When acquired, choose 1 combat skill. Add damage equal to ranks in that skill to one hit of successful attack made using that skill. May not choose the same skill more than once.

Sources: ABGR, ACRB, ECRB

Defensive

Tier: 4

Activation: Passive

Ranked: Yes

Each rank of Defensive increases your character's melee defense and ranged defense by one.

Source: GCRB

Defensive Driving

Tier: 4

Activation: Passive

Ranked: Yes

Increase the defense of any vehicle your character pilots by one per rank of Defensive Driving. The specifics of this talent require the optional vehicle rules, on page 220. If your game does not use these rules, this talent adds ■ per rank to combat checks targeting your character's vehicle or your character while piloting it.

Source: GCRB

Deflection

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the Reflect talent to benefit from this talent. After using Reflect, may spend 1 Story Point to perform Move maneuver as out-of-turn incidental to close distance with or engage opponent.

Source: FCRB

Discredit

Tier: 4

Activation: Active (Action)

Ranked: No

Once per encounter, take the Discredit action, make a **Hard (◆◆◆) Deception check** to upgrade the difficulty of one character's social checks once, plus once for every ^^, until the end of the encounter.

Source: DA

Distracting Behavior (Improved)**Tier:** 4**Activation:** Passive**Ranked:** No

Your character must have purchased the Distracting Behavior talent to benefit from this talent. The Distracting Behavior maneuver inflicts 🎲🎲 on NPC's checks when NPC's target character's allies.

Source: FH

Don't Shoot!**Tier:** 4**Activation:** Active (Action)**Ranked:** No

Once per session as an action, make a **Hard (◆◆◆) Charm check**. On a success, cannot be target of combat checks until the end of the encounter or until making a combat check.

Source: FC

Double or Nothing (Improved)**Tier:** 4**Activation:** Passive**Ranked:** No

Your character must have purchased the Double or Nothing talent to benefit from this talent. When performing the Double or Nothing incidental, after canceling opposing symbols, also double the amount of remaining ⚡.

Source: FC

Enduring**Tier:** 4**Activation:** Passive**Ranked:** Yes

Each rank of Enduring increases your character's soak value by one.

Source: GCRB

Field Commander (Improved)**Tier:** 4**Activation:** Passive**Ranked:** No

Your character must have purchased the Field Commander talent to benefit from this talent. When your character uses the Field Commander talent, your character affects a number of allies equal to twice the character's Presence. In addition, you may spend 🎲 to allow one ally to suffer 1 strain to perform an action, instead of a maneuver.

Source: GCRB

Fortune Favors the Bold**Tier:** 4**Activation:** Active (Incidental)**Ranked:** No

Once per session as an incidental, suffer 2 strain to flip one GM Story Point to a Player Story Point.

Source: FC

Full Throttle**Tier:** 4**Activation:** Active (Action)**Ranked:** No

While driving or flying, your character may use this talent to make a **Hard (◆◆◆) Piloting or Driving check**. If successful, the top speed of the vehicle increases by one (to a maximum of 5) for a number of rounds equal to your character's Cunning. The specifics of this talent require the optional vehicle rules, on page 220. If your game does not use these rules, this talent simply makes the vehicle go much faster than normal, with the specifics up to your GM.

Source: GCRB

Full Throttle (Supreme)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Full Throttle talent to benefit from this talent. When performing Full Throttle, top speed increases by 2 instead of 1.

Sources: ACRB, ECRB, EV

Holistic Navigation

Tier: 4

Activation: Active (Incidental)

Ranked: No

When making an Astrocartography skill check, the character may spend one Story Point to remove ☒, or to remove ☒ equal to his ranks in Perception.

Source: SS

How Convenient!

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session, your character may use this talent to make a **Hard (◆◆◆) Mechanics check**. If successful, one device involved in the current encounter (subject to your GM's approval) spontaneously fails. This can be because of your character's actions, or it can simply be incredibly convenient timing!

Source: GCRB

In The Know

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session, make an opposed Deception vs Vigilance check with the difficulty downgraded a number of times equal to your ranks in deception to have a target NPC believe specific false intelligence.

Source: DA

Incite Rebellion

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session, may take an Incite Rebellion action; make a **Hard (◆◆◆) Coercion check** to cause a number of beings up to ranks in Coercion to become rebellious until the end of the encounter.

Source: ACRB

Inspiring Rhetoric (Supreme)

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Inspiring Rhetoric talent to benefit from this talent. Your character may choose to suffer 1 strain to use the Inspiring Rhetoric talent as a maneuver, instead of as an action.

Source: GCRB

It's Not that Bad

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session when an ally would suffer a Critical Injury, may take an It's Not That Bad action; make a **Hard (◆◆◆) Medicine check** to stop the ally from gaining the Critical Injury.

Source: ACRB

Jury Rigged

Tier: 4

Activation: Passive

Ranked: Yes

The character chooses one personal weapon or piece of armor per rank of Jury Rigged. He may increase the damage of the weapon by one; decrease the ⚔ cost on its Critical, or any single other effect by one to a minimum of one; or increase armor's ranged or melee defense by one. Alternatively, he can decrease the encumbrance of the item by two to a

minimum of one. The bonus only applies so long as the character is using the item. If the item is ever lost or destroyed, the character may apply Jury Rigged to a new personal weapon or piece of armor.

Sources: ACRB, EBGR, ECRB

Mad Inventor

Tier: 4

Activation: Active (Action)

Ranked: No

Once per session, your character may use this talent to make a Mechanics check to attempt to cobble together the functional equivalent of any item using spare parts or salvage. The difficulty of the check is based on the item's rarity; see Table I.4–1: Mad Inventor Item Rarity in the Genesys Core Rulebook. Your GM will modify the check based on the circumstances and might decide that some items simply can't be created with what's available (if you are being held in a prison cell, for instance). Your GM may spend ⚔ on the check to indicate the item ends up being dangerous to the user and anyone around them in some way. For instance, a pistol might explode instead of running out of ammo, or a breathing mask might make the user light-headed.

Source: GCRB

Menace

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Enemy within short range of the character's animal companion adds ■ to next Combat check made against the character.

Source: SS

Moving Target

Tier: 4

Activation: Passive

Ranked: Yes

If the character has already acted this round, increase ranged defense by 1 per rank of moving target.

Source: FIB

Not Today

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Signature Vehicle talent to benefit from this talent. Once per session, spend a Story Point to save Signature Vehicle from destruction.

Source: SOT

Offensive Driving

Tier: 4

Activation: Active (Maneuver)

Ranked: No

As a maneuver, suffer system strain up to vehicle's highest defense to upgrade the difficulty of target's next Piloting check that many times.

Source: ND

Overbalance

Tier: 4

Activation: Passive

Ranked: No

Whenever an enemy engaged with the character makes a combat check, after the attack is resolved, the character may spend ⚔ or ⚔⚔⚔ to stagger the attacker until the end of the attacker's next turn.

Sources: ND, KTP

Overcharge

Tier: 4

Activation: Active (Action)

Ranked: No

Once per encounter, your character may use this talent to make a **Hard (◆◆◆)** **Mechanics check** and choose one of their cybernetic implants that grants them one of the following: +1 to a characteristic rating, +1 rank to a skill, +1 rank of a ranked talent. If your character succeeds, until the end of the encounter, the chosen cybernetic instead provides +2 to the affected characteristic rating (to a maximum of 7), skill (to a maximum of 5), or ranked talent. Your GM may spend ☒ or ☐☐☐ from the check to have the overcharged cybernetic short out at the end of the encounter; it provides no benefit until your character spends several hours making an **Average (◆◆)** **Mechanics check** to repair it.

Sources: GCRB

Precise Aim

Tier: 4

Activation: Active (Incidental)

Ranked: Yes

When performing the Aim maneuver, suffer strain up to ranks in Precise Aim to ignore 1 point of target's Defense per strain spent.

Sources: EBGR, ECRB, SS

Prey on the Weak

Tier: 4

Activation: Passive

Ranked: Yes

Add +1 damage to one hit of successful combat checks against disoriented targets per rank of Prey on the Weak.

Sources: FIB, FCRB

Prime Positions

Tier: 4

Activation: Passive

Ranked: Yes

When this character or an ally in short range takes cover, he increases soak against ranged attacks by 1 per rank of Prime Positions until he leaves that cover.

Sources: FIB, KTP

Prophetic Aim

Tier: 4

Activation: Passive

Ranked: No

While benefiting from an Aim maneuver, ☒ from the character's Ranged (Heavy) and Ranged (Light) checks cannot cause attacks to hit allies engaged with the target.

Source: KTP

Rain of Death

Tier: 4

Activation: Active (Maneuver)

Ranked: No

Perform the Rain of Death maneuver to ignore the increased difficulty due to the Auto-fire quality of attacks made this turn.

Sources: FIB, DC

Reflect (Supreme)

Tier: 4

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the Reflect Talent to benefit from this talent. If the user did not make a combat check during previous turn, may suffer 1 strain to use Reflect.

Source: FCRB

Reinforced Frame

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Signature Vehicle talent to benefit from this talent. Signature Vehicle gains Massive 1: when making an attack targeting the ship or vehicle, the Critical rating of any weapon used counts as 1 higher.

Source: SOT

Reroute Processors

Tier: 4

Activation: Active (Action)

Ranked: No

Once per encounter, may take a Reroute Processors action, make an **Average (◆◆)** **Computers check** to reduce one of a droid's characteristics by 1 and increase another of its characteristics by 1.

Source: SM

Researcher

Tier: 4

Activation: Passive

Ranked: No

On a successful Knowledge check, character and allies gain automatic **▲** per rank of Researcher on checks to act on those facts until the end of his next turn.

Sources: DA, LBE

Resolve

Tier: 4

Activation: Passive

Ranked: Yes

When a character involuntarily suffers strain, he suffers 1 less strain per rank of Resolve to a minimum of 1.

Sources: ABGR, ACRB, EBGR, ECRB

Savvy Negotiator

Tier: 4

Activation: Active (Action)

Ranked: No

While engaged in a debate or argument, make a **Hard (◆◆◆)** **Negotiation check**. If successful, a number of bystanders or observers equal to your Presence sees one of the opponent's points (chosen by your character) as maliciously unreasonable.

The GM has the final say as to whether bystanders could see a point as unreasonable, based on who those bystanders are and what the point is. In these cases, the GM can suggest a modified version of that argument that would be more believable.

Source: DOH

Scathing Tirade (Supreme)

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Scathing Tirade talent to benefit from this talent. Your character may choose to suffer 1 strain to use the Scathing Tirade talent as a maneuver, instead of as an action.

Source: GCRB

Second Chances

Tier: 4

Activation: Active (Incidental)

Ranked: Yes

Once per encounter choose a number of positive dice equal to ranks in Second Chances and reroll them.

Sources: SOT, FC

Showboat**Tier:** 4**Activation:** Active (Incidental)**Ranked:** No

When making a check in a vehicle, may suffer 2 strain to gain 🎯 on success or ❌ on failure.

Source: SOT

Skilled Slicer**Tier:** 4**Activation:** Active (Incidental)**Ranked:** No

When making a Computers check may spend a 🎯 to make further Computers checks within this system as maneuvers.

Sources: ACRB, ECRB

Sorry About the Mess**Tier:** 4**Activation:** Passive**Ranked:** No

Decrease the Critical Rating of a weapon by 1 (to a minimum of 1) against targets that have not yet acted this encounter.

Source: FC

Speaks Binary (Improved)**Tier:** 4**Activation:** Passive**Ranked:** No

Your character must have purchased the Speaks Binary talent to benefit from this talent. When directing non-sentient NPC artificial life forms, those NPCs grant additional ■ in addition to other benefits.

Source: SM

Spitfire**Tier:** 4**Activation:** Passive**Ranked:** No

After a successful combined check with two Ranged (Light) weapons, additional hits can be allocated to other targets within range of the weapon.

Source: FC

Spur (Supreme)**Tier:** 4**Activation:** Passive**Ranked:** No

Your character must have purchased the Spur talent to benefit from this talent. When activating and maintaining Spur, the beast only suffers 1 strain instead of 2.

Source: SOT

Street Smarts**Tier:** 4**Activation:** Active (Action)**Ranked:** Yes

Once per session, may take a Street Smarts action; make a **Formidable** (◆◆◆◆) **Streetwise** or **Knowledge** check to learn one vital clue from the GM. Reduce the difficulty once per rank of Street Smarts.

Sources: ACRB, EBGR, ECRB, FCRB

Supporting Evidence**Tier:** 4**Activation:** Passive**Ranked:** Yes

When assisting an ally with a Charm, Deception, Leadership, or Negotiation check, add automatic ▲ per rank of Supporting Evidence.

Source: DA

That's How It's Done

Tier: 4

Activation: Active (Incidental)

Ranked: Yes

May suffer 1 strain on successful skill check to add **A** to the same skill check made by a number of allies equally to Willpower within short range during the next round. Range increases with ranks.

Source: LBE

Unrelenting Skeptic

Tier: 4

Activation: Passive

Ranked: No

When targeted by a Deception check, the character automatically adds **X** to the check equal to ranks in Vigilance.

Sources: FH, EV

TIER 5

Armor Master (Supreme)

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the Armor Master talent to benefit from this talent. Once per round, when the character suffers a Critical Injury, he may suffer 3 strain to take the Armor Master incidental. If he does he reduces the Critical Injury result that he suffers by 10 per point of his soak, to a minimum of 1.

Source: KTP

Baleful Gaze

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

When targeted by combat check from within medium range, may spend a Story Point to upgrade the difficulty of the check a number of times equal to ranks in Coercion.

Source: KTP

Biggest Fan

Tier: 5

Activation: Active (Action)

Ranked: No

Once per session, may take a Biggest Fan action; make a **Hard (◆◆◆) Charm check** to turn one NPC into the character's biggest fan. The exact effects of this vary depending on the NPC and the situation. They can include drastically decreasing the difficulty of Social Interaction skill checks the character makes targeting his biggest fan, the fan being willing to perform minor or even significant favors for the character, or the character even becoming a reoccurring ally in the narrative. At the CM's discretion, this talent may not be able to target certain NPCs whose adversarial nature is vital to the plot, or NPCs who would be unable to appreciate the character's work

Source: FH

Center of Being (Improved)

Tier: 5

Activation: Passive

Ranked: No

Your character must have purchased the Center of Being talent to benefit from this talent. Suffer 1 strain to perform Center of Being maneuver as an incidental.

Source: FCRB

Coordination Dodge**Tier:** 5**Activation:** Active (Incidental)**Ranked:** No

When targeted by a combat check, may spend 1 Story Point to add ✕ equal to ranks in Coordination to check.

Sources: FH, ND

Crucial Point**Tier:** 5**Activation:** Active (Incidental)**Ranked:** No

Once per session, your character may introduce to negotiations one potential concession that an opponent will do nearly anything to obtain.

Source: DOH

Custom Loadout**Tier:** 5**Activation:** Passive**Ranked:** No

Your character must have purchased the Signature Vehicle talent to benefit from this talent. May add one mount for a weapon or piece of equipment (approved by the GM).

Source: SM

Dedication**Tier:** 5**Activation:** Passive**Ranked:** Yes

Each rank of Dedication increases one of your character's characteristics by one. This talent cannot increase a characteristic above 5. You cannot increase the same characteristic with Dedication twice.

Source: GCRB

Double or Nothing (Supreme)**Tier:** 5**Activation:** Passive**Ranked:** No

Your character must have purchased the Double or Nothing talent to benefit from this talent. When performing the Double or Nothing incidental, also double the number of ⚔ and ⚔.

Source: FC

Full Throttle (Improved)**Tier:** 5**Activation:** Active (Action)**Ranked:** No

Your character must have purchased the Full Throttle talent to benefit from this talent. Suffer 1 strain to attempt Full Throttle as a maneuver and decrease its difficulty to **Average (◆◆)**.

Sources: ABGR, ACRB, EBGR, ECRB, EV

Heavy Hitter**Tier:** 5**Activation:** Active (Incidental)**Ranked:** No

Once per session, spend ⚔ on a successful Ranged (Heavy) or Gunnery check to add the Breach 1 quality to the attack, or increase an existing Breach rating by 1.

Sources: FIB, DC

Indomitable**Tier:** 5**Activation:** Active (Incidental, Out of Turn)**Ranked:** No

Once per encounter, when your character would be incapacitated due to exceeding their wound or strain threshold, you may spend a Story Point to use this talent. Then, your character is not incapacitated until the end of their next turn. If your character reduces their strain or wounds to below their threshold

before the end of their next turn, they are not incapacitated.

Source: GCRB

Intense Focus

Tier: 5

Activation: Active (Maneuver)

Ranked: No

Perform an Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.

Sources: ABGR, ACRB, ECRB, DOH

Just Kidding!

Tier: 5

Activation: Active (Incidental)

Ranked: No

Once per round as an incidental spend 1 Story Point to ignore ✖ generated on a social check by the character or any ally in short range.

Source: FC

Master

Tier: 5

Activation: Active (Incidental)

Ranked: No

When you purchase this talent for your character, choose one skill. Once per round, your character may suffer 2 strain to use this talent to reduce the difficulty of the next check they make using that skill by two, to a minimum of **Easy** (◆).

Source: GCRB

Master Driver/Pilot

Tier: 5

Activation: Passive

Ranked: No

Once per round when driving, piloting, or operating a vehicle, may suffer 2 strain to perform any action as a maneuver.

Sources: ACRB, ETU, ECRB

Master Grenadier

Tier: 5

Activation: Passive

Ranked: No

Decrease the ▲ cost to activate the Blast quality on any attack by 1 to a minimum of 1.

Sources: ACRB, DC

Master Instructor

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Once per round, suffer 2 strain to allow an ally within short range to count as having the same number of ranks in Discipline as your character for the next Discipline check the ally makes.

Source: DOH

Master Merchant

Tier: 5

Activation: Active (Incidental)

Ranked: No

When buying or selling goods, may suffer 2 strain to sell for 25% more or buy for 25% less.

Sources: ACRB, ECRB

Overcharge (Improved)

Tier: 5

Activation: Passive

Ranked: No

Your character must have purchased the Overcharge talent to benefit from this talent. When using the Overcharge talent, your character may spend ▲▲ or ⚙ from the Mechanics check to immediately take one additional action. This talent can only be used once per check.

Source: GCRB

Pressure Point**Tier:** 5**Activation:** Active (Incidental)**Ranked:** No

When making a Brawl check against an opponent, instead of dealing damage, may deal equivalent strain plus additional strain equal to ranks of Medicine (this ignores soak).

Source: ECRB

Ruinous Repartee**Tier:** 5**Activation:** Active (Action)**Ranked:** No

Once per encounter, your character may use this talent to make an opposed Charm or Coercion versus Discipline check targeting one character within medium range (or within earshot). If successful, the target suffers strain equal to twice your character's Presence, plus one additional strain per ★. Your character heals strain equal to the strain inflicted. If incapacitated due to this talent, the target could flee the scene in shame, collapse in a dejected heap, or throw themselves at your character in fury, depending on your GM and the nature of your character's witty barbs.

Source: GCRB

Speaks Binary (Supreme)**Tier:** 5**Activation:** Active (Maneuver)**Ranked:** No

Once per encounter, may perform the Speaks Binary maneuver. A number of NPC artificial life forms up to ranks in Speaks Binary may use the character's ranks for 1 skill of character's choice.

Source: SM

Superhuman Reflexes**Tier:** 5**Activation:** Active (Incidental)**Ranked:** No

Once per session, after generating ☒ on a Piloting check cancel the ☒ and add ★ equal to ranks in Cool.

Source: EV

Thorough Assessment**Tier:** 5**Activation:** Active (Action)**Ranked:** No

Once per session, take a Thorough Assessment action: make a **Hard** (◆◆◆)

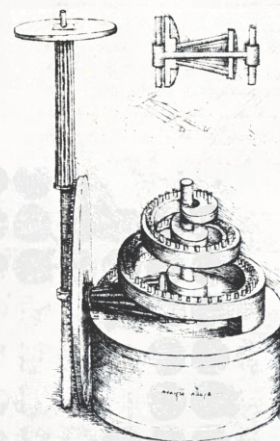
Knowledge check to gain ■ equal to s that can be distributed during the encounter.

Sources: DA, LBE

Unrelenting Skeptic (Improved)**Tier:** 5**Activation:** Active (Incidental)**Ranked:** No

Your character must have purchased the Unrelenting Skeptic talent to benefit from this talent. When targeted by a Deception check that fails, may spend 1 Story Point to add ☒ to results.

Source: FH



COMMUNITY CREATED

Talents Created by Members of the
Fantasy Flight Games Genesys Forum
(community.fantasyflightgames.com/topic/265863-genesys-talents-expanded/)

Catfall

Tier: 1

Activation: Passive

Ranked: Yes

When rolling Athletics or Coordination to reduce damage from falling, add ■. In addition, reduce damage and strain suffered from a fall by 1 per rank of Catfall.

Source: CCC-Tom Cruise

Intuitive Casting

Tier: 1

Activation: Passive

Ranked: Yes

Add ■ to a spell casting skill check when your character is the first PC to act in the current encounter.

Source: CCC-TheSapient

Specialist Knowledge

Tier: 1

Activation: Passive

Ranked: Yes

When you purchase this talent, select a specific area of expertise for your character. When making a Knowledge check which pertains to that area of knowledge, reduce the difficulty of the check once.

Source: CCC-Tom Cruise

Familiar

Tier: 2

Activation: Passive

Ranked: Yes

When your character purchases this talent, choose a silhouette 0 creature (approved by your GM). This creature becomes your character's familiar. Your character is bonded

to this familiar as long as you choose, though the GM may decide to remove it due to mistreatment or other conditions. You instruct the familiar how to act telepathically. However, the only action a familiar may take is *Exchange and Action for a Maneuver*. It cannot fight except in self-defense, under the GM's direction.

Once per round, your character may use a maneuver to direct the familiar to take specific maneuvers during your character's turn. As long as the familiar is in short range, it may use the Assist maneuver to give ■ to all magic checks. This range increases with ranks in Familiar.

Source: CCC-ESP77

Pact Magic

Tier: 2

Activation: Passive

Ranked: No

You have entered into a Pact with a powerful otherworldly being. When you purchase this Talent, choose one spell type your character can not normally cast. Once per encounter, you may cast this spell using any magic skill you possess. The GM may spend ⚔️ to make your character suffer one wound.

Source: CCC-ESP77

Prepared Spell

Tier: 2

Activation: Active (Action)

Ranked: Yes

Once per session, your character may make a skill check to cast a spell without suffering strain.

Source: CCC-TheSapient

Blindsense**Tier:** 3**Activation:** Passive**Ranked:** Yes

As long as your character can hear, you may ignore setback imposed by darkness or blindness within short range. Each additional rank increases range.

Source: CCC-ESP77

Blood Magic**Tier:** 3**Activation:** Active (Incidental)**Ranked:** No

When casting a spell your character may take two wounds instead of two strain.

Source: CCC-ESP77

Bonded Implement**Tier:** 3**Activation:** Active (Action)**Ranked:** No

Choose one magical implement your character owns when taking this talent. Your character becomes bonded to this implement, and no other person may use it. Your character may attempt to summon it by making a **Hard (◆◆◆) Magic Skill check**. If your chosen implement is ever permanently lost or destroyed, you may select a new one of the same value.

Source: CCC-TheSapient

Combat Caster**Tier:** 3**Activation:** Passive**Ranked:** No

Once per session your character may add the Deadly quality to a spell without increasing the difficulty.

Source: CCC-ESP77

Distant Spell**Tier:** 3**Activation:** Passive**Ranked:** No

Once per session, when casting a spell the first range enhancement does not increase the difficulty of the spell.

Source: CCC-ESP77

Familiar (Improved)**Tier:** 3**Activation:** Active (Action)**Ranked:** No

Your character must have purchased the Familiar talent to benefit from this talent. Your character may suffer 2 strain and make an **Easy (◆) Magic Skill check**; if successful, see and hear using your familiar's senses for one round, and you may suffer 1 strain per round to extend the duration.

In addition, when the Familiar uses the Assist maneuver with the Character's magic check, the Assist maneuver provides ■■. The familiar must be within the range granted by ranks in the Familiar talent for your character to use the Familiar (Improved) talent.

Source: CCC-ESP77

Life or Death**Tier:** 3**Activation:** Passive**Ranked:** No

When your character suffers wounds equal to half of their wound threshold or greater, add ■ to all combat checks they make.

Source: CCC-Swordbreaker

Lingering Spell**Tier:** 3**Activation:** Active (Incidental)**Ranked:** No

Spend a Story Point and your character may make concentration maneuver as an incidental.

Source: CCC-TheSapient

Maximize Spell**Tier:** 3**Activation:** Active (Incidental)**Ranked:** Yes

Once per session, your character may add ■ to the skill check to cast a spell once per rank in Maximize Spell.

Source: CCC-ESP77

Pinning Fire**Tier:** 3**Activation:** Active (Action)**Ranked:** Yes

Select a target within range of your currently wielded ranged weapon and make a Pinning Fire action. Until the start of your next turn, the targeted character adds ■ to their checks for each rank of Pinning Fire, and suffers 1 strain.

Source: CCC-Tom Cruise

Shape Spell**Tier:** 3**Activation:** Active (Incidental)**Ranked:** Yes

When casting a spell with the Blast quality spend ▲ to exclude 1 target that would be affected by the explosion, up to ranks in Shape Spell.

Source: CCC-ESP77

Sneak Attack**Tier:** 3**Activation:** Active (Incidental)**Ranked:** No

Once per round when performing the Aim maneuver you may suffer 1 Strain to also add Piece 2 to the Attack, or Increase Pierce of your weapon by 1, for the next Combat check you make this round.

Source: CCC-yeti1069

Turn Undead**Tier:** 3**Activation:** Active (Action)**Ranked:** Yes

As an Action, force all undead creatures within short range (or other creatures deemed appropriate by the GM) to make a fear check with a Difficulty equal to your Discipline. In addition to the normal effects of Fear, any targets who fail the check are forced to spend their next turn moving outside the range of the Turn Undead Talent. All maneuvers must be spent on movement including downgrading Actions if possible. Each rank of Turn Undead increases the Range that targets are affected by one Range band.

Source: CCC-ESP77

Assassin Strike**Tier:** 4**Activation:** Active (Incidental)**Ranked:** No

After making a successful melee check, may spend a Story Point to disengage from an opponent as an incidental.

Source: CCC-Tom Cruise

Blood Magic (Improved)**Tier:** 4**Activation:** Active (Incidental)**Ranked:** No

Your character must have purchased the Blood Magic talent to benefit from this talent. Once

per encounter, suffer an additional 2 wounds while using Blood Magic and add one additional effect with a **Difficulty Mod + ♦** to a spell without increasing the difficulty.

Source: CCC-ESP77

Faith Healing

Tier: 4

Activation: Active (Incidental)

Ranked: Yes

After making a skill check to cast a Heal spell, may choose to change one ✨ to ⚔ per rank of Faith Healing.

Source: CCC-TheSapient

Familiar (Supreme)

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Familiar talent to benefit from this talent. You may spend a Story Point and use your Familiar as the point of origin for casting a spell. The familiar must be within the range granted by ranks in the Familiar talent for your character to use the Familiar (Supreme) talent.

Source: CCC-ESP77

Finesse (Improved)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Finesse talent to benefit from this talent. Because you can rapidly strike with surgical precision, use Agility instead of Brawn for determining base damage for Brawl and Melee (Light) attacks.

Source: CCC-Dragonshadow

Life or Death (Improved)

Tier: 4

Activation: Passive

Ranked: No

Your character must have purchased the Life or Death talent to benefit from this talent. When your character suffers wounds equal to half of their wound threshold or greater, upgrade the ability of all combat checks they make once. This replaces the normal effects of Life or Death.

Source: CCC-Swordbreaker

Mage Hunter

Tier: 4

Activation: Active (Action)

Ranked: Yes

When targeted by a successful curse spell, perform the Mage Hunter action; make a **Daunting (♦♦♦♦) Discipline check** to remove status. Difficulty reduced per rank of Mage Hunter.

Source: CCC-ESP77

Mystic Theurge (Improved)

Tier: 4

Activation: Passive

Ranked: No

Mystic Theurge no longer limits use of the magic skill to once per encounter.

Source: CCC-yeti1069

Pinning Fire (Improved)

Tier: 4

Activation: Active (Action)

Ranked: No

Your character must have the Pinning Fire talent to benefit from this talent. When making a Pinning Fire action, you may affect a number of targets equal to ranks of Pinning Fire.

Source: CCC-Tom Cruise

Quickened Spell**Tier:** 4**Activation:** Active (Maneuver)**Ranked:** No

Once per session, spend 2 strain to make a magic skill check as a maneuver.

Source: CCC-ESP77

Reflexive Barrier**Tier:** 4**Activation:** Active (Incidental, Out of Turn)**Ranked:** No

Once per session, when your character is targeted by an attack, you may cast Barrier as an out of turn incidental.

Source: CCC-ESP77

Signature Spell (Improved)**Tier:** 4**Activation:** Passive**Ranked:** No

Your character must have purchased the Signature Spell Talent to benefit from this talent. Reduce the Strain cost to use Signature Spell by 1.

Source: CCC-Richardbuxton

Sneak Attack (Improved)**Tier:** 4**Activation:** Active (Incidental)**Ranked:** No

Your character must have purchased the Sneak Attack Talent to benefit from this talent. Once per round when performing the Aim maneuver, you may choose to suffer 1 Strain to add Vicious 2, or increase your weapon's Vicious rating by 1, for your next combat check this round. This may be instead of, or in addition to the benefits of Sneak Attack's Pierce option.

Source: CCC-Richardbuxton

Vision of the Future**Tier:** 4**Activation:** Active (Incidental)**Ranked:** No

Once per session, after successfully casting a spell, you may spend **AA** or **⚔** to add one additional effect to the cast spell, which would normally have increased the difficulty by 1.

Source: CCC-TheSapient

Blood Magic (Supreme)**Tier:** 5**Activation:** Active (Incidental)**Ranked:** No

Once per session while using Blood Magic, suffer a critical. You may decrease the difficulty of the next spell skill check you make by three to a minimum of **Average** (**◆◆**).

Source: CCC-ESP77

Bouncing Spell**Tier:** 5**Activation:** Active (Incidental)**Ranked:** No

When your character fails a spell casting skill check that targets another character or NPC, may spend **⚔** or **AAA** to immediately reroll the attempted spell with a new target.

Source: CCC-TheSapient

Life or Death (Supreme)**Tier:** 5**Activation:** Passive**Ranked:** No

Your character must have purchased the Life or Death talent to benefit from this talent. The effects of Life or Death activate when your character takes wounds equal to one quarter of their wound threshold, instead of half.

Source: CCC-Swordbreaker

Sneak Attack (Supreme)

Tier: 5

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Sneak Attack Talent to benefit from this talent. Once per encounter you may spend a story point to add ☉ to the results of an Attack Action. This does not include the ✨ usually associated with ☉.

Source: CCC-Richardbuxton

Turn Undead (Improved)

Tier: 5

Activation: Active (Incidental)

Ranked: No

When taking a Turn Undead action, your character may flip a story point to deal 2 strain damage per rank of Turn Undead to any creatures that failed their fear check. In addition you may perform a Concentration maneuver to maintain the effects in subsequent rounds.

Source: CCC-ESP77

INDEX OF SOURCES

ABGA	Age of Rebellion Beginner Game - Adventure Book	FO	Fully Operational
ABGR	Age of Rebellion Beginner Game - Rulebook	GCRB	Genesys Core Rulebook
ACRB	Age of Rebellion Core Rulebook	GHC	Gencon 2017 Haunted City Module
BTR	Beyond the Rim	GMK	Game Master's Kit
CCC	Community Created Content	GOD	Ghosts of Dathomir
COTG	Chronicles of the Gatekeeper	HD	Hidden Depths
COTGAD	Citizens of the Galaxy Adversary Deck	IARAD	Imperials and Rebels Adversary Deck
DA	Desperate Allies	JOY	Jewel of Yavin
DC	Dangerous Covenants	KTP	Keeping the Peace
DITW	Dead in the Water	LBE	Lead by Example
DOH	Disciples of Harmony	LONH	Lords of Nal Hutta
DOR	Dawn of Rebellion	MPQ	Mask of the Pirate Queen
EBGA	Edge of the Empire Beginner Game - Adventure Book	ND	No Disintegrations
EBGR	Edge of the Empire Beginner Game - Rulebook	NOP	Nexus of Power
ECRB	Edge of the Empire Core Rulebook	OAA	Onslaught at Arda I
ETU	Enter the Unknown	OS	Operation Shadowpoint
EV	Endless Vigil	RAGP	Rescue at Glare Peak
FBGA	Force and Destiny Beginner Game - Adventure Book	SAVAD	Scum and Villainy Adversary Deck
FBGR	Force and Destiny Beginner Game - Rulebook	SM	Special Modifications
FC	Fly Casual	SOF	Suns of Fortune
FCRB	Force and Destiny Core Rulebook	SOR	Strongholds of Resistance
FH	Far Horizons	SOT	Stay on Target
FIB	Forged in Battle	SS	Savage Spirits
FLT	Friends Like These		