

# FAVOR OF THE GODS - TALENTS

NAME	CONDITIONS	EFFECT	AP	CATEGORY
<b>Berserker</b>	Toughness 2, willpower 2	Whenever you take damage from an enemy in a fight, you gain 1d6 rush counters. If this damage causes you to become injured, you gain an additional 2d6 rush counters.	2	Combat
<b>Undying</b>	Toughness 3, willpower 3, Berserker	<ul style="list-style-type: none"> <li>- Your maximum vigor is increased by 1.</li> <li>- As long as you have at least 1 rush counter, you may ignore the negative effects of being injured.</li> <li>- As long as you have at least 1 rush counter, if you become dying, you may remove all rush counters to stabilize yourself and heal 1 damage. Then, make a toughness or willpower check against difficulty 12 to regain consciousness.</li> </ul>	1	Combat
<b>Calculator</b>	Reasoning 3, Scholar	<ul style="list-style-type: none"> <li>- Your maximum focus is increased by 1.</li> <li>- You are able to do basic calculation and geometry.</li> </ul>	1	Mental
<b>Centered Mind</b>	Willpower 2	Whenever you finish a long rest, you heal 1 stress.	2	Mental
<b>Chef</b>	Nature 1	Cooking a meal during a rest increases your comfort by 1.	1	Mental
<b>Devout</b>	Willpower 1	Praying during a rest increases your comfort by 1.	1	Mental
<b>Gourmet</b>	Awareness 1	Eating a tasty meal during a rest increases your comfort by 1.	1	Mental
<b>Journal Keeper</b>	Scholar	Writing a journal entry during a rest increases your comfort by 2.	1	Mental
<b>Mindful</b>	Awareness 2, willpower 1	Your maximum focus is increased by 3.	1	Mental
<b>Passionate Artisan</b>	Craft 1	Working on a crafting project or maintaining equipment during a rest increases your comfort by 1.	1	Mental
<b>Polyglot</b>	Reasoning 1	<ul style="list-style-type: none"> <li>- You know a language of your choice besides your mother tongue. Requires a teacher and sufficient time for practice.</li> <li>- You may take this talent multiple times for different languages.</li> </ul>	1	Mental
<b>Purposeful Survivalist</b>	Nature 1	Gathering firewood or food, fishing or setting hunting traps during a rest increases your comfort by 1.	1	Mental
<b>Resilient mind</b>	Centered Mind	The maximum stress you can take is increased by 5.	2	Mental
<b>Scholar</b>	Reasoning 1	<ul style="list-style-type: none"> <li>- Your maximum focus is increased by 1.</li> <li>- Choose a language you are able to speak. You know how to read and write in that language.</li> <li>- You may take this talent multiple times for different languages.</li> </ul>	2	Mental
<b>Ascetic</b>	Willpower 3, Contemplative, Mindful, Iron Will	Whenever you perform a ritual, your virtue is increased by 1. Lack of food or water during a rest does not decrease your comfort.	1	Mysticism
<b>Ceremony Master</b>	Charm 5, willpower 2, Musician or Poet	Leading a ritual by religious or mystical singing, chanting or reciting increases each ally's virtue by 1.	2	Mysticism
<b>Conduit</b>	Intuition 2	Being at a special site during a ritual increases your virtue by 1.	1	Mysticism
<b>Contemplative</b>	Reasoning 2	An aura of reverence during a ritual increases your virtue by 1.	1	Mysticism
<b>Mystic Novice</b>	Willpower 2, Facts of Mysticism	Reading scripture during a ritual increases your virtue by 1.	1	Mysticism
<b>Mystic Adept</b>	Willpower 4, Mystic Novice	Reading scripture during a ritual increases your virtue by 1.	2	Mysticism
<b>Mystic Master</b>	Willpower 6, Mystic Adept	Reading scripture during a ritual increases your virtue by 1.	3	Mysticism
<b>Ironsided</b>	Robust	The maximum damage you can take is increased by 5.	2	Physical
<b>Rider</b>	Athletics 1, dexterity 1	<ul style="list-style-type: none"> <li>- You know how to ride a trained animal.</li> <li>- You may take this talent multiple times for different riding animals.</li> </ul>	1	Physical
<b>Robust</b>	Toughness 2	Whenever you finish a long rest, you heal 1 damage.	2	Physical
<b>Sprinter</b>	Athletics 2	<ul style="list-style-type: none"> <li>- Your maximum vigor is increased by 1.</li> <li>- Your movement is increased by 2.</li> </ul>	1	Physical
<b>Swimmer</b>	Athletics 2	<ul style="list-style-type: none"> <li>- Your maximum vigor is increased by 1.</li> <li>- You are able to swim.</li> </ul>	1	Physical
<b>Tireless</b>	Athletics 1, toughness 2	Your maximum vigor is increased by 3.	1	Physical

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<b>Animal Companion</b>	Nature 2	<ul style="list-style-type: none"> <li>- You have a small animal companion such as a cat, a raven or a weasel. The animal must be smart enough to learn tricks and consider you a friend.</li> <li>- Choose up to three specific reasonable tricks you have taught your companion to perform.</li> <li>- If you take this talent during character creation, you start the game with a companion. Otherwise, you have to tame or befriend an animal during the game and spend time on training it.</li> <li>- Spending time with your animal companion during a rest increases your comfort by 1.</li> </ul>	2	Social
<b>Musician</b>	Charm 2, dexterity 2	<ul style="list-style-type: none"> <li>- You are able to sing well or play one musical instrument of your choosing.</li> <li>- You may make charm checks to perform musical entertainment to distract people or earn some coins from a crowd.</li> <li>- Performing for your allies during a rest increases each ally's comfort by 1.</li> <li>- You may take this talent multiple times for different instruments and singing.</li> </ul>	1	Social
<b>Poet</b>	Charm 2, reasoning 2	<ul style="list-style-type: none"> <li>- You are able to invent and recite poetry in an engaging manner.</li> <li>- You may make charm checks to recite poems to distract people or earn some coins from a crowd.</li> <li>- Performing for your allies during a rest increases each ally's comfort by 1.</li> </ul>	1	Social
<b>Prestidigitator</b>	Deception 2, dexterity 2	<ul style="list-style-type: none"> <li>- You are able to perform magic tricks and other sleights of hand.</li> <li>- You may make dexterity checks to perform magic tricks to distract people or earn some coins from a crowd.</li> <li>- Performing for your allies during a rest increases each ally's comfort by 1.</li> </ul>	1	Social
<b>Danger Sense</b>	Watchful	<ul style="list-style-type: none"> <li>- Your vigilance is increased by 1.</li> <li>- You may act normally if you are ambushed. Whenever you spot a trap, lurking enemies or another hidden source of danger before it is activated, you gain 1 drive counter.</li> </ul>	1	Survival
<b>Medic</b>	Nature 2	<ul style="list-style-type: none"> <li>- You are able to craft and apply first aid items (see the alchemy list).</li> <li>- When stabilizing a dying target, it gains recovery counters equal to your nature modifier.</li> </ul>	2	Survival
<b>Physician</b>	Nature 4, craft 2, Medic, Facts of Life	<ul style="list-style-type: none"> <li>- You are able to make craft checks to make medicine (see the alchemy list).</li> <li>- You are able to make craft checks to perform surgery.</li> <li>- You are able to make nature checks to diagnose illnesses and identify poisons in an afflicted target.</li> <li>- When stabilizing a target, it gains 1d6 recovery counters.</li> <li>- Whenever you successfully stabilize an ally, you gain 1 drive counter.</li> </ul>	1	Survival
<b>Poisoner</b>	Nature 4, craft 2, Medic, Facts of Life	<ul style="list-style-type: none"> <li>- You are able to craft and apply poisons (see the alchemy list).</li> <li>- You are able to make nature checks to identify a poison in an afflicted target.</li> <li>- You are able to make nature checks to identify a poison by the substance properties.</li> </ul>	1	Survival
<b>Watchful</b>	Awareness 1, intuition 1	Your vigilance is increased by 3.	1	Survival
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