



CHAPTER 4

TALENT AND EXPERTISE

Talent and expertise answer four practical questions:

04

01

Field: What trained work can you perform?

02

Grade: How reliably can you perform it?

03

Approach: Which Ability governs the task?

04

Access: What tools, credentials, and information are required?

1. Purpose

Powers explain how a character violates ordinary limits. Talents explain why a person remains exceptional when no law of nature is being broken.

A physician, detective, soldier, pilot, engineer, lawyer, journalist, negotiator, mechanic, hacker, scientist, artist, or emergency responder may change an entire story without possessing a superhuman rank. Talents must therefore do more than decorate a character sheet. They must establish:

- what the character knows;
- which difficult tasks the character can attempt safely;
- how effectively the character performs within a trained field;
- what specialties distinguish the character from another professional;
- which forms of preparation, equipment, and teamwork the character understands; and
- why ordinary human expertise remains valuable in a world containing gods and cosmic forces.

Powers determine what is possible. Talents determine who knows how to do it.

1.1 The 2026 Baseline

Talent definitions use the ordinary world of 2026 as their technological and professional baseline.

- Using a smartphone, search engine, office application, navigation service, ordinary vehicle, or consumer artificial-intelligence assistant is not automatically a Talent.
- Developing software, securing networks, evaluating an AI model, performing digital forensics, flying commercial uncrewed aircraft, editing genomes, interpreting multiomic data, operating a spacecraft, or verifying manipulated media requires actual competence.
- “Computers” is no longer one universal Talent. Computer Systems, Software Engineering, Cybersecurity, Networks and Cloud Systems, Data Science, Artificial Intelligence, Digital Forensics, Electronic Warfare, and other specialties represent meaningfully different work.
- Access to information is not the same as comprehension. A search result, database, AI answer, or leaked file may provide evidence without supplying the expertise required to judge it.
- Licenses, degrees, security clearances, professional standing, and organizational authority are credentials or background facts. They are not interchangeable with Talent.

The current real world is the baseline, not a source of automatic superhuman ranks. Advanced Marvel technology remains extraordinary because of what it accomplishes, not because an ordinary 1980s rulebook would have considered it futuristic.

1.2 Talent Is Not an Ability

A Talent never permanently increases Fighting, Agility, Strength, Endurance, Reason, Intuition, or Psyche. It supplies a column shift to a relevant FEAT and may authorize tasks that untrained characters cannot perform.

Talent bonuses do not increase:

- Health or Karma;
- damage, lifting strength, movement speed, or Power Rank;
- the material strength of equipment;
- the number of actions a character receives; or
- the underlying ability's advancement ceiling.

A person with Typical Reason and Master-level automotive expertise may diagnose engines at a far higher effective column than their general Reason suggests. The same character does not therefore become a master physicist, surgeon, or strategist.

2. Complete Talent-Generation Sequence

Generate Talents after Origin, baseline FASERIP abilities, and Powers.

- 1 Roll once on the **Talent Point Table**.
- 2 If the character's Power Source is Exceptional Development, add the bonus in Section 3.2.
- 3 Decide whether each point will purchase a fully random Talent, an exact chosen Talent, a Specialty, or progress toward Mastery.
- 4 For every random Talent, roll on the **Talent Category Table** and then on that category's individual table.
- 5 Resolve duplicate results before rerolling.
- 6 Choose any Specialties purchased within known Talent Fields.
- 7 Supply the required Starting Proofs for Specialist or Master competence.
- 8 Record the ability or abilities normally used, while allowing the approach to determine the final governing ability in play.
- 9 Record background fluencies, credentials, licenses, and ordinary professional access separately.
- 10 Review the finished character for coherent education, experience, and opportunity.

Talent tables are ordered and contiguous. Origin remains the only generation stage whose categories are deliberately scattered.

3. Talent Points

3.1 Talent Point Table

d100	Talent Points
01-05	3
06-15	4
16-30	5
31-50	6
51-70	7
71-84	8
85-94	9
95-100	10

Every character begins with at least three points. A superhero may possess only one Power, but no playable adult arrives without meaningful experience, education, practice, or survival knowledge.

3.2 Exceptional Development

A character whose Power Source is **Exceptional Development** receives **+2 Talent Points**, to a normal starting maximum of 12.

This is not an arbitrary origin bonus. Exceptional Development explicitly means that training, education, conditioning, discipline, or experience is the source of the character's extraordinary capability. The additional points provide the expertise required to make that origin true.

No other Power Source grants automatic Talent Points. A robot is not automatically a programmer, a deity is not automatically a theologian, and a cosmic being is not automatically an astronomer.

3.3 Point Costs

Purchase	Cost	Result
Fully random Talent Field	1 point	Trained: +1CS within the field
Specifically chosen Talent Field	2 points	Trained: +1CS within the field
Specialty within a known Field	1 point	Specialist: +2CS within that Specialty
Mastery of a Specialty	2 points	Master: +3CS within that Specialty
Background fluency or ordinary cultural knowledge	0 points	No Talent bonus; use Section 11
Credential, license, clearance, or professional standing	0 points	Access or authority only; use Section 12

Choosing an exact Talent Field costs 2 points total. Once the Field is known, the player may choose a Specialty within it for 1 additional point. Mastery costs 2 additional points and applies only to that Specialty.

The same principle governs every generation choice:

Control costs quantity. Chaos rewards imagination.

With 6 points, a player may acquire six fully random trained Fields, three specifically chosen trained Fields, one specifically chosen Master Specialty with 1 point remaining, or any combination between those extremes.

3.4 Unspent Points

All starting Talent Points must be spent or deliberately reserved as one clearly identified training opportunity that will be resolved during the character's first story. A reserved point cannot modify FEATs until the training or background revelation occurs.

Points cannot be converted into Power Slots, ability ranks, Resources, Contacts, Popularity, Karma, or equipment.

4. Proficiency Grades

4.1 Talent Grade Table

Grade	Applicable scope	FEAT shift	Starting requirement
Familiar	Background knowledge only	+0CS	Coherent life experience
Trained	Entire Talent Field	+1CS	Acquire the Field
Specialist	One defined Specialty	+2CS	Field + Specialty + one Starting Proof
Master	One defined Specialty	+3CS	Field + Specialty + Mastery + two Starting Proofs
Legendary	One extremely narrow signature application	+4CS	Post-creation advancement only

Use the highest applicable grade. These shifts do not stack with one another. A Master receives +3CS in the mastered Specialty, not +1CS for the Field plus +2CS for Specialty plus another +3CS for Mastery.

4.2 Field

A Field is the complete listed Talent. Trained competence represents reliable professional, operational, or serious practiced ability across that domain.

Examples:

- Firearms is a Field.
- Clinical Medicine is a Field.
- Software Engineering is a Field.
- Journalism is a Field.

4.3 Specialty

A Specialty is a narrower discipline, platform, method, environment, weapon family, profession, or problem type within the Field.

Examples:

- Firearms: pistols, rifles, shotguns, precision rifles, or close-quarters shooting.
- Clinical Medicine: surgery, cardiology, oncology, pediatrics, or infectious disease.
- Software Engineering: embedded systems, operating systems, simulation, safety-critical software, or mobile applications.
- Journalism: investigative reporting, political reporting, war correspondence, science reporting, or broadcast interviewing.

A Specialty must be narrower than its Field and broad enough to recur in play. “Everything involving guns” is not a Firearms Specialty, while “one particular serial number” is too narrow.

4.4 Mastery

Mastery represents sustained elite performance, not possession of a diploma. The character must provide two Starting Proofs:

- 1 **Preparation:** prolonged training, education, apprenticeship, field service, or equivalent development.
- 2 **Demonstration:** a significant achievement proving elite capability under real conditions.

Examples include winning a world-class competition, pioneering a surgical method, commanding successfully under catastrophic pressure, exposing a major conspiracy, designing a breakthrough system, or surviving years of elite operational work.

Mastery improves FEAT resolution only. A Master marksman still inflicts the weapon's damage. A Master engineer still needs materials and facilities. A Master surgeon cannot restore the dead without an actual Power.

4.5 Legendary Expertise

Legendary expertise cannot be purchased during ordinary starting generation. It applies to one exceptionally narrow signature application and represents a character whose accomplishments have redefined the field.

Examples might include one particular hero's unmatched ricochet shooting, a surgeon's unique alien-organ transplant procedure, or the definitive living authority on one dimensional phenomenon.

Legendary expertise supplies +4CS only when that exact signature applies. The broader Specialty remains Master +3CS, and the Field remains Trained +1CS.

5. Resolving Talent FEATs

5.1 Routine Use

A competent character does not roll for ordinary work performed with sufficient time, tools, information, and safety.

- A trained driver commutes without a FEAT.
- A trained physician recognizes a common condition during an ordinary examination.
- A trained programmer writes routine code.
- A trained reporter conducts a normal interview.

Roll only when failure matters, the task is opposed, conditions are dangerous, the information is incomplete, time is limited, or the attempted result exceeds routine professional work.

5.2 Task Access

Task class	Example	Untrained character	Relevant Talent
Common	Search the web, drive normally, use consumer software	Attempt normally	Usually no roll
Skilled	Track someone through rain, repair a household circuit, handle a difficult interview	Attempt at –1CS	Apply Talent grade
Professional	Diagnose an obscure illness, bypass commercial security, land in severe weather	Attempt at –2CS only with plausible exposure; otherwise impossible	Apply Talent grade
Specialist	Perform neurosurgery, audit a frontier AI system, defuse an unfamiliar warhead	Usually impossible without the Field	Field permits attempt; Specialty gains its higher shift
Restricted	Operate unique alien machinery, perform a classified ritual, command a nuclear launch system	Impossible without required knowledge, access, or guidance	Talent permits the attempt but does not replace access

The Judge decides whether a task is merely difficult or genuinely requires knowledge the character does not possess. Red FEATs do not allow characters to invent missing languages, procedures, passwords, evidence, or scientific principles from nothing.

5.3 Governing Ability Follows the Approach

Talents are not permanently attached to one ability. Use the ability that answers how the character is approaching the task.

Ability	Typical Talent use
Fighting	Execute trained combat technique against resistance
Agility	Perform precise, coordinated, or ranged technical action
Strength	Apply trained force, leverage, lifting, or manual control
Endurance	Sustain skilled performance through pain, fatigue, exposure, or time
Reason	Recall, analyze, design, calculate, diagnose, or plan
Intuition	Notice, interpret, anticipate, triage, investigate, or judge intent
Psyche	Lead, negotiate, perform, intimidate, counsel, resist pressure, or maintain discipline

Clinical Medicine may use Reason to diagnose, Agility to operate, Intuition to triage, or Psyche to keep a terrified patient cooperative. The Talent remains the same; the action determines the ability.

5.4 Primary and Supporting Talents

Choose one Talent as primary and apply its full grade. One genuinely useful supporting Talent may add **+1CS**.

No action receives more than one supporting Talent. Total Talent shifts are capped at +3CS during starting play or +4CS when a Legendary signature genuinely applies.

Examples:

- Clinical Medicine is primary for surgery; Robotics may support installation of a cybernetic implant.
- Investigation is primary for reconstructing a crime; Digital Forensics may support interpretation of device evidence.
- Leadership is primary for coordinating a rescue; Strategy and Command may support the plan.

Several vaguely related entries do not become a tower of bonuses. If two Fields describe essentially the same contribution, use only the higher one.

5.5 Tools, Time, and Information

Talent does not create equipment or facts.

- Proper professional tools may make the task routine or provide +1CS.
- Improvised, damaged, obsolete, or inappropriate tools may impose –1CS or –2CS.
- Careful preparation may provide +1CS.
- Severe haste may impose –1CS or –2CS.

- Missing critical information may make a task impossible regardless of rank.

External modifiers should describe real circumstances. They are not a reward for listing ordinary possessions that every professional requires.

5.6 Teamwork

One character leads the FEAT. One qualified assistant may provide the supporting +1CS when their contribution is meaningful. Additional competent helpers normally reduce time, increase safe scale, cover simultaneous tasks, or prevent complications rather than adding further column shifts.

A team does not combine four mediocre rolls into one impossible genius result. It gains breadth, labor, verification, and resilience.

6. Talent Category Table

d100	Talent Category
01-16	Combat and Tactical
17-26	Physical and Field
27-38	Investigation and Security
39-50	Science and Medicine
51-62	Engineering and Technology
63-72	Digital Systems and Information
73-82	Social and Leadership
83-90	Professional and Creative
91-96	Vehicles and Operations
97-100	Esoteric and Extraordinary

The weights describe superhero fiction rather than the labor market. Combat, investigation, science, engineering, and crisis competence occur frequently because they generate playable action. Creative, social, professional, and extraordinary knowledge remain substantial because a campaign is not only a sequence of fights.

7. Complete 2026 Talent Tables

Each individual result is one Talent Field. The listed abilities are common rather than mandatory. Example Specialties are illustrative and do not limit the player's choices.

7.1 Combat and Tactical

d100	Talent Field	Common abilities	Scope and example Specialties
01-12	Martial Arts	Fighting, Agility	Unarmed striking, footwork, counters, and trained body mechanics. Specialties: boxing, karate, muay Thai, taekwondo, mixed striking.
13-23	Grappling	Fighting, Strength, Agility	Holds, throws, takedowns, pins, escapes, and positional control. Specialties: wrestling, judo, jujutsu, submission grappling.
24-34	Melee Weapons	Fighting, Agility	Close-combat weapons and their maintenance. Specialties: blades, staffs, flexible weapons, polearms, shields.
35-46	Firearms	Agility, Intuition	Safe handling, shooting, maintenance, and tactical use of firearms. Specialties: pistols, rifles, shotguns, precision rifles, close-quarters shooting.
47-55	Archery and Thrown Weapons	Agility, Intuition	Bows, crossbows, thrown blades, spears, and other muscle-powered ranged weapons. Specialties by weapon family.
56-63	Heavy Weapons	Agility, Reason	Crew-served, mounted, explosive, or unusually powerful weapon systems. Specialties: machine guns, launchers, artillery, vehicle weapons.
64-72	Defensive Combat	Fighting, Agility, Intuition	Dodging, evasion, blocking, parrying, cover use, and protecting another person. Specialties: personal defense, shield defense, bodyguarding.
73-80	Demolitions	Reason, Agility, Intuition	Identify, place, disable, and control conventional explosives. Specialties: breaching, bomb disposal, structural demolition, improvised devices.
81-88	Tactics	Reason, Intuition	Immediate small-unit plans, positioning, fields of fire, coordinated movement, and adaptation during an encounter. Specialties: urban, wilderness, naval, aerial, superhuman.
89-94	Strategy and Command	Reason, Psyche, Intuition	Campaign planning, force organization, logistics, command judgment, and operational objectives. Specialties: military, intelligence, emergency, political.
95-98	Powered Combat	Fighting, Agility, Reason	Accurate and disciplined combat use of one defined Power family or powered system. Specialties: energy emission, telekinesis, powered armor, portals.
99-100	Improvised Combat	Fighting, Agility, Intuition	Turn surroundings, unfamiliar objects, and momentary opportunities into effective combat tools. Specialties: urban environments, confined spaces, distraction.

Combat Talents shift attack, defense, maneuver, control, or tactical FEATs when applicable. They never increase weapon damage, Power Rank, armor, or number of attacks.

7.2 Physical and Field

d100	Talent Field	Common abilities	Scope and example Specialties
01-13	Athletics	Strength, Endurance, Agility	Running, jumping, throwing, conditioning, and general sport performance. Specialties: sprinting, distance running, strength athletics, a particular sport.
14-25	Acrobatics	Agility, Fighting	Balance, tumbling, aerial control, safe falls, and complex body movement. Specialties: gymnastics, parkour, circus acrobatics, stunt work.
26-38	Stealth	Agility, Intuition	Concealment, silent movement, timing, and avoiding observation. Specialties: urban, wilderness, crowds, infiltration.
39-51	Survival	Endurance, Intuition, Reason	Shelter, water, food, weather, hazards, and navigation in hostile environments. Specialties: arctic, desert, jungle, ocean, post-disaster.
52-61	Tracking	Intuition, Reason	Follow physical trails, disturbance, behavior, and environmental signs. Specialties: people, animals, vehicles, urban traces.
62-70	Climbing and Ropework	Agility, Strength, Reason	Technical climbing, rappelling, anchors, knots, rescue systems, and vertical movement. Specialties: rock, ice, urban, industrial.
71-79	Swimming and Diving	Endurance, Agility, Reason	Strong swimming, underwater work, dive planning, currents, and aquatic hazards. Specialties: free diving, scuba, rescue, combat swimming.
80-87	Escape and Evasion	Agility, Intuition, Reason	Escape pursuit, restraints, confinement, searches, and hostile territory. Specialties: restraint escape, wilderness evasion, urban escape.
88-92	Search and Rescue	Intuition, Reason, Endurance	Locate, stabilize, extract, and coordinate endangered people. Specialties: wilderness, structural collapse, maritime, combat rescue.
93-96	Animal Handling	Psyche, Intuition, Reason	Train, calm, direct, care for, and interpret ordinary animals. Specialties: horses, working dogs, wildlife, marine animals.
97-100	Urban Fieldcraft	Intuition, Agility, Reason	Navigate cities through crowds, infrastructure, rooftops, service spaces, transit, and neighborhood patterns. Specialties: pursuit, homelessness, disaster zones, covert movement.

7.3 Investigation and Security

d100	Talent Field	Common abilities	Scope and example Specialties
01-13	Investigation	Intuition, Reason, Psyche	Develop leads, connect evidence, reconstruct events, test theories, and recognize unanswered questions. Specialties: homicide, missing persons, fraud, paranormal cases.
14-24	Forensic Science	Reason, Intuition, Agility	Collect and interpret physical evidence without contaminating it. Specialties: DNA, toxicology, ballistics, pathology, trace evidence.
25-34	Criminology	Reason, Intuition	Understand criminal behavior, organizations, offending patterns, victimology, and justice-system data. Specialties: organized crime, violent offenders, corruption, cybercrime.
35-44	Intelligence Tradecraft	Intuition, Reason, Psyche	Handle sources, assess intelligence, construct cover, use dead drops, and operate clandestinely. Specialties: human intelligence, covert action, analysis, asset handling.
45-54	Surveillance and Countersurveillance	Intuition, Agility, Reason	Observe without detection and discover hostile observation. Specialties: foot, vehicle, technical, aerial, digital-physical fusion.
55-64	Security Systems	Reason, Intuition, Agility	Design, assess, operate, and defeat physical alarms, access control, sensors, and layered site security. Specialties: residential, commercial, institutional, high-security.
65-73	Covert Entry	Agility, Reason, Intuition	Bypass locks, barriers, seals, and entry procedures while controlling evidence of intrusion. Specialties: mechanical locks, electronic access, safes, tactical breaching.
74-82	Interview and Interrogation	Psyche, Intuition, Reason	Obtain reliable information through questioning, rapport, cognitive interviewing, and contradiction testing. Specialties: witnesses, suspects, intelligence debriefing, trauma-informed interviews.
83-90	Protective Security	Intuition, Reason, Fighting	Threat assessment, route planning, advance work, evacuation, and close protection. Specialties: dignitaries, witnesses, facilities, events.
91-96	Counterintelligence	Reason, Intuition, Psyche	Detect deception, penetration, recruitment, influence operations, and compromised organizations. Specialties: insider threats, hostile services, corporate espionage, superhuman infiltration.
97-100	Fraud and Financial Crime	Reason, Intuition	Trace illicit transactions, false identities, laundering, corruption, and documentary deception. Specialties: banking, insurance, corporate, cryptocurrency.

Interview and Interrogation is not mind control and does not make coercion reliable. Information quality depends on the subject's knowledge, incentives, fear, memory, and treatment.

7.4 Science and Medicine

d100	Talent Field	Common abilities	Scope and example Specialties
01-12	Clinical Medicine	Reason, Intuition, Agility	Diagnose and treat illness and injury through professional medicine. Specialties: surgery, cardiology, oncology, pediatrics, infectious disease.
13-21	Emergency Care	Intuition, Reason, Agility	Triage, stabilize, resuscitate, and transport patients under time pressure. Specialties: paramedicine, trauma, wilderness medicine, disaster medicine.
22-30	Biology	Reason, Intuition	Living systems, ecology, cells, organisms, and biological processes. Specialties: microbiology, botany, zoology, marine biology, astrobiology.
31-39	Chemistry	Reason, Agility	Composition, reactions, analysis, synthesis, and laboratory safety. Specialties: organic, inorganic, analytical, physical, industrial chemistry.
40-48	Physics	Reason, Intuition	Matter, motion, energy, fields, particles, and physical modeling. Specialties: particle, nuclear, condensed matter, optics, theoretical physics.
49-56	Mathematics and Statistics	Reason	Formal mathematics, probability, modeling, inference, uncertainty, and quantitative proof. Specialties: applied mathematics, cryptography, statistics, operations research.
57-64	Earth and Climate Science	Reason, Intuition	Geology, oceans, atmosphere, weather, climate systems, and planetary environments. Specialties: seismology, meteorology, oceanography, volcanology.
65-72	Astronomy and Space Science	Reason, Intuition	Celestial observation, orbital environments, astrophysics, and space phenomena. Specialties: observational astronomy, cosmology, planetary science, heliophysics.
73-80	Psychology and Behavioral Science	Reason, Intuition, Psyche	Human behavior, cognition, assessment, treatment principles, and group dynamics. Specialties: clinical, social, developmental, trauma, abnormal psychology.
81-87	Genetics, Genomics, and Biotechnology	Reason, Agility	Genes, genome analysis, gene editing, synthetic biology, and biological engineering. Specialties: human genetics, CRISPR systems, bioinformatics, synthetic organisms.
88-93	Pharmacology and Toxicology	Reason, Intuition	Drug action, dosage, interactions, poisons, antidotes, and exposure. Specialties: clinical pharmacology, toxicology, neuropharmacology, exotic compounds.
94-97	Neuroscience	Reason, Intuition, Agility	Nervous systems, neural function, cognition, brain injury, and interfaces. Specialties: clinical, computational, neuroengineering, cognitive neuroscience.
98-100	Public Health and Epidemiology	Reason, Intuition, Psyche	Population health, outbreaks, surveillance, prevention, health communication, and systems response. Specialties: infectious disease, environmental health, biostatistics, disaster response.

Medical Talents stabilize and treat within the ordinary Health and recovery rules. They do not create superhuman Healing, Regeneration, or Resurrection.

7.5 Engineering and Technology

d100	Talent Field	Common abilities	Scope and example Specialties
01-12	Mechanical Engineering	Reason, Agility	Machines, mechanisms, motion, stress, fluids, thermal systems, and mechanical design. Specialties: automotive, turbines, hydraulics, precision mechanisms.
13-23	Electrical and Electronic Engineering	Reason, Agility	Circuits, power, sensors, control electronics, signal hardware, and embedded devices. Specialties: power electronics, RF, instrumentation, microelectronics.
24-33	Civil and Structural Engineering	Reason, Intuition	Buildings, bridges, foundations, infrastructure, structural loads, and failure. Specialties: structural, geotechnical, transportation, disaster assessment.
34-42	Aerospace Engineering	Reason, Agility	Aircraft, spacecraft, propulsion, aerodynamics, flight structures, and orbital vehicles. Specialties: propulsion, avionics, airframes, spacecraft design.
43-51	Robotics and Mechatronics	Reason, Agility	Integrated machines combining mechanics, sensors, control, autonomy, and actuation. Specialties: industrial, humanoid, medical, field robotics.
52-59	Biomedical Engineering	Reason, Agility	Prosthetics, implants, diagnostics, medical devices, and biological interfaces. Specialties: cybernetics, imaging, prosthetics, biomaterials.
60-67	Chemical and Process Engineering	Reason, Intuition	Industrial reactions, separation, scale-up, process control, containment, and plant safety. Specialties: petrochemical, pharmaceutical, hazardous materials, exotic fuels.
68-75	Energy and Power Systems	Reason, Intuition	Generation, storage, distribution, reactors, grids, and high-energy infrastructure. Specialties: nuclear, renewable, batteries, fusion, microgrids.
76-83	Materials and Manufacturing	Reason, Agility	Material selection, processing, quality, machining, additive manufacturing, and production. Specialties: metallurgy, composites, semiconductors, advanced manufacturing.
84-90	Repair and Fabrication	Reason, Agility, Intuition	Diagnose, maintain, improvise, machine, weld, assemble, and restore practical equipment. Specialties: vehicles, electronics, industrial machinery, field improvisation.
91-96	Weapons and Defense Engineering	Reason, Agility	Design, evaluate, integrate, and safely maintain weapons, armor, countermeasures, and military systems. Specialties: small arms, missiles, armor, directed energy.
97-100	Nanotechnology and Microfabrication	Reason, Agility	Nanoscale devices, microelectromechanical systems, fabrication, clean-room methods, and precision surfaces. Specialties: nanomaterials, MEMS, molecular machines, chip fabrication.

Engineering grants know-how, not free inventions. Construction still requires time, facilities, components, Resources, testing, and an effect permitted by the technology and invention rules.

7.6 Digital Systems and Information

d100	Talent Field	Common abilities	Scope and example Specialties
01-12	Computer Systems	Reason, Agility	Operating systems, hardware integration, administration, troubleshooting, storage, and enterprise computing. Specialties: Windows, Unix-like systems, mainframes, embedded systems.
13-24	Software Engineering	Reason, Agility	Design, implement, test, review, deploy, and maintain software. Specialties: systems, applications, simulation, safety-critical, mobile.
25-36	Cybersecurity	Reason, Intuition	Protect, assess, attack, and recover digital systems under lawful or story-authorized conditions. Specialties: penetration testing, incident response, cryptography, DevSecOps, supply-chain security.
37-46	Networks, Cloud, and Edge Systems	Reason, Intuition	Data networks, wireless systems, distributed services, cloud architecture, edge computing, and service reliability. Specialties: routing, wireless, cloud operations, resilient infrastructure.
47-56	Data Science	Reason, Intuition	Acquire, clean, analyze, visualize, model, and validate data. Specialties: statistical learning, geospatial data, scientific computing, intelligence analytics.
57-67	Artificial Intelligence and Machine Learning	Reason, Intuition	Develop, train, evaluate, deploy, govern, and test AI systems. Specialties: generative models, computer vision, reinforcement learning, safety and evaluation, autonomous agents.
68-76	Digital Forensics	Reason, Intuition, Agility	Preserve, recover, authenticate, and interpret evidence from digital devices and services. Specialties: computers, mobile devices, cloud systems, malware, multimedia.
77-84	Electronic Warfare and Signals Intelligence	Reason, Intuition, Agility	Detect, intercept, classify, jam, protect, and exploit electromagnetic signals. Specialties: communications, radar, spectrum warfare, telemetry.
85-92	Open-Source Intelligence and Media Verification	Reason, Intuition, Psyche	Locate public information, verify provenance, geolocate media, detect manipulation, and assess source networks. Specialties: imagery, social platforms, disinformation, corporate records.
93-97	Human-Computer Interaction and Extended Reality	Reason, Intuition, Agility	Interface design, accessibility, ergonomics, spatial computing, virtual reality, and augmented reality. Specialties: accessibility, immersive simulation, neural interfaces, control rooms.
98-100	Quantum and Advanced Computation	Reason	Quantum information, nonclassical algorithms, specialized high-performance systems, and emerging computation. Specialties: quantum algorithms, error correction, cryptanalytic applications.

Cybersecurity is not permission to make every connected system surrender to one roll. Architecture, credentials, network position, encryption, monitoring, time, and defenders remain real obstacles.

7.7 Social and Leadership

d100	Talent Field	Common abilities	Scope and example Specialties
01-13	Leadership	Psyche, Intuition, Reason	Establish purpose, earn trust, coordinate people, sustain morale, and make accountable decisions. Specialties: military, civic, organizational, crisis.
14-25	Negotiation	Psyche, Intuition, Reason	Identify interests, exchange concessions, manage leverage, and construct agreements. Specialties: hostage, labor, diplomatic, commercial.
26-37	Persuasion and Rhetoric	Psyche, Reason, Intuition	Present credible arguments, frame issues, speak publicly, and move an audience. Specialties: courtroom, political, scientific communication, public advocacy.
38-47	Deception	Psyche, Intuition, Reason	Construct believable lies, maintain cover, misdirect, and manage inconsistencies. Specialties: impersonation, undercover work, bluffing, false narratives.
48-58	Empathy and Counseling	Intuition, Psyche, Reason	Understand emotional needs, build rapport, de-escalate distress, and support constructive choices. Specialties: trauma, crisis counseling, peer support, mediation.
59-66	Intimidation	Psyche, Fighting, Strength	Create credible fear or pressure through presence, reputation, threat, or controlled force. Specialties: interrogation presence, battlefield, criminal, supernatural.
67-75	Diplomacy	Psyche, Reason, Intuition	Represent groups, navigate protocol, prevent escalation, and maintain long-term relations. Specialties: international, interplanetary, organizational, royal courts.
76-83	Politics and Public Policy	Reason, Psyche, Intuition	Understand institutions, coalitions, elections, legislation, regulation, and public administration. Specialties: local government, Congress, campaigns, regulatory policy.
84-90	Streetwise	Intuition, Psyche, Reason	Read informal power, local reputations, criminal economies, rumor, neighborhood norms, and survival networks. Specialties: one city, organized crime, youth culture, black markets.
91-95	Etiquette and Cultural Fluency	Intuition, Psyche, Reason	Navigate customs, status, ceremonies, hospitality, and social expectations. Specialties: diplomatic, corporate, military, alien, royal.
96-100	Teaching and Mentoring	Psyche, Reason, Intuition	Explain, demonstrate, assess, motivate, and develop another person's competence. Specialties: classroom, apprenticeship, combat instruction, rehabilitation.

Social Talents influence decisions; they do not remove agency. They cannot force a player character's choice, manufacture trust without consequences, or make an NPC accept an outcome contrary to every goal, value, and survival instinct.

7.8 Professional and Creative

d100	Talent Field	Common abilities	Scope and example Specialties
01-11	Business and Finance	Reason, Intuition, Psyche	Organizations, accounting, markets, valuation, investment, operations, and commercial judgment. Specialties: corporate finance, entrepreneurship, banking, forensic accounting.
12-20	Law	Reason, Psyche, Intuition	Legal research, procedure, argument, rights, obligations, and institutions. Specialties: criminal, civil, constitutional, corporate, international.
21-29	Journalism	Intuition, Reason, Psyche	Find sources, verify claims, interview, investigate, report, and meet publication standards. Specialties: investigative, political, science, war, broadcast.
30-38	Writing and Editing	Reason, Intuition, Psyche	Compose, structure, revise, and adapt written communication. Specialties: fiction, technical writing, speeches, investigative nonfiction, copy editing.
39-47	Visual Art and Design	Intuition, Agility, Reason	Create and evaluate images, objects, layouts, identity systems, and visual communication. Specialties: illustration, painting, graphic design, industrial design, photography.
48-56	Performance	Psyche, Agility, Intuition	Act, sing, play music, dance, improvise, and hold an audience. Specialties: acting, voice, comedy, stage music, dance.
57-65	Media Production and Broadcasting	Reason, Intuition, Agility	Record, edit, direct, mix, transmit, and manage professional audio, video, live, and studio media. Specialties: radio, podcasting, film, live streaming, sound engineering.
66-73	Skilled Trades	Agility, Reason, Strength	Professional hands-on construction, installation, maintenance, and code-compliant craft. Specialties: electrical, plumbing, carpentry, machining, HVAC, printing systems.
74-80	Culinary and Hospitality	Intuition, Agility, Psyche	Prepare food, manage service, host guests, and operate hospitality environments. Specialties: baking, restaurant kitchens, event service, brewing, nutrition.
81-87	Administration and Logistics	Reason, Intuition, Psyche	Coordinate schedules, records, procurement, supply, transport, staffing, and institutional process. Specialties: military logistics, hospitals, disaster supply, executive administration.
88-92	History and Archaeology	Reason, Intuition, Agility	Interpret past societies, records, artifacts, sites, and material context. Specialties: region, era, battlefield archaeology, conservation.
93-96	Linguistics	Reason, Intuition, Psyche	Analyze language structure, meaning, change, translation problems, and unknown communication. Specialties: language families, cryptolinguistics, sociolinguistics, alien language.
97-100	Theology and Religious Studies	Reason, Intuition, Psyche	Understand religions, texts, doctrine, institutions, ritual history, and lived belief. Specialties: one tradition, comparative religion, ancient religion, new movements.

Creative Talents can establish authorship, quality, influence, and audience impact. They do not automatically create Popularity, ownership, distribution, or commercial success.

7.9 Vehicles and Operations

d100	Talent Field	Common abilities	Scope and example Specialties
01-15	Ground Vehicle Operations	Agility, Intuition, Reason	Operate ordinary and demanding wheeled or tracked ground vehicles. Specialties: performance cars, trucks, armored vehicles, pursuit driving.
16-23	Motorcycles	Agility, Intuition	Operate two- and three-wheeled powered vehicles under difficult conditions. Specialties: street, racing, off-road, pursuit.
24-34	Watercraft	Agility, Intuition, Reason	Operate surface vessels, understand weather, rules, handling, and marine systems. Specialties: small craft, sailing, commercial ships, naval vessels.
35-40	Submersibles	Reason, Agility, Intuition	Operate crewed underwater vehicles and manage pressure, navigation, life support, and underwater hazards. Specialties: research, rescue, naval, deep ocean.
41-52	Fixed-Wing Aircraft	Agility, Reason, Intuition	Fly airplanes and manage navigation, weather, systems, emergencies, and airspace. Specialties: light aircraft, commercial jets, fighters, transports.
53-63	Rotorcraft and VTOL	Agility, Intuition, Reason	Fly helicopters, tiltrotors, and powered vertical-lift craft. Specialties: helicopters, rescue, combat, urban VTOL.
64-72	Spacecraft	Reason, Agility, Intuition	Operate orbital and deep-space vehicles, navigation, life support, propulsion, docking, and mission emergencies. Specialties: launch, orbital, interplanetary, alien craft.
73-84	Drones and Uncrewed Systems	Agility, Reason, Intuition	Remotely or autonomously operate aerial, ground, surface, underwater, or space systems. Specialties: aerial imaging, racing, public safety, combat, swarms.
85-91	Powered Armor and Exoskeletons	Fighting, Agility, Reason	Operate wearable powered systems, manage balance, interfaces, energy, safety, and system limits. Specialties: industrial, medical, military, space.
92-96	Heavy Equipment	Agility, Reason, Intuition	Operate cranes, excavators, loaders, mining equipment, and industrial machines. Specialties: construction, mining, recovery, port operations.
97-100	Navigation and Mission Operations	Reason, Intuition, Psyche	Plan routes, monitor systems, coordinate crews, track position, and manage complex missions. Specialties: aviation dispatch, maritime navigation, orbital mission control, convoy operations.

A character can routinely operate personal equipment supplied by their own Power without purchasing a Talent merely to avoid self-sabotage. The relevant vehicle or operational Talent is required for professional maneuvers, unfamiliar systems, extreme conditions, repair coordination, and advanced stunts.

7.10 Esoteric and Extraordinary

d100	Talent Field	Common abilities	Scope and example Specialties
01-12	Occult Studies	Reason, Intuition, Psyche	Research symbols, traditions, entities, curses, ritual histories, and supernatural claims. Specialties: demonology, witchcraft, protective lore, one tradition.
13-22	Mystical Practice	Psyche, Reason, Intuition	Perform learned ritual procedures, maintain mystical discipline, and handle magical operations authorized by the Magic Guide. Specialties: wards, divination, invocation, alchemy.
23-31	Artifact Studies	Reason, Intuition, Psyche	Identify, compare, contain, document, and interpret extraordinary objects. Specialties: mystical, divine, cosmic, technological artifacts.
32-41	Alien Studies	Reason, Intuition, Psyche	Understand extraterrestrial biology, cultures, politics, history, and contact problems. Specialties: one species, one empire, xenobiology, first contact.
42-51	Dimensional Science	Reason, Intuition, Psyche	Study alternate dimensions, portals, topology, dimensional energy, and cross-reality hazards. Specialties: one dimension, portal physics, mapping, containment.
52-60	Superhuman Medicine	Reason, Intuition, Agility	Diagnose and treat altered, alien, synthetic, mystical, or superhuman physiology. Specialties: mutation, cybernetics, alien species, energy beings.
61-70	Power Theory	Reason, Intuition	Analyze extraordinary effects, limitations, interactions, signatures, and countermeasures. Specialties: mutation, cosmic power, technology, energy projection.
71-79	Psionics	Psyche, Reason, Intuition	Understand psychic phenomena, mental disciplines, telepathic evidence, and defenses. Specialties: telepathy, astral states, mind control, psychic trauma.
80-87	Divine and Cosmic Lore	Reason, Intuition, Psyche	Understand pantheons, cosmic entities, offices, metaphysical law, and universe-scale history. Specialties: one pantheon, one entity, cosmic abstracts, divine realms.
88-93	Temporal Anomalies	Reason, Intuition, Psyche	Analyze time travel, loops, alternate histories, causal damage, and temporal evidence. Specialties: paradox, chronal technology, branching timelines, time travelers.
94-97	Cryptozoology and Mythic Entities	Reason, Intuition	Research extraordinary creatures, disputed beings, folklore patterns, ecology, and vulnerabilities. Specialties: vampires, giant monsters, extradimensional predators, one regional tradition.
98-100	Advanced Civilizations and Unknown Technology	Reason, Intuition, Agility	Identify and operate technologies beyond contemporary human paradigms. Specialties: one civilization, lost technology, future systems, reality-altering machines.

Occult Studies and Mystical Practice do not grant magic by themselves. They provide knowledge and trained procedure. Actual supernatural effects require a Power, artifact, pact, spell framework, or another source authorized by Realms of Magic.

8. Duplicate Talent Results

Rolling the same category more than once is normal. A duplicate occurs only when the same individual Talent Field is generated again.

Resolve a duplicate in this order:

- Add a Specialty:** If the Field has no Specialty, the duplicate creates one chosen Specialty at Specialist +2CS.
- Broaden Expertise:** If the Field already has a Specialty, add a second Specialty at +2CS.
- Build Mastery:** Instead of adding a Specialty, place one Mastery mark beside an existing Specialty. Two marks raise that Specialty to Master +3CS.
- Linked Field:** Reinterpret the result as a closely connected but mechanically distinct Field when the character concept supports it.
- Reroll:** Reroll the individual Talent only when none of the preceding options produces a useful result.

A randomly generated Master Specialty therefore costs four results: the original Field, the Specialty duplicate, and two Mastery marks. Deliberately purchasing the same outcome costs five points because choosing the exact Field carries the certainty surcharge.

One Field may possess several Specialties, but Mastery is recorded separately for each. Mastery in pistol shooting does not create Mastery in rifles merely because both belong to Firearms.

9. Combat Applications

9.1 Attacks and Defense

- Martial Arts, Grappling, and Melee Weapons normally modify Fighting FEATs.

- Firearms, Archery and Thrown Weapons, and many Heavy Weapons normally modify Agility FEATs.
- Defensive Combat modifies only the appropriate Dodge, Evade, Block, Parry, cover, or protection FEAT.
- Demolitions modifies safe identification, placement, timing, control, and disposal. The explosive determines damage.
- Powered Combat modifies attack accuracy, control, and difficult combat applications for one defined Power family. It never raises Power Rank.

Use one primary Talent and at most one supporting Talent. Martial Arts plus Grappling may support a complex takedown, but their full bonuses never stack.

9.2 Tactics

A successful Tactics FEAT may provide one ally with +1CS on one specifically declared coordinated action that follows the plan. The tactician must communicate the plan, possess relevant information, and spend meaningful attention establishing it.

The bonus does not apply to every action in the encounter. Repeating an unchanged plan after the opposition has adapted may require a new FEAT or provide no benefit.

9.3 Strategy and Command

Strategy governs objectives, force allocation, logistics, readiness, and campaigns rather than one attack roll. Success may provide better starting position, intelligence, reserves, evacuation, or supply. It cannot guarantee victory after the actual situation changes.

9.4 Extra Actions and Damage

No Talent grants additional full turns, increases Strength damage, raises weapon damage, or manufactures automatic attacks. Those effects belong to abilities, equipment, Powers, and the combat rules.

10. 2026 Technology and Information Rules

10.1 Ordinary Digital Literacy

Characters can use contemporary consumer technology appropriate to their background without purchasing a Talent. Sending messages, making ordinary searches, joining a video call, using navigation, editing a simple document, and prompting a consumer AI system are Common tasks.

Professional reliability is different. Building, securing, auditing, recovering, or scientifically validating a system requires a relevant Field.

10.2 Artificial Intelligence

Artificial Intelligence and Machine Learning covers the design, training, evaluation, deployment, governance, safety, and failure analysis of AI systems. It is not a universal substitute for Software Engineering, Data Science, Cybersecurity, professional subject knowledge, or human judgment.

An available AI tool may:

- make routine drafting or search faster;
- provide a situational +1CS when it is appropriate, trustworthy, and properly checked;
- supply clues or candidate answers; or
- introduce fabricated information, insecure output, bias, data leakage, manipulation, or automation failure.

A character must use the relevant subject Talent to verify a consequential answer. AI access does not let an untrained character perform surgery, certify a bridge, interpret alien law, or safely disable a reactor.

10.3 Cybersecurity

Cybersecurity is resolved as contested work against architecture, access controls, defenders, monitoring, encryption, segmentation, supply-chain risk, and available time. "I hack it" is a declared objective, not a complete method.

The player identifies the approach: credential theft, vulnerability exploitation, social engineering, physical access, malware, misconfiguration, supply chain, or another plausible vector. Other Talents may support that approach, but no more than one supplies the supporting +1CS.

10.4 Open Information and Media Verification

The existence of public information does not make it automatically discoverable or authentic. Open-Source Intelligence and Media Verification covers provenance, geolocation, chronology, manipulation, source networks, and adversarial disinformation.

A convincing image, recording, post, or data set may be genuine, altered, synthetic, stripped of context, or deliberately seeded. Success establishes what the evidence supports, not what the player hoped to prove.

10.5 Drones and Autonomous Systems

Operating an ordinary recreational device in safe conditions may be Common. Professional, covert, emergency, swarm, weaponized, beyond-visual-line-of-sight, or hazardous operation requires Drones and Uncrewed Systems.

Autonomy changes the operator's tasks rather than eliminating them. Mission planning, airspace, communications, identification, failure response, cybersecurity, sensor limits, and legal authority remain relevant.

10.6 Biotechnology and Precision Medicine

Genetics, Genomics, and Biotechnology is separate from Clinical Medicine. One concerns genomes, biological engineering, analysis, and research; the other concerns diagnosis and treatment of patients. Bioinformatics work may use Data Science as a supporting Talent.

Superhuman Medicine remains separate because altered biology, energy bodies, mystical conditions, alien physiology, and cybernetic organisms may violate ordinary medical assumptions.

10.7 Research and Databases

Network access can reduce search time and expose sources. It cannot supply records that do not exist, overcome permissions automatically, translate unknown concepts, or decide which source is true. Restricted databases still require credentials, Contacts, legal authority, infiltration, or another access method.

11. Background Knowledge and Languages

11.1 Background Familiarity

Every character receives Familiar competence in the ordinary knowledge required by their established life.

Examples include:

- local geography and customs;
- routine duties of a current or former job;
- school-level general education;
- household maintenance and consumer technology;
- rules and culture of a practiced hobby;
- ordinary knowledge of the character's organization, religion, military unit, or community; and
- the safe routine operation of personally owned commonplace equipment.

Familiarity grants no column shift. It permits routine action and prevents the character from behaving as if they know nothing about their own life.

When background knowledge becomes repeatedly decisive under pressure, it should be represented by a Talent Field.

11.2 Languages

Language fluency is not charged against Talent Points when it follows honestly from upbringing, family, education, residence, species, or career.

At creation:

- record every native or community language the character genuinely grew up using;
- record additional fluent languages supported by the character's history;
- identify partial or reading-only knowledge when appropriate; and
- provide a one-sentence explanation for each additional fluent language after the first three.

This policy prevents multilingual characters from paying a mechanical tax for their background while preventing unexplained lists of dozens of languages.

Linguistics is required for professional language analysis, reconstructing unknown speech, recognizing deep relationships, designing translations, deciphering alien grammar, or learning languages with extraordinary speed.

After play begins, learning a new ordinary language requires sustained instruction or immersion and one relevant Story Point. Linguistics can reduce the time or permit work with incomplete material. Unknown alien, extinct, encoded, mystical, or nonverbal languages may require a Linguistics Specialty, extraordinary access, or a Power.

11.3 Hobbies

A hobby may remain Familiar background color. Purchase a Talent only when the hobby reflects serious training and should influence consequential FEATs.

A character can enjoy cooking without Culinary and Hospitality, play casual hockey without Athletics, take photographs without Visual Art and Design, and maintain a personal computer without Computer Systems. Talent begins where reliable trained competence begins.

12. Credentials, Authority, and Access

Talent answers **can the character perform the work?** Credentials answer **is the character recognized or permitted to perform it here?**

Record separately:

- academic degrees and certifications;
- medical, legal, trade, aviation, and professional licenses;
- security clearances;
- military or police authority;
- organizational rank and employment;
- citizenship, diplomatic status, and jurisdiction;
- memberships and accreditation; and
- access to laboratories, databases, ranges, vehicles, or controlled facilities.

A license supplies no FEAT bonus. A talented unlicensed surgeon may possess the skill but lack lawful access. A properly licensed but merely trained professional may possess access without Mastery.

Credentials must follow the background and can expire, be suspended, be forged, or apply only in a jurisdiction. Contacts, Resources, Popularity, and legal rules determine whether the character can use them effectively.

This distinction is especially important in 2026. A drone operator may possess excellent practical ability while still needing appropriate certification and airspace authority. A cybersecurity expert may understand a system without possessing lawful authorization to enter it.

13. Talents, Powers, and Equipment

13.1 Owning a Power Is Not a Talent

A character can use a Power's core effect without purchasing a Talent. Power generation includes the basic control necessary for normal use.

Talents become relevant when the character applies the capability through learned professional technique:

- Powered Combat for combat accuracy and tactical use;

- Physics for modeling a gravitational effect;
- Clinical Medicine for using microscopic vision during surgery;
- Investigation for using telepathy as one evidence source among many; or
- Media Production for using illusion projection during a live broadcast.

A Talent never increases the Power Rank. It changes the FEAT used to apply knowledge or technique.

13.2 Equipment-Based Powers

The owner can operate their normal powered equipment at a functional baseline. Professional maintenance, redesign, unfamiliar configurations, emergency repair, advanced maneuvers, and safe operation beyond ordinary conditions require appropriate Talents.

Losing the equipment removes the Power but not the operator's Talent. Losing access to a laboratory may prevent an engineer from building without erasing what the engineer knows.

13.3 Knowledge-Granting Powers

Telepathic downloads, artificial memory packages, possession, cosmic awareness, or technological skill libraries may provide temporary effective Talent. Record:

- which Fields or Specialties are supplied;
- the effective grade;
- whether conscious understanding remains afterward;
- the source and mode; and
- what happens when the source is suppressed or removed.

Temporary granted expertise does not automatically satisfy advancement evidence or become permanent through use.

13.4 High Abilities and Column Limits

An extraordinary ability and a Talent may combine for extremely reliable skilled performance. The column shift modifies the FEAT, not the underlying ranked output.

Ordinary Talent shifts may move a FEAT no higher than Shift Z. Talent never converts an Ability into a Class rank or shifts an ordinary rating into a Class column.

14. Talent Advancement

Starting Talents cost no Karma or Story Points. Talent Points and the character's background establish them.

After play begins:

Karma pays for competence. Story Points prove it was learned.

14.1 Advancement Costs

Advancement	Karma	Story Points	Required evidence
Gain a new Field at Trained +1CS	200	2	Instruction or sustained practice, plus successful real application
Add a Specialty at Specialist +2CS	100	2	Focused development and a meaningful specialist success
Raise one Specialty to Master +3CS	250	3	Elite preparation and a major demonstration under pressure
Establish a Legendary signature at +4CS	500	5	Career-defining achievement that changes or conclusively proves the field

Advancement must occur in order. A character cannot purchase Mastery without the Field and Specialty. Legendary expertise applies to one signature use inside a Master Specialty.

The Story Points are spent by identifying the specific events that demonstrate learning. Generic downtime, attendance, or possession of enough Karma is not sufficient.

The cumulative cost of progressing from no Talent to Specialist is 300 Karma and 4 Story Points. Progressing from no Talent to Master is 550 Karma and 7 Story Points. Reaching a Legendary signature from no prior training costs 1,050 Karma and 12 Story Points.

At the standard award rate of 20-50 Karma per successful Issue, a new Field normally requires four to ten Issues of Karma, while the Story evidence prevents saved Karma from creating instant off-screen expertise.

A character may complete no more than one new Talent grade between Issues. A substantial campaign time jump or dedicated training arc may override this limit when the Judge confirms that the required evidence and elapsed time genuinely support every purchased step.

14.2 Instruction and Mentoring

A qualified teacher, institution, training environment, or extraordinary instructional method can provide access and reduce narrative training time. It does not reduce Karma or Story Point requirements unless a later rule expressly says otherwise.

Teaching and Mentoring helps another character learn safely, recognize errors, and obtain opportunities for qualifying Story Beats. It does not transfer expertise instantly.

14.3 Practice and Decay

Talents do not normally decay because a character missed several sessions or spent time away from the field. A long absence, injury, technological change, memory loss, or deliberate story event may impose a temporary shift until retraining occurs.

Loss of a license, job, clearance, laboratory, weapon, or professional reputation removes access rather than Talent.

14.4 Retraining

A character may redirect a Specialty when the story establishes substantial retraining and the old Specialty no longer reflects current practice. This is not a casual respec. The Judge determines whether prior expertise remains as Familiar background, returns later, or was genuinely replaced.

15. Worked Examples

15.1 The Human Weapons Expert

An Exceptional Development character rolls 6 Talent Points and receives +2, for 8 total.

- Specifically chosen Firearms costs 2.
- Pistol Specialty costs 1.
- Pistol Mastery costs 2.
- Random Investigation costs 1.
- Random Tactics costs 1.
- Random Streetwise costs 1.

The finished character has Master pistols at +3CS and three other trained Fields at +1CS. The character's Agility does not change, weapon damage does not change, and no Power was required. Against ordinary human opposition, that focused competence is terrifying. Against superhuman opposition, tactics, ammunition, terrain, preparation, and objectives decide whether it is enough.

15.2 The Trauma Surgeon

A character rolls 7 points.

- Specifically chosen Clinical Medicine costs 2.
- Surgery Specialty costs 1.
- Specifically chosen Emergency Care costs 2.
- Random Empathy and Counseling costs 1.
- Random Public Health and Epidemiology costs 1.

The surgeon applies +2CS to surgery, +1CS to other Clinical Medicine, +1CS to Emergency Care, and may use Empathy as the one supporting Talent when calming a conscious patient. The character still needs a facility, instruments, blood, medication, staff, and time.

15.3 The 2026 Systems Builder

A character rolls 6 points.

- Random Robotics and Mechatronics costs 1.
- Specifically chosen Artificial Intelligence and Machine Learning costs 2.
- AI Safety and Evaluation Specialty costs 1.
- Specifically chosen Cybersecurity costs 2.

The character can build integrated autonomous systems, evaluate AI behavior at +2CS within the chosen Specialty, and address security professionally. Software Engineering, Data Science, and Electrical Engineering remain distinct Fields; the character may attempt related work untrained or seek teammates.

15.4 Six Random Results

A player spends all 6 points randomly and receives Acrobatics, Journalism, Electrical and Electronic Engineering, Negotiation, Watercraft, and Artifact Studies.

The results initially appear disconnected. Reconciliation creates a former offshore investigative reporter who learned marine operations, technical systems, and acrobatics while pursuing trafficked artifacts. The dice supplied breadth; the player supplied the life that joins it.

15.5 The Powered Novice

A newly transformed hero possesses Amazing Fire Emission but no Powered Combat.

The hero can project fire at Amazing intensity and make normal attacks. Powered Combat would improve difficult aim, controlled combat delivery, and trained use under pressure. No Talent is needed merely to avoid burning the hero's own hands through routine use.

15.6 The Brilliant Amateur

A character has Incredible Reason but no Clinical Medicine. The character may understand general science and attempt common first aid. Neurosurgery remains impossible without appropriate knowledge. Raw intelligence is not a universal professional license.

16. Legacy Talent Conversion

Convert the function and character concept rather than preserving outdated labels mechanically.

Legacy concept	2026 treatment
Generic Computer Talent	Choose Computer Systems, Software Engineering, Networks and Cloud Systems, Cybersecurity, Data Science, or Artificial Intelligence according to actual use. A famously broad computer expert may receive one Field plus one or more Specialties.
Engineering	Choose the relevant modern engineering Field. Broad inventors may possess several Fields rather than one universal Engineering bonus.
Medicine	Use Clinical Medicine, Emergency Care, or another scientific Field; add the character's actual Specialty.
Detective	Investigation, commonly supported by Forensic Science, Criminology, Interview and Interrogation, or a digital Field.
Espionage	Intelligence Tradecraft, commonly supported by Surveillance, Counterintelligence, Deception, Security Systems, or Covert Entry.
Pilot	Choose the actual vehicle Field: Fixed-Wing, Rotorcraft, Spacecraft, Watercraft, Ground Vehicles, Drones, or another listed operation.
Weapons Specialist	Relevant combat Field plus Specialist +2CS in the defined weapon family.
Martial Arts A-E	Replace letters with the actual functions: Martial Arts, Grappling, Defensive Combat, Acrobatics, Tactics, or appropriate Specialties. Preserve signature maneuvers rather than the letter.
Mystic Background	Occult Studies, Mystical Practice, Artifact Studies, or a related Extraordinary Field. It grants no automatic spell or Power.
Business or Law	Business and Finance or Law, with Specialties matching the character's sustained portrayal.
Journalism	Journalism; add Investigation, Media Production, Persuasion, or a Specialty only when the character's record supports it.
Languages	Record background fluency without charging points. Use Linguistics only for extraordinary language analysis or acquisition.

A legacy +1CS Talent normally becomes a Trained Field. A narrow legacy +2CS Talent normally becomes a Specialty. A repeatedly demonstrated world-class specialty may become Master with the required evidence.

Conversion must not multiply one vague old Talent into six free modern Fields. Give the character the modern competencies actually demonstrated and preserve uncertainty where the source never established them.

17. Character-Sheet Record

Record every Talent in this form:

Field	Grade	Specialty or signature	Shift	Common abilities	Proofs and credentials
Firearms	Master	Pistols	+3CS	Agility, Intuition	Elite training; championship and operational proof; carry permit separate
Clinical Medicine	Specialist	Surgery	+2CS	Reason, Intuition, Agility	Surgical residency; medical license separate
Investigation	Trained	-	+1CS	Intuition, Reason, Psyche	Former detective

Also record:

- Familiar background knowledge;
- fluent and partial languages;
- credentials, licenses, clearances, and authority;
- access to tools and institutions;
- temporary granted expertise; and
- active training toward advancement.