

The Ultimate Talents Book

Introduction to Talents

What are Talents?

First let's look at page 4 of the Player's Book:

- *Non-super-human abilities that may be possessed by characters in the Marvel Universe
- *Used to perform specialized actions at a specific benefit
- *Are individual; modify an existing primary or secondary ability rank, or provide special abilities
- *May be learned as a hero gains experience

How do I use my Talents?

Next we will look at page 17 of the Player's Book:

Talents are used in two fashions, in the first case; they may modify the abilities of the character in specific instances. „For example, take the Science and Professional Talents. A Talent in Biology gives you a +1CS on Reason FEATs, which involve Biology. The players are encouraged to use this whenever they can get away with it, within reason. That said a character with Biology cannot identify the presence of radiation any better than the next guy. He can look at the plant life and from that deduce (with his +1CS) that there is or was a radiation source in the area. (The moral of the story is, players should get creative when using Talents)”

Certain Talents do not modify Talent FEATs. They either provide for specific abilities (such as First Aid) or special backgrounds (such as Mystic Origin or Heir to a Fortune).

How do I get more Talents?

Next we will look at page 39 of the Player's Book:

Talent Addition: Heroes may add to the Talents they have by spending Karma into the Advancement pool and seeking training. Additional Talents must always have a rationale. If your character wants to learn Martial Arts D, The hero must find someone to teach him or her. Characters may learn from other player characters at a cost of 2000 points, or from NPCs at a cost of 1000 points per Talent.

The book also defines Talent Addition on the same page:

Talent Addition is the gaining of a new Talent from those listed on the Talent table, or the development of a new Talent.

How many Talents do I start with?

For this, I shall reprint the chart from page 14 of the Ultimate Powers Book, the chart from page 11 of Realms of Magic. I wanted to list both tables for those who do not choose to use the Ultimate Powers Book. On both tables, the number before the slash represents the initial number of Talents, while the number after the slash represents the maximum number of Talents. For each Talent gained, roll on the Talent category, and the roll for the specific Talent on for that category. Note- in the Player's Handbook, the player only rolled for the category. They were allowed to choose the specific Talent. So I will leave this decision to the judge for that particular game.

Ultimate Powers Book Initial Talents

01-12	0/3
13-26	1/4
27-41	1/6
42-55	2/4
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67-75	2/8
76-83	3/4
84-89	3/6
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Realms of Magic Initial Magic Wielder Talents Table

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81-00	Stellar Cartography

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***-Counts as two Talents**

Glossary of Talents

A

Accounting-

Deals with the character's ability to handle account information. The character receives a +1CS when applying this Talent toward balancing a checkbook, handling team accounts, and budgeting.

Acoustics-

Deals with the study of noise control and Sonolumine science, using sound to produce light in liquids. The hero gains a +1CS bonus to the research and application of the above.

Acrobatics-

The hero with this Talent is very limber and as such gains advantages when under attack. The hero gains a +1CS when dodging, evading, and escaping.

Acupuncture-

An ancient art from the Orient that deals with using needles and puncturing the skin in order to allow "negative" energy to be released. The character receives a +1CS when applying this directly, or researching. This also includes any FEATs needed for Acupressure.

Agriculture-

Deals with field crop production and soil management. Also, a combination of the producing operations of a farm, the manufacture and distribution of supplies, and the processing distribution and storage of such supplies. The development and repair of farm equipment, irrigation systems and landscape planning. Can also include forestry, the science of developing, caring for and cultivating forests and/or timberlands.

Airplane Pilot-

The hero gains a +1CS to agility when piloting airplanes. Includes commercial jets, small planes, and fighter jets.

Alchemy-

A medieval chemical science and speculative philosophy aiming to achieve the transmutation of the base elements into gold, the discovery of a universal cure for Disease and the discovery of a means of Indefinitely prolonging life. The Judge will have to

work VERY carefully with the Player on this Talent. The hero in question gains a +1CS bonus to the application and research of the above information.

Alien Studies-

Deals with the study of aliens. A character receives a +1CS when applying this to study aliens and can be used to aid in healing an alien member of one's team.

Anatomy-

Deals with the human body. The character receives a +1CS when trying to heal or harm. The hero with this talent has a better general knowledge of the body and its strengths and weaknesses.

Animal Behavior-

Deals with the attitudes and behavior of animals. The hero with this talent has a better understanding of animals and so receives a +1CS when dealing with them. This would be useful if a bear escaped from the zoo and the hero was asked to bring it back. The hero would know better how to approach the animal and the likely outcome of the animal's actions.

Animal Training-

The character with this 11 Talent has the ability to train animals to perform certain stunts. The individual does not have Animal Empathy or Communications and Control, but may teach an animal a trick based on a Reason FEAT roll. If the hero with this talent does have Animal Empathy or Animal Communications and Control as Powers, these Powers are raised by +1CS.

Anthropology-

The hero with this Talent is only given Reason FEAT bonuses if a specific culture is taken (+1CS). However, an overview is known on the subject. More than one branch can be selected, each taking a slot.

Any Existing Talent Chosen by the Player-

When this Talent is rolled, the player may choose any Talent from this list for his/her hero.

Archaeology-

A +1CS on matters involving the past, including paleontology, historical records, and ancient myths and legends.

Archery-

The hero must choose either a Bow or Crossbow. The hero gains +1CS to Agility to Hit. May Fire and Reload in a Single Round. He/she also receives +1 to all Initiative rolls with the selected Bow in Armed Combat. +2CS to Agility to hit if the character possesses the Bows Talent, with any type of Bow with no penalties listed above (See Bows).

Architecture-

This Talent deals with the design and construction of buildings. The hero with this Talent receives a +1CS when attempting to build or to study a building.

Artificial Intelligence-

The study and research of man made thinking systems. The hero is capable of researching, or even creating this new form of "life", and gains a +1CS bonus in the endeavor.

Artist-

The character with an artist background creates works of art, either for his/herself or for sale to others. This includes painting, sculpting and writing. A single work takes 1-10 weeks, and upon completion grants the artist karma points equal to 10 times the number of weeks. The character must allocate some time daily at his/her work.

Astronautic Engineering-

This allows the character to design, build and modify out of atmosphere spacecraft. Characters with this Talent get the benefit of having their project cost -1 CS less in resource rank to build.

Astronautics-

The science of the construction and design of vehicles for travel in space beyond Earth's atmosphere. A hero with this Talent can not only research these things but can also attempt to build such vehicles, and is even at a +1CS bonus to do so.

Astrophotography-

Deals with photographing the stars. A hero with this talent is more aware of the stars and their movement and their existence than others, therefore, the hero receives a +1CS when attempting to locate a star and its place in the heavens.

Astrophysics-

The hero is well versed with the chemical and physical composition of celestial matter, such as comets, nebula, meteorites, big chunks of galactic goo, etc... Furthermore gaining a +1CS bonus to the research and application of the above information.

Atomic Physics-

The study of solely atomic physics. This includes nuclear physics. The hero gains a +1CS bonus to the study and application to the above information.

Attractive-

The hero with this Talent excels at drawing attention to his/herself based on their appearance. The hero also gains a +2CS to Popularity when dealing with those who would be attracted to them (Heterosexuals of the opposite sex, homosexuals, and bisexuals), and a +1CS to all others.

Automobile Specialist-

The hero with this talent gains a +1CS to Agility when piloting an automobile. This Talent includes racecar driving.

Automotive Engineering-

This Talent deals with the design and function of automobiles. The hero with this Talent receives a +1CS when applying this talent to building a vehicle, attempting to modify a vehicle, or to sabotage a vehicle. In addition, any project of this type built by the character costs -1 CS less.

Aviation and Aeronautics Engineering-

This is not piloting. It is the understanding and development of flight principles and aircraft design. There are people who know how to build planes, but not fly them. A hero with this talent gets the benefit of having their project cost -1 CS less in Resource rank to build.

B

Ballistics-

Ballistics is the study of guns. Knowing what bullet goes with what gun, where a shot should have come from, etc... This is the kind of stuff you see television detectives doing when they

find powder burns and bullet holes. The hero gets a +1CS to Reason when trying to figure out these kinds of things.

Bibliophile-

The character has an extensive knowledge of magical books, scrolls, or other primary informational items, and the lore concerning them. He/She has a +1CS when using or researching these.

Biochemistry-

The study of the chemical processes in living organisms. It deals with the structure and function of cellular components, such as proteins, carbohydrates, lipids, nucleic acids, and other biomolecules. Chemical biology aims to answer many questions arising from biochemistry by using tools developed within chemical synthesis. He/She has a +1CS when using or researching these.

Biophysics-

The hero gains a +1CS bonus to the research and application of physical principles to biological problems.

Biotechnology-

The hero gains a +1CS bonus to the study and application to biological and medical science of engineering principles or engineering equipment. A common use is the construction of artificial organs and bionics.

Blending-

The character with this talent can blend in with his surroundings. The body's outline and contours are still detectable if the observer is careful or if the hero moves. -1 CS to Intuition for anyone looking for the hero.

Blunt Weapons-

Characters with this Talent gain a +1CS to hit when attacking with a weapon that resolves attacks on the Blunt Weapons Attacks column of the Battle effects Table.

Boat Pilot-

The hero with this Talent gains a +1CS to agility when piloting boats. This Talent includes sailboats, jet skis and even large aircraft carriers.

Botany-

The study of plant life. The hero gains a +1CS bonus To the research and application of this Talent. If the hero possess Plant Control, Communication with Plants, Plant Growth, or Plant Mimicry. These Powers are also Increased +1CS.

Bows-

Bows are tricky items to operate, such that those who have not been trained to fire them at -1 CS to their Agility.

Those with this Talent gain a +1CS to hit with all bows including crossbows, and may fire and reload in a single round. They may fire multiple arrows on a successful Agility FEAT (See Archery).

Boxing-

+1CS To Fighting In Hand To Hand Combat, (+2CS If the character possesses the Marital Arts B Talent).

Brawling-

+1CS to Fighting in Hand To Hand Combat, Brawling is Fighting that is generally used to seriously injure or cripple an opponent. +2CS to Fighting if the hero possesses brawling plus the Wrestling talent. Up to a Total of +3 CS can be made if the character possesses the Marital Arts B and Boxing talent plus Brawling.

Business/Finance-

The hero is familiar with the world of business, corporate finance, and how money works. Initial resources are a minimum of Good, and the hero gets a +1CS for FEAT rolls dealing with money. The hero gains a contact in the professional category.

C

Cardiology-

The hero is well versed in the heart. He/She can attempt to diagnose, research, or even try to treat any type of heart ailment, gaining a +1CS bonus along the way.

Cartography-

This talent is useful for the accurate creation of maps. The hero with this talent gets a +1CS to Reason when dealing with, as well as making maps of any kind.

Catastrophism-

The hero is well versed in the scientific belief that attempts to pinpoint the end of the world or at least major catastrophes that could significantly alter man's or the universe's history. A hero with this Talent gains a +1CS bonus to the application or research of this talent.

Chemical and Biological Weapons-

The hero with this Talent has extensive knowledge of chemicals, biology, and weaponry. This Talent gives a +1CS when the hero tries to build or research a bomb, or a biological weapon.

Chemical Engineering-

This Talent is about engineering dealing with the industrial application of chemistry and development of new chemical technology. Any hero with this Talent gains a +1CS bonus to researching or attempts to create something of a chemical nature.

Chiropractic-

This Talent deals with the manipulation of the vertebrae in order to ease discomfort. The hero with this talent gains a +1CS when applying this knowledge of the back, to aid another.

Chronicler of Magic-

The character studies magical societies and their activities. He/She has a +1CS for researching and/or knowing who the adepts and masters are, what their relationship is with each other and with any beings they entreat, and for any specific facts about most magical cults (The Judge may wish to modify this bonus for characters or cults that have taken their time and effort to keep their identities from being revealed).

Civil Engineering-

Any hero with this Talent has a working knowledge of roads, city works, water systems, overpasses, etc... In addition to the usual +1CS, upon a successful Reason roll, the hero can navigate the city easier than the average citizen/hero.

Computer Engineering-

The design and construction of computer hardware. The hero with this Talent can create a state of the art computer for -1CS cost. In addition, the hero also gains a +1CS bonus to the creation, repair, and planning of computers.

Criminology-

The hero with this Talent has an understanding of the criminal mind and behavior, from either studies or firsthand observation. The character with this Talent gains a +1CS on all Reason and Intuition FEATs involving criminal practices ("If I were a crook, where would I hide?"). The hero also gains a contact in either the police or crime areas.

Cybernetics-

Deals with the adding of robotic parts to organics in order to increase effective output. The hero with this Talent gains a +1CS when adding cybernetics to a host, maintenance of cybernetics, and to the research of other cybernetic creations. The hero can also attempt to remove cybernetics as well as upgrade.

Cryogenics-

This Talent deals with the production and effects of very low temperatures. The hero gains a +1CS bonus to the research and application of the above.

Cryonics-

The hero has studied the practice of freezing a dead diseased person in hopes of bringing him/her back in the future when the cure is found. The hero possessing this Talent gains a +1CS bonus when attempting or researching this science talent.

D

Demolitions-

Is the art of Blowing Things Up, this talent includes the ability To Set Explosives and to Defuse Explosive Charges such as Bombs (+1CS to All Action Involving These Matters).

Demonologist-

The character has studied accounts of demons in the Marvel Universe and he knows how dangerous and hostile they are. The character receives a +1CS in nay situation involving demons; including research, communication, identification, and combat (The Miscellany of Magic contains more information on demons of the Marvel Universe).

Dentistry-

This Talent deals with the cleansing and repair of one's teeth. The hero with this Talent gains a +1CS when dealing with teeth and their maintenance.

Detective/ Espionage-

The hero with this Talent has been trained to notice small clues to a crime. In addition he/she gains a Contact in either Crime, Law Enforcement, Law, or Espionage.

Driving-

The hero has been trained to drive a vehicle. Such as a car, truck, van, or motorcycle. +1CS to all actions involving driving a vehicle.

Disguise-

The hero gains a +1CS to Intuition and Reason when using this talent. When a hero is in disguise, two possible situations could come up. One is where the disguise only has to pass at a glance. In this situation anyone having to cause to notice rolls an opposed FEAT between his Intuition and the hero's Reason. The other situation is where the hero must adopt mannerisms to go with the disguise (disguising voice, affecting a limp, etc...). The person the hero is

trying to fool must make an opposed FEAT against the hero's Intuition using either reason or Intuition (whichever is higher). In either case, if the FEAT is failed, nothing is noticed. Green thru Red would signify anything from knowing something is wrong to recognizing the hero.

E

Ecology-

This is the study of living things and how they interact in an ecological system. A hero with ecology will gain a +1CS bonus when learning or reasoning out things about a natural balance, like what is throwing it off. The hero is an expert on most ecological situations, and may take educated guesses on alien ecology.

Electrical Engineering-

This Talent deals with the creation and production of electricity. The hero with this Talent gains a +1CS when dealing with hydroelectric dams, nuclear-electric plants, and so on.

Electrochemistry-

This Talent deals with the relation of electricity to chemical changes and with the interconversion of chemical and electrical energy. Any hero possessing this talent gains a +1CS bonus to the application or research of the above information.

Emergency Medicine-

The hero gains a +1CS, when working in a trauma unit, emergency room or any other kind of immediate care.

Energy and Particle Physics-

Any hero with this Talent gains a +1CS bonus to the application or research of the study of electromagnetic spectrum of energy and research into new power sources.

Escape Artist-

The hero with this Talent is skilled at escaping Traps, Such As Getting out Of Dangerous Places, Squirring out Of Ropes, and Undoing Handcuffs From Behind. The hero gains a +1CS when dealing with situations that require lock-picking, untying knots, and minor contortionism.

Exhibition-

The hero with this Talent can use his/her various fighting skills in the flashiest way possible without penalty. Opponents viewing this Talent must make a Psyche FEAT roll at +1CS or try to avoid melee confrontation with this hero.

F

First Aid-

The Medicine Talent notes the loss of Endurance may be halted by someone checking on the dying character and administering some form of aid. The First Aid Talent grants the character an immediate halt to Endurance rank loss, the recovery of one rank immediately (one use only per situation), and in addition, the hero with the talent can stabilize a dying character at Shift 0 Health up to five rounds after the character reaches that level.

Forensics-

Deals with the study and evaluation of criminal evidence. The hero gains a +1CS when studying a crime scene or attempting to evaluate criminal specimens.

G

Genetics-

A +1CS on matters involving the genes, including creating new life forms, understanding mutants, and researching diseases.

Geography-

This talent is the science mapping the Earth and its surfaces. Any hero possessing this Talent gains a +1CS bonus when making or using any map of this kind.

Geology-

A +1CS on matters involving the Earth, including volcanic activity, the geology of the surrounding land, types of rocks and their powers, and mineral identification.

Geriatrics-

The hero gains a +1CS when administering medical care to the elderly.

Graphics-

The hero gains a +1CS when dealing with web design, advertising, printing product design. The hero is also familiar with the printing industry and various paper products and design tools.

Guns-

Individuals without this Talent fire guns (all handguns, rifles and submachine guns, including laser, stun and concussion varieties) at their Agility rank. Those with this Talent fire such weapons at +1CS.

H

Heir to a Fortune-

This is not a Talent, but a situation that brings the character into a lot of money. The minimum Resources of a character with this Talent is Remarkable (If your character is making Excellent Resources or less, do not take this Talent). This "Talent" may not be gained by a character after the generation process is finished, and may only be chosen by characters being generated.

Helicopter-

The hero with this talent gains a +1CS to Agility when piloting Helicopters.

History-

The hero can pick a specific branch of history to be an expert in (World War II, South African, Mayan, Neolithic) and get a +1CS to Reason FEATs involving the branch. More than one branch can be selected. Each one takes a slot.

I

Immunology-

The hero gains a +1CS when dealing with the science dealing with the phenomena and causes of immunity and immune responses.

Intelligence-

This is the Talent to sort the good information from the crap. At the judge's option, this could be worth two slots. The hero gets the benefit of the judge pointing out anything applicable to a given situation. This is a great help is the hero is looking though a couple dozen filing cabinets or is going though someone's computer. It is a good way for the judge to pass hints to the hero is the game is going slow as well.

Intimidation/Interrogation-

The character has the ability in Terrifying an individual into doing, saying, and or revealing information that the character wants +1CS to Psyche. Making the individual go along with the characters plans; at least temporarily (The victim must make a successful Psyche Feat versus the character with this talents Psyche to Resist).

J

Journalism-

The hero with this Talent gains an additional 2 Contacts to those already generated. The Contacts should be connected with the media in some fashion, such as at local newspapers, radio and television stations, or has sources in law enforcement, political circles, or snitches of the criminal underworld.

L

Languages-

The character with this Talent has a natural understanding of languages. The character gains 1 additional language at start, and may add other languages at half the cost of a Talent (500 points regardless of who teaches it). Characters without languages Talent must gain this Talent first to learn other languages. The gaining of additional languages assumes someone is able to teach these languages. A Player character with this Talent does not have to assign a language at start, but may fill in one later as need be.

Law-

The character with this Talent has an extensive background in the law (the assumption being US Law, but this may vary according to the Judge's campaign). The hero may be a lawyer of capable of applying to pass the bar (Reason FEAT of Good intensity). A character with the Law as a Talent gains a +1CS to all FEAT rolls involving the law, including correct legal procedure. A character without Law gains no benefit to Reason FEATs and in addition will have to make Reason FEATs more often than q character with the Law Talent.

Law Enforcement-

The character with this Talent has a background with law-enforcement authorities. This Talent includes both Gun and Law Talents, and the character, if still a member of a law enforcement agency, may legally carry a gun and make arrests.

Leadership-

The hero with this Talent has the brains and understanding of a cohesive group, such that he/she is a benefit to the team. Any Karma Pool to which the character belongs receives a 50-point bonus, provided the character with this Talent is recognized as the "team leader". A Karma Pool may only have one recognized leader; though more than one character with Leadership may belong to the group. When the "Leader" of a group leaves, the 50 points are deducted from the Karma Pool, but the leader does not receive them for personal use (the bonus only exist as a part of the pool).

Locksmith-

This Talent deals with the opening of, replacing of, and repair of locks and locking mechanisms. The hero receives a +1CS when dealing with normal locks, and suffers a lesser penalty when dealing with unidentified locks.

M

Marksman (Marksmanship)-

The character with this Talent gains a +1CS to hit with any distance weapon that requires line of sight to hit (the character could benefit when firing heavy artillery, but not when controlling a guided missile). Such a weapon in the hands of a Marksman does not suffer penalties to hit from range.

Marine Biology-

This is the study of marine life. The character with this Talent receives a +1CS when dealing with aquatic plants and creatures.

Marine Engineering-

A hero with this Talent gains a +1CS bonus for the building of ships, submarines, and underwater constructs.

Martial Arts A-

This form of martial arts concentrates on using an opponent's strength against him, and is typical of Oriental-American forms such as judo and karate. The practitioner of this form of martial arts can Stun or Slam an opponent regardless of their comparative Strengths and Endurances.

Martial Arts B-

This form of martial arts is keyed on offense and inflicting damage in short, quick bursts, and includes such disciplines as boxing. The practitioner of this form of martial arts gains a +1CS to Fighting ability when engaged in unarmed combat.

Martial Arts C-

This form of martial arts concentrates on holds and escapes. The practitioner of this form gains a +1CS to his/her Strength for Grappling attacks (including damage), a +1CS to agility for purposes of dodging.

Martial Arts D-

This meditative form of martial arts searches out the weak spots of the opponent's defenses and strikes against them. The practitioner of this form may ignore the effects of body armor (though not force fields) for determining Stun and Slam results. The attack by the character does not have to inflict damage to force a check for possible Stun and Slam. The disadvantage is that the target for this attack must be studied for two rounds before the effects may be brought into play. The character with this talent does not have to attack the character; only watch him/her in battle for two rounds before attacking.

Martial Arts E-

This form of martial arts encourages quick striking to catch the opponent of guard. Heroes with this form of martial arts are at a +1 to Initiative rolls in unarmed combat.

Martial Arts F-

This form of martial arts concentrates on hitting the pressure points in melee. The hero gains a +1CS to damage, and blunt hand-to-hand attacks may be resolved on the Edged attacks column.

Martial Arts G-

This form of martial arts concentrates on a strong defense. The hero gains a +1CS bonus to dodge, and as well, is able to take -1 CS less damage from successful hits to his/her character.

Martial Arts H-

This form of martial arts encourages speed though assessing the opponent. The hero gains +1 extra attack. The disadvantage is that the target for this attack must be studied for one round before the effects may be brought into play. The hero with this talent does not have to attack the character; only watch him/her in battle for one round before attacking.

Martial Arts I-

This form of martial arts focuses on hardening the body to resist damage. The hero gains a +1CS to Endurance when recovering health, rest is not needed. The hero also gains a +1CS bonus to Endurance to resist being Stunned or Slammed.

Martial Arts J-

This form of martial arts focuses on using the hero's Intuition more than Intelligence. The hero is able by this form of martial arts able to wait until all actions are declared before declaring his/her actions. This Talent is limited to melee combat only.

Mathematics-

The hero with this Talent is a math whiz, unbelievably good with numbers and figures. The hero gains a +1CS to all problems that can be solved mathematically.

Mechanical Engineering-

The hero with this Talent gains a +1 Bonus for the construction and design of complex machines for an assortment of tasks.

Mesmerism and Hypnosis-

This Talent is a primitive form of Mind Control at the Power rank number equal to the Reason of the character with this talent. Information can be gained as per a Mental Probe, and posthypnotic suggestions may be implanted within the victim's mind. Any attempt to force an individual to do something he/she would not normally do, or divulge information that he/she would not normally reveal, will cause the hypnotism to break. A hypnotic command fades in 1-10 hours after it is given.

Metallurgy-

The hero gains a +1CS when dealing with the research or application of the study of metal, and its practical uses.

Meteorology-

A hero with this talent gains a +1CS bonus to the study of weather systems. The hero can also on a successful FEAT (strength of the FEAT is up to the judge), can accurately predict weather.

Microbiology-

The hero gains a +1CS bonus when dealing with the study of microscopic forms of life.

Military Engineering-

This Talent deals with the creation of military bases and their locations. The hero with this Talent gains a +1CS when dealing with military type installments. The hero with this Talent also gains a Military contact.

Military Vehicle Specialist-

The hero with this talent gains a +1CS bonus to Agility when piloting any type of military vehicle. This Talent includes tanks, jeeps, and other offroad war craft.

Motorcycle-

The hero with this Talent gains a +1CS bonus to Agility when piloting any, and all forms of motorcycles.

Music Cognition-

The hero has studied the musical development throughout human history. This gives them a +1CS bonus to the research and application thereof. This does not automatically grant the Performer talent.

Mutant Studies-

This Talent allows the hero to figure out possible origins for powers, derive logical weakness that a character may have, know what kind of power was used based on evidence left behind, and have a good chance of knowing who is out there in the mutant world. The hero is up on current events involving mutants, and knows things pertinent to mutants. The hero gains a +1CS bonus on FEATs involving the above information.

Mystic Background-

In the Marvel Universe, all humankind has the potential for developing magical Powers. This "Talent" shows that the same character has some background with magical forces. Heroes may have derived their powers from these forces if they choose this Talent. A character with this Talent may have Magical Powers, with the approval of the Judge. If the Judge allows magical player characters, then any of the initial Powers created may be spells, and should be noted as deriving from Personal, Universal, or Dimensional energies.

N

Negotiations-

A hero with this talent is adept at defusing hostile situations. The hero with this Talent gains a +1CS bonus to Popularity and Reason when dealing with a hostile situation.

Neurosciences-

This science deals with nerves, nerve tissue, and their relation to behavior and learning. A hero with this Talent gains a +1CS bonus on FEATs involving the above information.

New Talent Devised by Player-

The Player may create a new Talent for his/her character. It is up to the Judge to set limitations on it in accordance with other Talents. The Talent should have some definite bearing on the character's Powers or Background.

Nuclear Engineering-

This Talent deals with the construction and development of nuclear powered, manipulating and control devices. The hero with this talent gains a +1CS bonus to all the above Information.

O

Obstetrics and Gynecology-

The hero gains a +1CS bonus when dealing with "feminine health needs", or babies and related medical matters.

Occultist-

The character has made extensive studies into the area of occult happenings, including: unexplained events and mysteries of the world, hauntings, and other manifestations of the spirit world. He has a +1CS when researching or dealing with occult events.

Oceanography-

The hero gains a +1CS bonus to matters dealing with the study of oceanic movement and effects and effects on land and atmosphere.

Oncology-

The hero is well versed in the study of cancer and gains a +1CS bonus when treating or researching.

Oratory-

The character with this Talent is an excellent public speaker, and so receives a +1CS to both Reason and Popularity when giving a speech, or dealing with the public.

Organic Chemistry-

the hero gains a +1CS bonus when dealing with the research and application of chemical elements only found in occurring natural substances.

Oriental Weapons-

This is a special category that grants the character a +1CS to Fighting or Agility when using the following weapons: Shuriken, crossbows, Sais (treat as swords), and oriental swords and daggers (Including the katana and the kris).

P

Paired Weapons-

This Talent may either apply to one-handed ballistic weapons or one-handed melee weapons (keep in mind that for an Amazing Strength character, a battle axe could be a one handed weapon!). For basic weapons, a hero gains one extra distance attack per round without penalty is firing at only one target. If the hero fires at two separate targets, he/she must make a Remarkable intensity FEAT versus their hero's Agility. If the FEAT is made, no problem, otherwise, the hero must take a -2CS penalty to both shots. For melee weapons, the extra attack can be used to parry as well. Other than that, the same rules apply to melee that applies to ballistic, except the Fighting stat is used rather than Agility. Taking a second slot in this Talent can, at the Judge's option, negate the drawbacks to directing attacks at multiple targets.

Paranormal Phenomena-

This Talent deals with the study of events that is unexplainable by any scientific means. The hero gains a +1CS when dealing with or researching events such as poltergeists. Also note that if the hero possesses the power called Communicate with Non-Living; he/she gains a +1CS to that power.

Parapsychology-

This is the study of Psionics. A hero with this Talent has a +1CS bonus to the application and research involving psionics.

Parasitology-

The hero with this Talent is an expert on the science of the effects of parasites on living creatures, gaining a +1CS bonus to the application and research of the above information.

Pathology-

This medical talent deals with the study of diseases and their nature. Any hero possessing this Talent gains a +1CS bonus to the research and application of this Talent.

Pediatrics-

The hero is well versed in the care of children, from a medical standpoint. It affords the hero a +1CS bonus to the care, diagnosis, treatment, and research of this medical Talent.

Performer-

The character is someone who acts, sings, dances, mimes, or otherwise uses his/her Talents to entertain (This is related to the Artist, the key difference being that the Artist may leave the scene of creation, the Performer is identified with creation directly). A Performer receives 10 Karma points for a week's worth of performance, whether in a play, doing a nightclub routine, or working in a movie.

Pharmacology-

A character with this talent is versed in the study of drugs. The hero gains a +1CS bonus to the research, and creation of pharmaceutical products.

Phenology-

Any hero who possesses this Talent gains a +1CS bonus to the research or application of the reaction of species to environmental phenomenon.

Philology-

Also known as linguistics, this talent is the study of human speech including the units, structure, and modification of language. This allows the hero to pick one additional language to be fluent in at the start of the game.

Philosophy-

Deals with the pondering of life's questions. It is also an outlook on life that may be shared by others. The character with this Talent gains a +1CS when dealing with a debate of a philosophical nature.

Psychology-

This deals with the workings of the mind. The hero with this Talent gains a +1CS when dealing with a mentally ill person, or psychosis.

Physical Therapy-

This deals with the exertion of muscles in order to regain usage of an atrophied limb or extremity. The hero with this Talent gains a +1CS when dealing with muscles.

Pick Pocket-

A character with this Talent is adept at picking other's pockets. The character gains a +1CS bonus when attempting this questionable task. Upon success, the Judge determines what the character has pilfered. Upon failure, the target is allowed a reason roll (bonuses and penalties are left up to the Judge) to see if they have noticed the attempt.

Pilot (Piloting)-

The hero has been trained to fly aircrafts. Such as Airplanes, Helicopters, or a Special Type of

aircraft. +1CS to All Actions Involving Flying Aircrafts.

Plastic Surgery-

This Talent deals with the construction of and repair of the body. This cosmetic skill can be applied to an accident victim, or to a vain person who hates their nose. Either way the hero gains a +1CS when dealing with a situation of this nature.

Politics-

This Talent deals with the government and the policies that they instate, as well as the party desires on both sides. The hero with this Talent gains a +1CS when dealing with situations that might affect them on a political basis.

Polymers-

This talent allows the hero the ability to study advanced chemical compounds and to form other new materials at a +1CS bonus.

Psychiatry-

The hero with this talent has a background in the studies of the mind, and as such gains a +1CS on all FEATs involving the mind. This is a popular talent with those heroes and villains with Mental Powers, and the character with this talent gains a +1CS on all FEATs involving Mental Control, Domination, Hypnosis, Emotion Control, and Mental Probe Powers.

Psychobiology-

The hero gains a +1CS bonus to the application and study of mental life and behavior in relation to other biological processes.

Q

Quantum Physics-

The hero with this talent has a background in research and development into teleportation, wormholes, warp theory, and other types of travel theories, and gains a +1CS bonus to FEATs involving these matters. The hero can even start by creating a new specialty field of his/her own. In addition if the hero possesses any of the following powers: Dimension Travel, Gateway, Teleport Self, Teleport Others, or Telereformation, these are raised by +1CS.

Quick Striking-

All Heroes with this Talent are well trained in quickness in combat situations. They gain a +1CS on all Fighting FEATs involving attempting multiple attack rolls. The hero also

gains a +1 bonus to initiative in all melee situations.

R

Radio Astronomy-

Any hero who possesses this Talent is well versed in astronomy dealing with electromagnetic radiations of radio frequency received from outside the Earth's atmosphere, and gains a +1CS bonus to the research and application of the above.

Radiobiology-

The hero with this biology Talent gains a +1CS bonus to the research and application of the interaction of biological systems and radiant energy or radioactive materials.

Repair/Tinkering-

The character with this Talent gains a +1CS to any Reason FEATs involving the repair and modification of existing items, but not the building of new items. This +1CS may be added to any other bonuses gained from other Talents, so that an Engineer with Tinkering Talent would get a +2CS on repair.

Resist Domination-

This is a Psi-Screen that may be developed by the individuals without that Power. This permits the character to resist mental attacks as if the character had a mental power of Psyche +1CS. The Talent is passive in nature, and does not grant any other particular benefit. A character with Mental Probe may be able to discern where the character gained this talent, but nothing else.

Ricochet-

+1CS to Agility when trying to bounce a object or weapon off more then one target, the character can even ricochet the weapon back into his or her own hand (+2CS if the character possesses the Thrown Weapon or Thrown Object Talent).

Robotics-

This Talent deals with the creation, maintenance, and upgrading of robots. The hero with this Talent gains a +1CS when attempting to create a functional robot. In addition to this, the hero gains a - 1CS on any Resources FEAT that are needed.

Runesmith-

The character is a translator and transcriber of runes, especially ancient, magical runes. (A rune is a letter in an ancient alphabet. Most ancient magical items have runes on them to warn potential users of the possible harm that the item can cause. These runes can be anyone of a vast array of almost-forgotten codes.) The character has a +1CS whenever studying, deciphering, or inscribing runes.

S

Scholar of Antiquities-

The character has an extensive knowledge of antiques, especially ancient magical artifacts and lore concerning them (but not including books, scrolls, or other artifacts that are Primarily informational). He/she has a +1CS bonus when dealing with them or researching them.

Security-

This Talent has two benefits: First, the hero gets a +1CS to Reason to create or remove security devices. Second, the hero gets a +1CS to Intuition for noticing installed security devices.

Security and Encryption-

This Talent deals with creating, cracking, and maintenance of security codes used on computers. A hero with this gains a +1CS when attempting to crack a code, creating a code, or servicing a code.

Seduction-

The hero with this Talent is skilled at the fine art of educing the "victim". This Talent when used temporarily raises the heroes Popularity +1CS to interested parties (Heterosexuals of the opposite sex, homosexuals, and bisexuals) If the hero possesses the Power of Pheromone Control, the bonus is increased to +2CS. The Attractive Talent can also raise this talent to +2CS. If both Pheromone Control, and Attractive are possessed, the bonus is increased to +3 CS.

Seismology-

This form of Earth Science is the study of earth movement. This Talent also includes glaciology and volcanology. The hero gains a +1CS bonus to the above information.

Sewing and Tailoring-

This Talent deals with the creation of clothing, and other things that must be connected with thread. The hero with this Talent gains a +1CS when creating

a piece, repairing a piece or studying garments.

Sharp Weapons-

Characters with this Talent gain a +1CS to hit when attacking with a weapon that resolves attacks on the Edged Attack column on the Battle Effects Table. This includes swords, daggers (unless thrown), and spears, but excludes claws and other natural extensions that inflict this type of damage.

Sleight of Hand-

This is a Talent developed by stage magicians, which causes items to appear and disappear by a combination of misdirection and swift, fluid gestures. The character with this Talent may palm small items, making them appear or disappear with Agility +1CS ability.

Software Engineering and Programming-

The hero receives a +1CS bonus on matters involving the creation and development of computer software.

Sonochemistry-

The hero with this Talent has an understanding of the effects of sonic energy on chemicals, and gains a +1CS bonus to Reason when dealing with these.

Spacecraft-

The hero gains a +1CS bonus when piloting spacecraft of any kind. This includes space shuttles and out of atmosphere ships.

Spectroscopy-

The hero who possesses this talent gains a +1CS bonus to the application and research of physics that deal with the theory and interpretation of interaction between matter and radiation.

Sports Medicine-

This is the application of medicine to injuries that were sustained by an athlete. It grants a +1CS when attempting to diagnose, treat, or inflict specific type injuries.

Stamina-

The character has trained himself/herself to go many days without eating or sleeping in the pursuit of his/her magical studies. If researching anything magical or just using a spell (no physical combat or extensive movement allowed), the character can go without food or sleep for up to 6 days. -Note this Talent is from Realms of Magic, and requires the Judge to interpret this Talent's effects on a non-magic wielding character.

Stealth-

The hero can move in ways that cannot be detected. Whether while moving silently or if subjected to later tracking. -1 CS to Intuition for anyone trying to locate the hero.

Stellar Cartography-

A hero with this talent is adept at mapping space and receives a +1CS bonus when dealing with stellar maps of any kind. If the hero also possesses the Talent of Cartography, the bonus is increased to +2CS.

Street Smarts-

This is the measure of common sense that the hero has in regards to understanding street slang and street etiquette. The character with this Talent gains a +1CS to Popularity, Reason, and Intuition when in the situation where they are needed to act as a guide or researching what street etiquette is appropriate in this city.

Structural Engineering-

This allows the character to design, build, and modify structural complexes at a +1CS bonus (buildings, bases, tunnels, mines, etc...). In addition, building bases or hideouts are -1 CS to effective cost.

Student-

Similar to Heir to a Fortune, this Talent may only be chosen at the start of play, and may not be gained though experience. The Student character has no other initial Talents, but may gain other Talents at a discounted price. New Talents cost 1000 karma points if learned from another player character, 800 if learned from outside. Students may maintain Advancement Totals for a talent along with other forms of Advancement funds.

Submersible Vehicle-

The hero with this Talent gains a +1CS bonus to Agility when piloting any form of submersible vehicle. This includes submarines, diving bells and other underwater vehiclesz

Survival-

The character can use this Talent when he/she is Dealing with the Rigors of Natural Challenges in the Outdoors such as Finding Direction, Food, Water, Shelter, And Dealing With A Frigid (Cold) or Hot (Desert) Climate (+1CS To All Actions Involving These Matters).

T

Teacher-

Nyilván azt akarja, ami a neve: hogyan és miként tanítsunk másokat valamire, amihez mi magunk többé-kevésbé értünk. Ha valaki olyan akar tanítani, aki nem ért hozzá (nincs ilyen szakértelme), akkor az +50% büntetéssel jár (1500 Karma). Ha a tanár csapaton kívüli valakit okít, akkor az rendszeren tanulhat tőle (1000 Karma / nyelveknél 500 Karma). Ha csapaton belüli egyént tanít, akkor a nehézség csak +25%, és nem +100% (azaz nem 2000 Karma tanulni, hanem 1250 / nyelveknél 500 helyett 625)

Television Junkie-

The hero with this talent has a healthy appetite for television. They watch so much television that they are able to apply off the wall methods in troubleshooting. Note that this is a powerful Talent with the Judge's discretion; this allows a +1CS in almost every situation. The negative of this power is that the hero must watch a predetermined amount of television each week.

Theogenist-

The character is a scholar if the origins of the extra powerful extradimensional beings and gods of the Marvel Universe (this category includes all of the major entities listed in the Miscellany of Mysticism and those beings that provide dimensional energy when called upon, such as Dormammu). The hero has a +1CS when researching information on this subject.

Thievery-

Lock Picking, Pocket-Picking, Safe Cracking, and Security Systems Knowledge (+1CS to all actions involving these matters).

Thrown Objects-

The hero with this Talent gains a +1CS bonus with all Throwing Attacks (both Edged and Blunt), and a +1CS on Catching. This applies to both thrown weapons and normal items. If the hero has the Thrown Weapons Talent as well, the modification is +2CS when using thrown weapons.

Thrown Weapons-

Characters with this Talent toss weapons designed to be thrown (including spears, daggers, Shuriken, disks, and snowballs) at a +1CS to their Agility.

Tracking-

This Talent is the skill of tracking a person(s) or animal(s) by the trail, they might have left behind. This gives the hero a +1CS bonus to Intuition when trying to track earthbound targets though any type of terrain (Difficulty modifiers can apply).

Trance-

The hero may place himself/herself into a trance. While in a trance the character slows his/her body functions to such a level that he/she may be assumed to be deceased (Intuition checking). A character in a trance reduces needs for food and water to a minimal level, and may regain Endurance ranks at one rank per day.

Trivia-

This general category covers any one subject desired by the character. On that subject, the character gains a +1CS to all Reason FEATs (Say, the character is into collecting Spores and Fungus. A Trivia Talent would be: Trivia/ Spores and Fungus). Trivia categories should be specific (old movies, military history, sports, rock music, comic books) as opposed to general (all knowledge) or covered by other Talents.

Tumbling-

The hero with this Talent knows how to fall and land without undo injury. Individuals with this Talent may make an Agility FEAT to land feet-first after any fall that does not inflict damage.

V

Veterinary Medicine-

The hero gains a +1CS bonus when researching or in the application of animals medical needs. This includes diagnosis, treatment and surgery.

Virtual Reality-

This Talent in an in-depth knowledge of human's interaction with computer systems. A hero with this Talent gains a +1CS bonus to research and creation of VR. A hero with this talent could even attempt to create a Danger Room for his/her team for training purposes!

Video Games-

The hero with this Talent gains a +1CS bonus to Reason and Agility when playing video games.

W

Weapons

Engineering- A hero with this Talent as precise knowledge of how to build, use, and modify guns, missiles, melee weapons, and artillery. The hero gains a +1CS bonus when doing the above. This talent does not include explosive devices (See Demolitions).

Weapons Master-

The character with this talent gains a +1CS to hit with any weapon that requires a Fighting FEAT to hit.

Weapons Specialist-

The character with this talent gains a +2CS with a single weapon of choice. This may be any type of weapon, missile or melee. The character who is a weapon specialist will also increase his/her Initiative when using this weapon by +1.

Weapons Tinkering-

A hero with this talent is at a +1CS bonus to modify or enhance an existing weapon in any fashion. Note, this Talent does not grant the ability to create weapons (See Weapons Engineering).

Wrestling-

The character with this Talent is Proficient in applying holds. it includes familiar types of Wrestling, as well as the Sumo forms of the art. The character with this talent gains a +2CS when making Grappling Attacks, but gains no benefit in Damage (A character with Martial Arts C and this Talent gains a +3CS to Hit, and +1CS to Damage).

X

Xenobiology-

The hero with this talent has a general knowledge of Alien Physiology including physical strengths and limitations (This talent is also called Exobiology or Astrobiology). The hero receives a +1CS when trying to heal or harm an Extraterrestrial.

Z

Zoologist of Magic-

The character studies magical creatures and has collected books on the subject. This Talent includes not only mythological or fantastic beasts of Earth's legends but also the creatures of other dimensions in the Marvel universe. He/She has a +1CS bonus when attempting to identify magical creatures and their powers (Please see the Magical Creatures section in Book 3 of Realms of Magic for many known magical creatures).

Zoology-

This is the study of animals and their habitats. The hero with this Talent gains a +1CS when dealing with an animal in its own home, as well as studying the animal so as not to disturb it.

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<u>Exhibition</u>	7
F	8
<u>First Aid</u>	8
<u>Forensics</u>	8
G	8
<u>Genetics</u>	8
<u>Geography</u>	8
<u>Geology</u>	8
<u>Geriatrics</u>	8
<u>Graphics</u>	8
<u>Guns</u>	8
H	8
<u>Heir to a Fortune</u>	8
<u>Helicopter</u>	8
<u>History</u>	8
I	8
<u>Immunology</u>	8
<u>Intelligence</u>	8
<u>Intimidation/Interrogation</u>	8
J	8
<u>Journalism</u>	8
L	8

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_Law-	8
_Law Enforcement-	8
_Leadership-	9
_Locksmith-	9
M	9
_Marksman (Marksmanship)-	9
_Marine Biology-	9
_Marine Engineering-	9
_Martial Arts A-	9
_Martial Arts B-	9
_Martial Arts C-	9
_Martial Arts D-	9
_Martial Arts E-	9
_Martial Arts F-	9
_Martial Arts G-	9
_Martial Arts H-	9
_Martial Arts I-	9
_Martial Arts J-	9
_Mathematics-	9
_Mechanical Engineering-	9
_Mesmerism and Hypnosis-	9
_Metallurgy-	9
_Meteorology-	9
_Microbiology-	9
_Military Engineering-	9
_Military Vehicle Specialist-	9
_Motorcycle-	10
_Music Cognition-	10
_Mutant Studies-	10
_Mystic Background-	10
N	10
_Negotiations-	10
_Neurosciences-	10
_New Talent Devised by Player-	10
_Nuclear Engineering-	10
O	10
_Obstetrics and Gynecology-	10
_Occultist-	10
_Oceanography-	10
_Oncology-	10
_Oratory-	10
_Organic Chemistry-	10
_Oriental Weapons-	10
P	10
_Paired Weapons-	10
_Paranormal Phenomena-	10
_Parapsychology-	10
_Parasitology-	10
_Pathology-	10
_Pediatrics-	10
_Performer-	11
_Pharmacology-	11
_Phenology-	11
_Philology-	11
_Philosophy-	11
_Psychology-	11
_Physical Therapy-	11
_Pick Pocket-	11
_Pilot (Piloting)-	11
_Plastic Surgery-	11
_Politics-	11

_Polymers-	11
_Psychiatry-	11
_Psychobiology-	11
Q	11
_Quantum Physics-	11
_Quick Striking-	11
R	11
_Radio Astronomy-	11
_Radiobiology-	11
_Repair/Tinkering-	11
_Resist Domination-	11
_Ricochet-	11
_Robotics-	11
_Runesmith-	12
S	12
_Scholar of Antiquities-	12
_Security-	12
_Security and Encryption-	12
_Seduction-	12
_Seismology-	12
_Sewing and Tailoring-	12
_Sharp Weapons-	12
_Sleight of Hand-	12
_Software Engineering and Programming-	12
_Sonochemistry-	12
_Spacecraft-	12
_Spectroscopy-	12
_Sports Medicine-	12
_Stamina-	12
_Stealth-	12
_Stellar Cartography-	12
_Street Smarts-	12
_Structural Engineering-	12
_Student-	12
_Submersible Vehicle-	12
_Survival-	12
T	13
_Teacher-	13
_Television Junkie-	13
_Theogenist-	13
_Thievery-	13
_Thrown Objects-	13
_Thrown Weapons-	13
_Tracking-	13
_Trance-	13
_Trivia-	13
_Tumbling-	13
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_Veterinary Medicine-	13
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_Weapons Master-	13
_Weapons Specialist-	13
_Weapons Tinkering-	13
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X	13
_Xenobiology-	13
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_Zoologist of Magic-	14
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