– TFT Talents – Alphabetically –

**Acrobatics** (2) (IQ 10): Prerequisite: DX 12. ***ITL*** p. 38.

**Acute Hearing** (2) (IQ 9): ***ITL*** p. 37.

**Alchemy** (3) (IQ 14): Costs 3 IQ to *any* figure – hero or wizard – who wants to learn it. ***ITL*** p. 43.

**Alertness** (2) (IQ 9): ***ITL*** p. 37.

**Animal Handler** (2) (IQ 9): ***ITL*** p. 37.

**Architect/Builder** (1) (IQ 11): ***ITL*** p. 40.

**Area Knowledge** (1) (IQ 8): ***ITL*** p. 36.

**Armourer** (1) (IQ 10): ***ITL*** p. 39.

**Assess Value** (1) (IQ 12): Prerequisite: Recognize Value. ***ITL*** p. 42.

**Ax/Mace** (2) (IQ 7): ***ITL*** p. 36.

**Bard** (2) (IQ 9): ***ITL*** p. 37.

**Blowgun**(1) (IQ 8): ***ITL*** p. 37.

**Boating** (1) (IQ 8): ***ITL*** p. 36.

**Bola**(1) (IQ 8): Prerequisite: Thrown Weapons. ***ITL*** p. 37.

**Boomerang**(1) (IQ 8): Prerequisite: Thrown Weapons. ***ITL*** p. 37.

**Bow** (2) (IQ 7): ***ITL*** p. 36.

**Brawling** (1) (IQ 7): ***ITL*** p. 35.

**Business Sense** (2) (IQ 10): ***ITL*** p. 39.

**Captain** (2) (IQ 12): Prerequisite: Seamanship and two years at sea. ***ITL*** p. 42.

**Carousing** (1) (IQ 7): ITL p. 35.

**Cestus**(1) (IQ 8): ***ITL*** p. 37.

**Charisma** (2) (IQ 9): ***ITL*** p. 38.

**Chemist** (3) (IQ 13): ***ITL*** p. 42.

**Climbing** (1) (IQ 9): ***ITL*** p. 38.

**Courtly Graces** (1) (IQ 11): ***ITL*** p. 40.

**Crossbow** (1) (IQ 7): ***ITL*** p. 36.

**Detect Lies** (2) (IQ 11): ***ITL*** p. 40.

**Detect Traps** (2) (IQ 9): This talent only costs 1 IQ if you have Alertness. ***ITL*** p. 38.

**Diplomacy** (1) (IQ 10): ***ITL*** p. 39.

**Disguise** (2) (IQ 14): ***ITL*** p. 44.

**Diving** (1) (IQ 9): Prerequisite: Swimming. ***ITL*** p. 38.

**Driver** (1) (IQ 9): ***ITL*** p. 38.

**Engineer** (2) (IQ 10): ***ITL*** p. 39.

**Expert Horsemanship** (2) (IQ 11): Prerequisite: Horsemanship. ***ITL*** p. 40.

**Expert Naturalist** (2) (IQ 12): Prerequisite: Naturalist. ***ITL*** p. 42.

**Fencer** (3) (IQ 11): Prerequisites: Sword talent. Your basic DX must be at least 12, and your armor may not reduce your adjDX below 12 when you use the ability. ***ITL*** p. 40.

**Goldsmith** (2) (IQ 11): Prerequisite: Recognize Value. ***ITL*** p. 40.

**Guns** (2) (IQ 8): ***ITL*** p. 36.

**Horsemanship** (1) (IQ 8): ***ITL*** p. 36.

**Knife** (1) (IQ 7):  ***ITL*** p. 36.

**Languages** (1) (IQ 7): 1 per language for either a hero or wizard. ***ITL*** p. 44.

**Lasso**(1) (IQ 8): ***ITL*** p. 37.

**Literacy** (1) (IQ 8): Costs only 1 IQ point for either a hero or a wizard. ***ITL*** p. 36.

**Locksmith** (1) (IQ 11): ***ITL*** p. 40.

**Master Armourer** (2) (IQ 12): Prerequisite: Armourer. ***ITL*** p. 42.

**Master Bard**(2) (IQ 14): Prerequisite: Bard. ***ITL*** p. 44.

**Master Fencer** (3) (IQ 13): Prerequisite: Expert Fencer, DX 14 or more. ***ITL*** p. 42.

**Master Locksmith** (1) (IQ 12): Prerequisites: Locksmith talent and DX 13 or better. ***ITL*** p. 42.

**Master Mechanician** (2) (IQ 13): Prerequisite: Mechanician. ***ITL*** p. 42.

**Master Physicker** (2) (IQ 14): Prerequisite: Physicker. ***ITL*** p. 44.

**Master Pickpocket** (1) (IQ 11): Prerequisites: Pickpocket talent and DX 14 or better. ***ITL*** p. 40.

**Mathematician** (2) (IQ 13): Prerequisite: Literacy. Costs only 2 points for a wizard or hero. ***ITL*** p. 43.

**Mechanician** (2) (IQ 11): This ability includes Remove Traps; if you learn it, you get the ability to remove traps without the Detect Traps prerequisite. If you *do* already have Remove Traps, this ability has a difficulty of only 1. ***ITL*** p. 40.

**Mimic** (1) (IQ 10): ***ITL*** p. 39.

**Missile Weapons** (1) (IQ 9): This talent can be chosen two or even three times, for a +2 or +3 bonus. ***ITL*** p. 38.

**Mundane Talents** (IQ 8): This list is by no means complete; feel free to add to it. (Optional rule: The GM may allow PCs to take 1 point of mundane talent for free, as part of their background.) ***ITL*** p. 36.

1 IQ point to learn: *Farmer*, *Beekeeper, Butcher, Carpenter, Dancer, Draper, Fisherman, Gardener, Handyman, Miner, Scribe, Tailor, Tanner, Woodcarver*.

2 IQ points to learn: *Administrator*, *Baker, Brewer, Cook, Herald, Jeweler, Joiner, Leatherworker, Potter, Sculptor, Vintner, Weaver*.

3 IQ points to learn: *Artist/Calligrapher*, *Lawyer*; full mastery of any one musical instrument or any 1- or 2-point talent listed above.

**Naturalist** (2) (IQ 10): ***ITL*** p. 39.

**Net and Trident**(1) (IQ 8): Prerequisite: Pole Weapons. ***ITL*** p. 37.

**Nunchuks**(1) (IQ 8): ***ITL*** p. 37.

**Physicker** (2) (IQ 11): ***ITL*** p. 40.

**Pickpocket** (1) (IQ 9): ***ITL*** p. 38.

**Poet** (1) (IQ 10): You may take this skill more than once, though effects are up to the GM. Prerequisite: either Bard or Literacy. ***ITL*** p. 39.

**Pole Weapons** (2) (IQ 7): ***ITL*** p. 36.

**Priest** (1) (IQ 9): ***ITL*** p. 38.

**Quarterstaff**(1) (IQ 8): ***ITL*** p. 37.

**Quick-Draw (Weapon)** (1) (IQ 8): Prerequisite: the talent for the weapon you are quick-drawing. ***ITL*** p. 36.

**Recognize Value** (1) (IQ 9): ***ITL*** p. 38.

**Remove Traps** (1) (IQ 10): Prerequisite: Detect Traps. ***ITL*** p. 39.

**Running** (2) (IQ 8): ***ITL*** p. 36.

**Scholar** (3) (IQ 13): Prerequisite: Literacy: ***ITL*** p. 43.

**Seamanship** (1) (IQ 8): ***ITL*** p. 36.

**Sex Appeal** (1) (IQ 8): ***ITL*** p. 36.

**Sha-Ken**(1) (IQ 8): Prerequisite: Thrown Weapons: ***ITL*** p. 37.

**Shield** (1) (IQ 7): ***ITL*** p. 36.

**Shield Expertise** (2) (IQ 10): Prerequisite: Shield. ***ITL*** p. 39.

**Shipbuilder** (2) (IQ 11): Prerequisite: Seamanship. ***ITL*** p. 40.

**Silent Movement** (2) (IQ 9): ***ITL*** p. 38.

**Spear Thrower**(1) (IQ 8): Prerequisite: either Pole Weapons or Thrown Weapons. ***ITL*** p. 37.

**Stealth** (2) (IQ 12): Prerequisite: Silent Movement. ***ITL*** p. 42.

**Strategist** (2) (IQ 13): Prerequisite: Tactics, and at least two years of military experience. ***ITL*** p. 43.

**Streetwise** (1) (IQ 9): ***ITL*** p. 38.

**Swimming** (1) (IQ 8): ***ITL*** p. 37.

**Sword** (2) (IQ 7): This ability includes Knife, and costs only one point if you have Knife. ***ITL*** p. 36.

**Tactics** (1) (IQ 11): ***ITL*** p. 40.

**Theologian** (2) (IQ 14): Prerequisite: Priest. ***ITL*** p. 44.

**Thief**. Not a talent in itself, but a profession.

**Thrown Weapons** (2) (IQ 8): ***ITL*** p. 37.

**Toughness** (2) (IQ 9): Prerequisite: ST 12 for one level, ST 14 for two. ***ITL*** p. 38.

**Tracking** (1) (IQ 10): ***ITL*** p. 39.

**Two Weapons** (2) (IQ 11): Prerequisites: DX 11, and you *must* have the talents for any weapons you use this way. ***ITL*** p. 41.

**Unarmed Combat** **I** (1) (IQ 10): ***ITL*** p. 39.

**Unarmed Combat II** (1) (IQ 11): Prerequisites: U.C. I and DX of 11 or more. ***ITL*** p. 41.

**Unarmed Combat III** (2) (IQ 12): Prerequisites: U.C. II, DX 12 or more. ***ITL*** p. 42.

**Unarmed Combat IV** (3) (IQ 13): Prerequisites: U.C. III, DX 13 or more, ST 11 or more. ***ITL*** p. 43.

**Unarmed Combat V** (4) (IQ 14): Prerequisites: U.C. IV, DX 14 or more, ST 12 or more. ***ITL*** p. 44.

**Ventriloquist** (1) (IQ 12): ***ITL*** p. 42.

**Vet** (2) (IQ 11): If you have the Physicker ability, you can get Vet by “spending” only 1 IQ point, and vice versa. ***ITL*** p. 41.

**Weapon Expertise** (3) (IQ 11): A separate talent for each Weapon talent. Prerequisite: appropriate Weapon talent, DX 12 or more. ***ITL*** p. 41.

**Weapon Mastery** (3) (IQ 13): A separate talent for each Weapon talent. Prerequisite: appropriate Weapon Expertise, DX 14 or more. ***ITL*** p. 43.

**Whip**(1) (IQ 8): ***ITL*** p. 37.

**Woodsman** (1) (IQ 11): Prerequisite: Naturalist. ***ITL*** p. 41.

**Writing** (1) (IQ 11): Prerequisite: Literacy. ***ITL*** p. 41.

* TFT Talents – By IQ –

IQ 7 Talents

**Brawling** (1): ***ITL*** p. 35.

**Carousing** (1): ***ITL*** p. 35.

**Knife** (1): ***ITL*** p. 36.

**Languages** (1): 1 per language for either a hero or wizard. ***ITL*** p. 44.

**Sword** (2): This ability includes Knife, and costs only one point if you have Knife. ***ITL*** p. 36.

**Ax/Mace** (2): ***ITL*** p. 36.

**Pole Weapons** (2): ***ITL*** p. 36.

**Bow** (2): ***ITL*** p. 36.

**Crossbow** (1): ***ITL*** p. 36.

**Shield** (1): ***ITL*** p. 36.

IQ 8 Talents

**Area Knowledge** (1): ***ITL*** p. 36.

**Boating** (1): ***ITL*** p. 36.

**Guns** (2): ***ITL*** p. 36.

**Horsemanship** (1): ***ITL*** p. 36.

**Literacy** (1): Costs only 1 IQ point for either a hero or a wizard. ***ITL*** p. 36.

**Mundane Talents**: A number of “mundane” abilities may be learned at IQ 8. This list is by no means complete; feel free to add to it. (Optional rule: The GM may allow PCs to take 1 point of mundane talent for free, as part of their background.) ***ITL*** p. 36.

1 IQ point to learn: *Farmer*, *Beekeeper, Butcher, Carpenter, Dancer, Draper, Fisherman, Gardener, Handyman, Miner, Scribe, Tailor, Tanner, Woodcarver*.

2 IQ points to learn: *Administrator*, *Baker, Brewer, Cook, Herald, Jeweler, Joiner, Leatherworker, Potter, Sculptor, Vintner, Weaver*.

3 IQ points to learn: *Artist/Calligrapher*, *Lawyer*; full mastery of any one musical instrument or any 1- or 2-point talent listed above.

**Quick-Draw (Weapon)** (1):

Prerequisite: the talent for the weapon you are quick-drawing. ***ITL*** p. 36.

**Running** (2): ***ITL*** p. 36.

**Seamanship** (1): ***ITL*** p. 36.

**Sex Appeal** (1): ***ITL*** p. 36.

**Swimming** (1): ***ITL*** p. 37.

**Thrown Weapons** (2): ***ITL*** p. 37.

IQ 8 Unusual Weapon Talents

**Blowgun**(1): ***ITL*** p. 37.

**Bola**(1): Prerequisite: Thrown Weapons. ***ITL*** p. 37.

**Boomerang**(1): Prerequisite: Thrown Weapons. ***ITL*** p. 37.

**Cestus**(1): ***ITL*** p. 37.

**Lasso**(1): ***ITL*** p. 37.

**Net and Trident**(1): Prerequisite: Pole Weapons. ***ITL*** p. 37.

**Nunchuks**(1): ***ITL*** p. 37.

**Quarterstaff**(1): ***ITL*** p. 37.

**Sha-Ken**(1): Prerequisite: Thrown Weapons: ***ITL*** p. 37.

**Spear Thrower**(1): Prerequisite: either Pole Weapons or Thrown Weapons. ***ITL*** p. 37.

**Whip**(1): ***ITL*** p. 37.

IQ 9 Talents

**Acute Hearing** (2): ***ITL*** p. 37.

**Alertness** (2): ***ITL*** p. 37.

**Animal Handler** (2): ***ITL*** p. 37.

**Bard** (2): ***ITL*** p. 37.

**Charisma** (2): ***ITL*** p. 38.

**Climbing** (1): ***ITL*** p. 38.

**Detect Traps** (2): This talent only costs 1 IQ if you have Alertness. ***ITL*** p. 38.

**Diving** (1): Prerequisite: Swimming. ***ITL*** p. 38.

**Driver** (1): ***ITL*** p. 38.

**Missile Weapons** (1): Missile Weapons talent can be chosen two or even three times, for a +2 or +3 bonus. ***ITL*** p. 38.

**Pickpocket** (1): ***ITL*** p. 38.

**Priest** (1): ***ITL*** p. 38.

**Recognize Value** (1): ***ITL*** p. 38.

**Silent Movement** (2): ***ITL*** p. 38.

**Streetwise** (1): ***ITL*** p. 38.

**Toughness** (2): Prerequisite: ST 12 for one level, ST 14 for two. ***ITL*** p. 38.

IQ 10 Talents

**Acrobatics** (2): Prerequisite: DX 12. ***ITL*** p. 38.

**Armourer** (1): ***ITL*** p. 39.

**Business Sense** (2): ***ITL*** p. 39.

**Diplomacy** (1): ***ITL*** p. 39.

**Engineer** (2): ***ITL*** p. 39.

**Mimic** (1): ***ITL*** p. 39.

**Naturalist** (2): ***ITL*** p. 39.

**Poet** (1): You may take this skill more than once, though effects are up to the GM. Prerequisite: either Bard or Literacy. ***ITL*** p. 39.

**Remove Traps** (1): Prerequisite: Detect Traps. ***ITL*** p. 39.

**Shield Expertise** (2): Prerequisite: Shield. ***ITL*** p. 39.

**Thief**. Not a talent in itself, but a profession.

**Tracking** (1): ***ITL*** p. 39.

**Unarmed Combat** **I** (1): ***ITL*** p. 39.

**IQ 11 Talents**

**Architect/Builder** (1): ***ITL*** p. 40.

**Courtly Graces** (1): ***ITL*** p. 40.

**Detect Lies** (2): ***ITL*** p. 40.

**Expert Horsemanship** (2): Prerequisite: Horsemanship. ***ITL*** p. 40.

**Fencer** (3): Prerequisites: Sword talent. Your basic DX must be at least 12, and your armor may not reduce your adjDX below 12 when you use the ability. ***ITL*** p. 40.

**Goldsmith** (2): Prerequisite: Recognize Value. ***ITL*** p. 40.

**Locksmith** (1): ***ITL*** p. 40.

**Master Pickpocket** (1): Prerequisites: Pickpocket talent and DX 14 or better. ***ITL*** p. 40.

**Mechanician** (2): This ability includes that to Remove Traps: If you learn it, you get the ability to remove traps without the Detect Traps prerequisite. If you *do* already have Remove Traps, this ability has a difficulty of only 1. ***ITL*** p. 40.

**Physicker** (2): ***ITL*** p. 40.

**Shipbuilder** (2): Prerequisite: Seamanship. ***ITL*** p. 40.

**Tactics** (1): ***ITL*** p. 40.

**Two Weapons** (2): Prerequisites: DX 11, and you *must* have the talents for any weapons you use this way. ***ITL*** p. 41.

**Unarmed Combat II** (1): Prerequisites: U.C. I and a DX of 11 or more. ***ITL*** p. 41.

**Vet** (2): If you have the Physicker ability, you can get Vet by “spending” only 1 IQ point, and vice versa. ***ITL*** p. 41.

**Weapon Expertise** (3): Expertise is a separate talent for each Weapon talent. Prerequisite: appropriate Weapon talent, DX 12 or more. ***ITL*** p. 41.

**Woodsman** (1): Prerequisite: Naturalist. ***ITL*** p. 41.

**Writing** (1):

Prerequisite: Literacy. ***ITL*** p. 41.

IQ 12 Talents

**Assess Value** (1): Prerequisite: Recognize Value. ***ITL*** p. 42.

**Captain** (2): Prerequisite: Seamanship and two years at sea. ***ITL*** p. 42.

**Expert Naturalist** (2): Prerequisite: Naturalist. ***ITL*** p. 42.

**Master Armourer** (2): Prerequisite: Armourer. ***ITL*** p. 42.

**Master Locksmith** (1): Prerequisites: Locksmith talent and DX 13 or better. ***ITL*** p. 42.

**Stealth** (2): Prerequisite: Silent Movement. ***ITL*** p. 42.

**Unarmed Combat III** (2): Prerequisites: U.C. II, DX 12 or more. ***ITL*** p. 42.

**Ventriloquist** (1): ***ITL*** p. 42.

IQ 13 Talents

**Chemist** (3): ***ITL*** p. 42.

**Master Fencer** (3): Prerequisite: Expert Fencer, DX 14 or more. ***ITL*** p. 42.

Master Mechanician (2): Prerequisite: Mechanician. *ITL* p. 42.

**Mathematician** (2): Prerequisite: Literacy. Costs only 2 points for a wizard or hero. ***ITL*** p. 43.

**Scholar** (3): Prerequisite: Literacy: ***ITL*** p. 43.

**Strategist** (2): Prerequisite: Tactics, and at least two years of military experience. ***ITL*** p. 43.

**Unarmed Combat IV** (3): Prerequisites: U.C. III, DX 13 or more, ST 11 or more. ***ITL*** p. 43.

**Weapon Mastery** (3): A separate talent for each Weapon talent. Prerequisite: appropriate Weapon Expertise, DX 14 or more. ***ITL*** p. 43.

IQ 14 Talents

**Alchemy** (3): Costs 3 IQ to *any* figure – hero or wizard – who wants to learn it. ***ITL*** p. 43.

**Disguise** (2): ***ITL*** p. 44.

**Master Bard**(2): Prerequisite: Bard. ***ITL*** p. 44.

**Master Physicker** (2): Prerequisite: Physicker. ***ITL*** p. 44.

**Theologian** (2): Prerequisite: Priest. ***ITL*** p. 44.

**Unarmed Combat V** (4):

Prerequisites: U.C. IV, DX 14 or more, ST 12 or more. ***ITL*** p. 44.