

– 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.

Writing (1) (IQ 11): Prerequisite: Literacy. *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.

– 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.