

The Talents

A **talent** is a personal ability not generally possible for a human, but which may be possible for some specific non-humans. The maximum level for a specific talent is usually 15.

COMPUTE

Compute is the native ability to perform detailed or extensive information processing rapidly and without external aids or devices.

Compute essentially mimics the information processing capabilities of an electronic computer. The individual can scan text at high speed and make simple or complex notations. The ability includes both text processing and number processing.

For example, scan pages of text in search of specific words or groups of words, or scan pages of numbers and calculate sums, averages, or other relationships.

To scan a text searching for instances of <World Name>
Difficult (3D) < Int + Compute

To scan accounting documents to calculate values
Difficult (3D) < Int + Compute

Success and Failure. Success completes the task and provides the results. Failure halts the task half way through. The task can be restarted to complete the current text scanning.

Fatigue. Using Compute can be taxing. Check C3 after each task: failure advances C3 to its next stage (optimal becomes ordinary; ordinary becomes tired; tired becomes sleepy).

ACCURACY VERSUS SPEED

Difficulty	Speed	Errors	Search Size
1D Easy	1 sec	1 in 10	3 pages
2D Average	1 min	1 in 100	9 pages
3D Difficult	2 min	1 in 1,000	27 pages
4D Formidable	3 min	1 in 10,000	81 pages
5D Staggering	5 min	1 in 100,000	243 pages

Speed = per page.

Errors = missed references or ignored values.

EMPATH

Empath (Empathy) is the native ability to sense and understand the emotions of others.

Empathy is either a variant of, or related to, the sense of Perception. An Empath is able to sense the emotional state of other beings and sophonts.

TYPICAL EMOTIONAL STATES

Flux	Emotion	Degree	Comment
-5	Distress	Utmost	
-4	Hate	Extreme	
-3	Fear	Major	
-2	Surprise	Significant	
-1	Unease	Minor	
0	Blank	Trivial (or masked)	
1	Calm	Minor	
2	Surprise	Significant	
3	Courage	Major	
4	Love	Extreme	
5	Delight	Utmost	

To Scan for Emotional Content

Average (2D) < C4 + Empath

Points out specific individuals and their emotional state

To Sense a General Emotional State

Average (2D) < C4 + Empath

To Sense the Emotional State of a Specific Person

Difficult (3D) < C4 + Empath

HIBERNATE

Hibernate is the native ability to enter a short-term or long-term state of reduced consciousness and physical activity.

Hibernation is a survival mechanism based on an evolutionary need to avoid extremes of weather or environment, or to undergo prolonged healing.

Going Into Hibernation.

Hibernation may be voluntary or involuntary.

Voluntary. Hibernation is a voluntary act. The individual makes a conscious decision to hibernate. He finds a safe place (his bunk; a remote corner somewhere) and falls asleep with some plan for total sleep time (in weeks).

Involuntary. Any wounding which would otherwise kill the character converts to involuntary hibernation. The individual enters hibernation automatically. Hibernation lasts weeks equal to C3. Upon emergence, characteristics are returned to normal.

In Hibernation

A character in hibernation requires no food or water; reasonable breathing gases are required. He is unconscious and unaware of external circumstances.

Waking Up

A character awakens after some passage of time (measured in days). The character is extremely hungry and thirsty.

To Wake From Voluntary Hibernation

Average (2D) < C3 + Hibernation

Success= Awaken at the planned time.

Failure= Awaken at planned time + Good Flux Days.

Involuntary Hibernation ends after C3 weeks.

HYPNO

Hypno is the native ability to create altered mental states in which the subject's critical thinking faculties are bypassed or overridden.

Hypno interacts with non-player characters find answers to questions and to force compliance or action. Hypno uses a variety of senses to work its effect, but appears to the observer to be extra-sensory.

To Create the Hypnotic State

Difficult (3D) < C4 + Hypno

If the hypnotic state is not created, then no further hypno is possible. If the state is created,



To Ask Questions
Check Query + 2x Hypno

To Persuade to Do <something>
Check Persuade + 3x Hypno

To Command to Do <something>
Check Command + 4x Hypno

Failure in each case results in feeble or ineffective attempts by the subject (rather than outright refusal).

Post Hypnotic Suggestions. Hypno may be used to implant reasonable post hypnotic suggestions which remain in effect on the subject for (subject's) C3 days.

Mass Hypnosis

A user of Hypno may affect multiple subjects simultaneously.

INTUITION

Intuition is the native ability to generate or obtain information without any apparent operation of the senses.

Akin to Insight. The character can see (or puzzle out) correct action, which usually expresses itself as a question: "Why don't we try (blank)?"

Treat Intuition as a Characteristic and Check Intuition.

Helpful In Choices. In tasks which present choices, Intuition is an acceptable substitute for the suggested skill.

Intuition Failure

When a task using Intuition fails, the Talent becomes unreliable for a time. On the next use of Intuition, use it at Level-1, and increase the level +1 every use until it regains its original value.

MATH

Math is the native ability to perform detailed or extensive mathematical calculations rapidly and without external aids or devices. The individual is able to do math "in his head."

Provided the individual understands the specific mathematics (as evidenced by C5), the individual can (for example):

- Add or subtract columns of numbers,
- Multiply or divide multi-digit numbers,
- Find roots
- Identify prime numbers.
- Solve equations for unknowns.

To Solve Basic Math (1 digit)
Easy (1D) < (Int or C5) + Math

To Solve Basic Math (2 digit)
Average (2D) < (Int or C5) + Math

To Solve Basic Math (3 digit)
Difficult (3D) < (Int or C5) + Math

To Solve Basic Math (4 digit)
Formidable (4D) < (Int or C5) + Math

To Solve Basic Math (5 digit)
Staggering (5D) < (Int or C5) + Math

Astrogation. Math is a Mod for Astrogator tasks.

Math Speeds Up Calculations. When Math is used as a Mod in calculation tasks, it radically cuts the time required (by 90%).

MEMAWARE

MemAware (Eidetic Awareness Memory) is the native ability to recall in great detail previous experiences through the sense of Awareness.

Recall. The individual can recall (in Awareness descriptive terms) specific facts or elements of his experience when prompted by need or by query.

Descriptive Terms. The individual can describe the facts (details of description, intensity, field strengths, aspect, and benchmarks) as they were sensed, and as if they were being sensed at the present moment.

Accuracy. For the ability to use words to describe the facts, Check Int for each major fact.

MEMORIZE

Memorize is the native ability to recall in great detail previously acquired information.

Memorization. The individual can consciously scan pages of information and repeat it (verbally) as needed. The acquisition of information is automatic and without effort.

To Repeat Memorized Information from the Last Day

Past Day	Easy (1D)	< (Int or Ins) + Memorize
Past Week	Average (2D)	< (Int or Ins) + Memorize
Past Month	Difficult (3D)	< (Int or Ins) + Memorize
Half Year	Formidable (4D)	< (Int or Ins) + Memorize
Year	Staggering (5D)	< (Int or Ins) + Memorize
Term	Hopeless (6D)	< (Int or Ins) + Memorize
Life Stage	Impossible (7D)	< (Int or Ins) + Memorize
Lifetime	Beyond (8D)	< (Int or Ins) + Memorize

Memory Purge. Memorized materials disappear from memory over time (as reflected by the increased difficulty of the tasks).

Memory Retention. An individual can consciously retain memorized information by consciously recalling specific information (and alerting the Referee).

Memory Capacity. The individual's capacity for Memorization is roughly 10^M (M= Memorization) pages.

Memory Failure. A failed Memory Task can be re-attempted under Immediate Action. If Immediate Action fails, the information is lost.

MEMPERCEPT

MemPercep (Eidetic Perception Memory) is the native ability to recall in great detail previous experiences through the sense of Perception.

Recall. The individual can recall (in Perception descriptive terms) specific facts or elements of his experience when prompted by need or by query.

Descriptive Terms. The individual can describe the facts (details of description, intensity, field strengths, aspect, and degree of emotion) as they were sensed, and as if they were being sensed at the present moment.

Accuracy. For the ability to use words to describe the facts, Check Int for each major fact.



MEMSCENT

MemScent (Eidetic Scent Memory) is the native ability to recall in great detail previous experiences through the sense of Smell.

Recall. The individual can recall (in Smell descriptive terms) specific facts or elements of his experience when prompted by need or by query.

Descriptive Terms. The individual can describe the facts (details of description, intensity, odor identity, and benchmarks) as they were sensed, and as if they were being sensed at the present moment.

Accuracy. For the ability to use words to describe the facts, Check Int for each major fact.

MEMSIGHT

MemSight (Eidetic Visual Memory; Photographic Memory) is the native ability to recall in great detail previous experiences through the sense of Vision.

Recall. The individual can recall (in Visual descriptive terms) specific facts or elements of his experience when prompted by need or by query.

Descriptive Terms. The individual can describe the facts (details of description, intensity, color, and benchmarks) as they were sensed, and as if they were being sensed at the present moment.

Accuracy. For the ability to use words to describe the facts, Check Int for each major fact.

MEMSOUND

MemSound (Eidetic Aural Memory; Phonographic Memory) is the native ability to recall in great detail previous experiences through the sense of Hearing.

Recall. The individual can recall (in Awareness descriptive terms) specific facts or elements of his experience when prompted by need or by query.

Descriptive Terms. The individual can describe the facts (details of description, intensity, pitch, melody, benchmarks) as they were sensed, and as if they were being sensed at the present moment.

Accuracy. For the ability to use words to describe the facts, Check Int for each major fact.

MORPH

Morph is the native ability to change the shape, contours, appearance, and coloration of one's body.

Within limits, the individual can change the shape and appearance of his body.

Appearances

Morph can change skin color and texture to imitate almost any example encountered.

Morph can extrude additional limbs, or enhance existing limbs to mimic examples.

Morph can reproduce faithfully mimic existing faces.

Limits

The total mass of the body cannot change.

Volume cannot change more than plus or minus 10%.

Structures can be formed, but they are non-functional (additional eyes don't actually see, for example).

Fanciful Morph activity is always possible. Morph activity which is faithful to a pattern or model requires access to images, pictures, or examples.

To Morph to an Existing Pattern Faithful at Range= 2
Average (2D) < Dex + Morph + Art + Craftsman

To Morph to an Existing Pattern Faithful at Range = 1
Difficult (3D) < Dex + Morph + Art + Craftsman

To Morph to an Existing Pattern Faithful at Range = 0
Formidable (4D) < Dex + Morph + Art + Craftsman

Morph in the Natural State. The natural use of Morph is fanciful: it has cultural or biological imperatives which do not require faithfulness to patterns or originals. It is only as Morph has moved into a wider society that its other uses have become known.

RAGE

Rage is the native ability to enter a heightened emotional state characterized by increased physical characteristics, and insensitivity to pain and wounds,

Increased Physical Characteristics. At the beginning of any Fighting situation, the point value of Rage may be distributed among any of the three physical characteristics C1 C2 C3.

Combat Effects. Injuries and wounds in combat reduce Rage points first.

Stopping Rage. Rage naturally exhausts itself after C3 Rounds (Minutes), at which point the individual is Tired.

Rage can be stopped with an Intelligence Check or a Sanity Check. If successful, the individual returns to a normal state (and if the duration of the rage has been less than half of C3, there is no other effect; otherwise he is Tired).

Situations For Rage

Rage can be called into use in situations with an identifiable adversary. Typically, this adversary is an enemy in combat, but it may also be physical barriers, elements of the environment (a violent storm).

SOUNDMIMIC

SoundMimic is the native ability to recreate or imitate sounds which the individual has previously heard.

Expression. The individual has the ability to mimic complex sounds and express them as required.

To Mimic A Sound

Difficult (3D) < Dexterity + SoundMimic

