

<u>Talent tree</u>	<u>Talent</u>	<u>Prerequisites</u>	<u>Cost (xp)</u>	<u>Effect</u>
General	Alertness		1	Auto-detect Pickpocketing; shout "ALERT!" when triggered.
General	Armour Proficiency (Light)		1	Can use a light armour.
General	Armor Proficiency (Medium)	Armour Proficiency (Light)	2	Can use a medium armour or anything lighter.
General	Armour Proficiency (Heavy)	Armour Proficiency (Medium)	3	Can use a heavy armour or anything lighter.
General	Armour Proficiency (Power Armour)	Armour Proficiency (Heavy)	4	Can use a power armour or anything lighter.
General	Pilot (land)		1	Can operate tracked, wheeled, or mech-legged vehicles.
General	Pilot (air & space)		2	Can operate Imperial atmospheric craft: gunships, shuttles, VTOL landers.
General	Quell the Warp		3	You gain the ability to Deny the Witch (see psyker) even though you are not a psyker.
General	Desperate help		1	Can pause someone's bleed count while you apply pressure to a wound. Releasing pressure from the wound re-starts the bleed count where it left off.
General	Mark of Chaos		Add 2 xp	Dedicate yourself to a Chaos God and gain the ability to wear chaos wargear.
Faith	Inspired Blessing		1	Can Recite the God-Emperor litanie for 5 sec RP and then remove the Battle-shock condition to you and your allies that can hear you.
Faith	The Emperor's Light		1	1/Event, you gain RESIST against a Malignancies Card.
Faith	Unquestioning Faith		2	1/Event, you gain +1 additional use of any ability.
Faith	Hand of Mercy		1	1/Combat, after 5 sec RP reciting a prayer, you can apply both hand on the wound and call HEAL 1 HP.
Faith	Holy Ward		2	1/Day, after 15 sec RP drawing symbols, placing seals, sacred oils, prayer, relic invocation, or sanctified inscription, designate one willing ally for the next 5 minutes target gain RESIST against a corruption point.
Faith	His Right Arm Lvl 1	The Emperor's Light	2	1/Day, before striking a melee attack, you may call KNOCKDOWN . If you hit the target body, they must immediately drop to the ground.
Faith	His Right Arm Lvl 2	His Right Arm Lvl 1	2	2/Day, before striking a melee attack, you may call KNOCKDOWN . If you hit the target body, they must immediately drop to the ground.
Faith	His Right Arm Lvl 3	His Right Arm Lvl 2	2	3/Day, before striking a melee attack, you may call KNOCKDOWN . If you hit the target body, they must immediately drop to the ground.
Melee	Dual Wield Melee		2	Can use a one-handed melee weapon in each hand at the same time. A one-handed melee weapon is no more than 42" long.
Melee	Two-Handed		2	Can use any two-handed melee weapon. A two-handed melee weapon is more than 42" long.
Melee	Shield		1	Can use a Combat Shield with a one-handed weapon.
Melee	Large Shield	Shield	1	Can use a Storm Shield with a one-handed weapon.
Melee	Warcry Lvl 1		2	1/Event, during combat, perform a 5-sec RP battle cry to call INSPIRE on yourself.
Melee	Warcry Lvl 2	Warcry Lvl 1	2	2/Event, during combat, perform a 5-sec RP battle cry to call INSPIRE on yourself.
Melee	Warcry Lvl 3	Warcry Lvl 2	2	3/Event, during combat, perform a 5-sec RP battle cry to call INSPIRE on yourself.
Melee	Denial of the weak Lvl 1		2	1/Day, before striking a melee attack, you may call DISARM . If you hit the weapon, the target must immediately drop the weapon held in that hand.
Melee	Denial of the weak Lvl 2	Disarm Lvl 1	2	2/Day, before striking a melee attack, you may call DISARM . If you hit the weapon, the target must immediately drop the weapon held in that hand.
Melee	Denial of the weak Lvl 3	Disarm Lvl 2	2	3/Day, before striking a melee attack, you may call DISARM . If you hit the weapon, the target must immediately drop the weapon held in that hand.
Melee	Break the Unworthy Lvl 1		2	1/Day, before striking a melee attack, you may call BREAK . This may be used against shields, melee weapons, or carried equipment. Broken items are unusable until repaired through an appropriate ability such as Rite of Repair .
Melee	Break the Unworthy Lvl 2	Break Lvl 1	2	2/Day, before striking a melee attack, you may call BREAK . This may be used against shields, melee weapons, or carried equipment. Broken items are unusable until repaired through an appropriate ability such as Rite of Repair .
Melee	Break the Unworthy Lvl 3	Break Lvl 2	2	3/Day, before striking a melee attack, you may call BREAK . This may be used against shields, melee weapons, or carried equipment. Broken items are unusable until repaired through an appropriate ability such as Rite of Repair .
Melee	Thunder of Judgment Lvl 1	Two-Handed	2	1/Day, before striking with a two-handed melee weapon, you may call PUSH . If you hit a weapon, a shields, or the target, they must move 10m backward.

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Melee	Thunder of Judgment Lvl 2	Thunder of Judgment Lvl 1	2	2/Day, before striking with a two-handed melee weapon, you may call PUSH . If you hit a weapon, a shields, or the target, they must move 10m backward.
Melee	Thunder of Judgment Lvl 3	Thunder of Judgment Lvl 2	2	3/Day, before striking with a two-handed melee weapon, you may call PUSH . If you hit a weapon, a shields, or the target, they must move 10m backward.
Melee	Epic Challenge	Warcry Lvl 1	4	The character point at a target in the fray and call: "I CHALLENGE YOU!" The target decides immediately: ACCEPT or DECLINE (loud and clear). If accepted, people from both side make way for both duelists and take 2 steps back. Challenger take 2 step forward and begin. No one may strike a duelist from outside the ring; ranged fire and area calls from outside must not target the duelists while the challenge is active. If the target DECLINES, they fall under the TERROR effect for 30 Sec.
Ranged	Dual Wield Ranged		2	May use a pistol in one hand and a one-handed melee weapon in the other. This knack also works with Warp-Bolt, Electro-Bolt, and Third Eye. This knack is required to use trait based ranged attacks while also wielding melee weapons.
Ranged	Two-Gunned		3	May use a pistol in both hands. May call RANGED with each pistol once every three seconds, meaning you may effectively call RANGED every 1.5 seconds. This knack also works with Warp-Bolt, Electro-Bolt, and Third Eye.
Ranged	Dreadmark Shot Lvl 1		2	1/Day, while using Single Shot mode, before striking the next 3x rounds, you may call TERROR (each time you fire). If you hit the target, they must immediately flee for 30 sec.
Ranged	Dreadmark Shot Lvl 2	Dreadmark Shot Lvl 1	2	2/Day, while using Single Shot mode, before striking the next 3x rounds, you may call TERROR (each time you fire). If you hit the target, they must immediately flee for 30 sec.
Ranged	Dreadmark Shot Lvl 3	Dreadmark Shot Lvl 2	2	3/Day, while using Single Shot mode, before striking the next 3x rounds, you may call TERROR (each time you fire). If you hit the target, they must immediately flee for 30 sec.
Ranged	Rupture Shot Lvl 1		3	1/Event, while using Single Shot mode, before striking the next 1x round, you may call BLEED before you fire. If you hit the target, they lose 1 HP every 10 seconds until medical aid is provided.
Ranged	Rupture Shot Lvl 2	Rupture Shot Lvl 1	3	2/Event, while using Single Shot mode, before striking the next 1x round, you may call BLEED before you fire. If you hit the target, they lose 1 HP every 10 seconds until medical aid is provided.
Ranged	Rupture Shot Lvl 3	Rupture Shot Lvl 2	3	3/Event, while using Single Shot mode, before striking the next 1x round, you may call BLEED before you fire. If you hit the target, they lose 1 HP every 10 seconds until medical aid is provided.
Ranged	Heavy Weapon		1	May use Heavy weapon.
Ranged	Melta Weapons	Heavy Weapon	2	May use Melta Weapons (2x Dam, call THROUGH)
Ranged	Flamer Weapons	Heavy Weapon	2	May use Flamer Weapons (2x Dam)
Ranged	Missile Weapons	Heavy Weapon	2	May use Missile Weapons (Call (X) PUSH & CONFUSE, X being the damage of the weapon)
Exploration	Scout		1	1/Event. Gain an Auspex
Exploration	Dodge Lvl 1		2	1/Day: call RESIST on an attack
Exploration	Dodge Lvl 2	Dodge Lvl 1	2	2/Day: call RESIST on an attack
Exploration	Dodge Lvl 3	Dodge Lvl 2	2	3/Day: call RESIST on an attack
Exploration	Stealth		1	Become invisible as long as you're fully hidden behind cover, arms crossed over the chest.
Exploration	Perception		1	Automaticly detect people using the Stealth talent.
Explosive	Demolitions		2	You can place explosive devices. You must spend 30 sec RP per device to set them, and the devices must be evenly spaced around the target. You may use a remote trigger.
Explosive	Bombardier	Demolitions	2	Gain 1 Explosives per event (Melta-Bombs or Demolition Charges)
Explosive	Minelaying		2	You can place anti-personnel explosive devices.
Explosive	Ordinance Disposal		2	Approach at ¼ walk, crouch, then 1 min RP per device to disarm and recover. Conduct a neutralization challenge (play rock paper scissor with referee). You win = device disarmed. You loose once = nothing happen. You loose twice = device explodes.

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Mental fortitude	Legendary		2	Add one minute to Out-of-Action and Incapacited count.
Mental fortitude	Iron Will Lvl 1		1	1/Day, you may call RESIST WOULD YOU KINDLY or DOMINATE.
Mental fortitude	Iron Will Lvl 2	Iron Will Lvl 1	1	2/Day, you may call RESIST WOULD YOU KINDLY or DOMINATE.
Mental fortitude	Iron Will Lvl 3	Iron Will Lvl 2	1	3/Day, you may call RESIST WOULD YOU KINDLY or DOMINATE.
Mental fortitude	Know No Fear Lvl 1		2	1/day, you may call RESIST TERROR.
Mental fortitude	Know No Fear Lvl 2	Know No Fear Lvl 1	2	2/day, you may call RESIST TERROR.
Mental fortitude	Know No Fear Lvl 3	Know No Fear Lvl 2	2	3/day, you may call RESIST TERROR.
Mental fortitude	Immune to Fear	Know No Fear Lvl 3	4	You have witnessed terrible things in your life, or have been mentally trained to cut off your emotions when presented with a fearful situation. Call NO EFFECT on TERROR calls.
Mental fortitude	Thick Headed		1	1/Day, you may call RESIST on STUN calls.
Mental fortitude	Wrath Lvl 1		2	1/Day, before striking an attack, you may call STAGGERED . If you hit the target, they are unable to move from the waist down for 10 sec RP.
Mental fortitude	Wrath Lvl 2	Wrath Lvl 1	2	2/Day, before striking an attack, you may call STAGGERED . If you hit the target, they are unable to move from the waist down for 10 sec RP.
Mental fortitude	Wrath Lvl 3	Wrath Lvl 2	2	2/Day, before striking an attack, you may call STAGGERED . If you hit the target, they are unable to move from the waist down for 10 sec RP.
Leadership	We're in This Together		1	1/combat, you may use the INSPIRE call to boost your allies' morale and restore their strength (applies to your allies, not to yourself). Spend 30 sec RP delivering a motivational speech or rallying cry. Examples: - "Cowards die in shame! Faithful warriors live forever in glory! Hold the line, fight as one, and let no traitor survive! For the Emperor!" - "Brothers! The enemy stands before us, weak and trembling! We are His angels of death! Let none escape His wrath!" - "The weak cling to false hope! We are the storm that will tear down their lies! Together, we ascend! For the Dark Gods!"
Leadership	Suggestion		2	3/day, you make the WOULD YOU KINDLY call after spending 5 min RP, a very persuasive request that the target is likely to agree to. This is not mind control—it's strong persuasion. Conditions: - The request must be something the target could reasonably be convinced to do. - If the request is completely against their nature, the call fails. The effect ends if: - The target is attacked. - The request puts them in immediate extreme danger. - A trusted ally points out the odd behavior. Player Safety: - If the request makes you uncomfortable as a player, ignore the call or ask for a referee.
Leadership	Forward as One		4	1/day, gather your squad (max 5 characters). Deliver a 10 sec RP motivational speech and say out loud: "Forward as One". This signals the start of the charge. The squad must be armed with melee weapons and move together toward the enemy. The squad will call NO EFFECT on damage and special calls (e.g., STUN, DISARM) from range attacks until they reach the enemy. Environmental effects (toxic zones, traps) still apply. Safety Notes: Maintain safe running speed, no reckless sprinting. If the path becomes unsafe, abort the charge immediately.

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Leadership	Talk Them Through It		2	1/day, you may temporarily loan a non-combat talent from your sheet to another character by guiding them through its use. - You cannot use the talent yourself while it is loaned. - You must be able to communicate with the target character either in person or via vox-casters. - If using vox-casters, contact must be maintained while the talent is active. - If the talent has a limited number of uses, the borrowed use counts against your own remaining uses.
Leadership	Stand with Me		3	3/day, your character may call NO EFFECT on TERROR calls for those who can hear them. This does not work on Ancient fear effects
Medicae	First Aid		2	Apply bandage to a wounded for 10 sec RP. Character stabilises and remain in the current state.
Medicae	Field Medic Lvl 1		2	Call HEAL 1 HP with 1x unit of medical supplies, 10 sec RP.
Medicae	Field Medic Lvl 2	Field Medic Lvl 1	2	Call HEAL 3 HP with 1x unit of medical supplies, 10 sec RP.
Medicae	Field Medic Lvl 3	Field Medic Lvl 2	2	Call HEAL 5 HP with 1x unit of medical supplies, 10 sec RP.
Medicae	Hold still	Field Medic Lvl 1	2	2/Combat, apply a dose of Combat Stimulant (physical prop required). The recipient will under the call FEEL NO PAIN for the next hour. Side effects include delusions of grandeur and mild bloating.
Medicae	Combat Doctor	Field Medic Lvl 3	2	You restores 1x character that is not INCAPACITATED to full HP with 1x unit of medical supplies, 1 min RP.
Medicae	In Safe Hands	Field Medic Lvl 3	2	You restores a maimed limb with 2x unit of medical supplies, 1 min RP.
Medicae	Surgeon	Field Medic Lvl 3	2	You resuscitated 1x INCAPACITATED character to 1 HP with 3x unit of medical supplies, 2 min RP.
Medicae	Coroner	Field Medic Lvl 3	1	Understands and can perform medical/biological research or autopsy on a dead body. Requires a dead PC/NPC and physical tool to conduct the operation. Upon doing a 5 min RP scene, ask the PC/NPC the circumstance of their death.
Technical	Repair Lvl 1		1	You are able to repair 1 AP using 1x unit of repair supplies, 10 sec RP. This includes items that have been subject to the BREAK call.
Technical	Repair Lvl 2	Repair Lvl 1	2	You are able to repair 2 AP using 1x unit of repair supplies, 10 sec RP.
Technical	Repair Lvl 3	Repair Lvl 2	3	You are able to repair 3 AP using 1x unit of repair supplies, 10 sec RP.
Technical	Mechanics	Repair Lvl 1	1	Can repair vehicle, spaceships, and mechanical device. Conduct a mechanics challenge (play rock paper scissor with referee). You win = device repaired. You loose once = nothing happen. You loose twice = nothing happen. Only 3x attempt can be made per character on any specific device.
Technical	Cogitator Hacking		1	You may undertake Cogitator Hacking Challenges. (See Chapter 8)
Technical	Security Systems		1	You may undertake Machine-Spirit Challenges. (See Chapter 8)
Technical	Technician		2	1/Event, you may reattempt a challenge (Cogitator Hacking, Machine-Spirit, Neutralisation, Mechanical) as long as you possess the talent.
Toughness	Toughness Lvl 1		1	+1 HP. Add one minute to bleed count.
Toughness	Toughness Lvl 2	Toughness Lvl 1	2	+2 HP. Add two minute to bleed count.
Toughness	Toughness Lvl 3	Toughness Lvl 2	3	+3 HP. Add three minute to bleed count.
Toughness	Leather Skinned		3	+3 HP whilst not wearing armour.
Toughness	Juggernaut		2	2/Day, call "JUGGERNAUT" to call NO EFFECT to STUN, STAGGERED, KNOCKDOWN, and DISARM calls, for 1 min during which you must continue advancing at a slow walk.

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Toughness	Unyielding Resolve		4	1/Day, you can fully restore your HP immediately. This represents a surge of willpower or divine intervention. If unconscious, roleplay regaining consciousness dramatically (e.g., gasping for air, clutching a holy symbol, or roaring in defiance). You may resume combat or actions as normal. At the end of combat, you collapse and become INCAPACITATED. You require Medicae assistance to stabilize and survive. Roleplay Suggestions - "For the Emperor... I will not fall yet!" - "By His light, I rise again!" - "The Dark Gods demand more blood!"
Toughness	Intimidate	Toughness	3	1/Day, you may deliver a commanding statement or threat in-character against NPCs. Loudly and clearly shout: "INTIMIDATE" followed by a simple action: Examples: "By the Emperor's will, you will stand down—or face His judgment!" "Move aside, worm, before I crush you under my boot!" "Drop the weapon now, or I'll feed you to the machine spirits!" The NPC must comply with the simple action unless scripted immunity applies. This call cannot be used for complex or extreme actions (e.g., "Kill your commander" or "Give me all your gear"). Limitations: - Cannot be used for PvP coercion—only NPCs. - Does not override player consent or faction identity. Safety Notes: - Keep physical distance—no grabbing or unsafe gestures. - Use voice and presence, not physical intimidation.
Toughness	Fortitude		2	1/Day, when entering INCAPACITATED Period, you automatically stabilise and fall unconscious. Your bleed count pauses unless you take further damage.
Toughness	Hardy		3	Your Natural Healing rate is 10 min rather than 20 min.
Toughness	Armour-Monger	Armor Proficiency (Heavy)	2	Add 2 AP if you are wearing an Heavy Armor or above
Mischievous	Secret Identity		2	Each time the character takes this skill they must create a costume profile for a character of which they can disguise themselves as. The character may, during an event, change into this costume and take the role of another unique player. Only characters who are made aware of the disguise or see the character changing are aware that the new character is the same as the old character. The costume change must requires a significant change in visible clothing. While makeup does not have to be used it is recommended.
Mischievous	Hide Small Item		1	Can carry 1 small item in a pouch "well hidden" on his person. This item is not found by a normal search or pickpockets.
Mischievous	Hide Weapon		2	Can make a 1 hand weapon "well hidden" on his person. This weapon is not found by a normal search or pickpockets.
Mischievous	Pickpocketing		1	Consent & Safety: No real theft. All pickpocket attempts target in-game props (marked items). You can attempt to steal items from a character after standing in their back for 30 sec RP. Cooldown: 10 min between attempts.
Mischievous	Streetwise		1	1/Day, ask one rumour/lead/contact from any designated NPC (lanyard/band armband). NPCs carry rumour cards—no ad-hoc referee needed. Safety: Respect NPC queueing.
Mischievous	Scavenger		2	After any combat (it does mean that you had to fight in it), spend 10 sec RP beside an INCAPACITATED character/NPC to recover 1 minor consumable (Medical Supplies or Repair Supplies).
Mischievous	Black Market		3	Character gets access to Black Market items and missions
Mischievous	Contacts and Suppliers		2	Gains 300 T at the start of each event.
Mischievous	Backstab	Stealth	3	1/Combat, when you strike an unaware target from behind with a dagger, you do x3 dam.
Scholastica	Read & Write (High Gothic)		1	You can read/write. Referee will provide a translation slip.You may translate prop text marked with that script;
Scholastica	Read & Write (Techna-Lingua)		1	You can read/write. Referee will provide a translation slip.You may translate prop text marked with that script;

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Scholastica	Read & Write (Dark Tongue)		1	You can read/write. Referee will provide a translation slip.You may translate prop text marked with that script;
Scholastica	Read & Write (Necron)		1	You can read/write. Referee will provide a translation slip.You may translate prop text marked with that script;
Scholastica	Lore (Specify)		1 per domain	Choose a domain (Imperium, Chaos, Xenos, etc.). At the start of each event, receive one written Lore Card about the event; you cannot show it to anybody else. 1 question/domain/event.
Scholastica	Chemist		4	Your improve refinery efficiency, identify impurities that reduce burn-rate and create stabilizers that reduce wastage, which allows you to optimize extraction. When your faction secures a Promethium-producing location, it generates +1 Promethium ressource for the next War-Cabinet.
Scholastica	Curious mind		1	When tracking a creature or anomaly in the forest, you may ask a referee one yes/no question about the direction or behavior of the target.
Scholastica	Technoarcheologists		3	Your careful extraction methods avoid damaging relics. 1/Event, you may claim +1 Archeotech resource from any relic discovered that you have studied for 10 min RP.
Scholastica	Hazard-Resistant Physiology		2	You automatically avoid the first instance of environmental damage from terrain (e.g. acid pools, contaminated soil, irradiated debris).
Psychic	Deny the witch Lvl 1		1	1/Game RESIST one psycher power
Psychic	Deny the witch Lvl 2	Deny the witch Lvl 1	3	1/Day RESIST one psycher power
Psychic	Deny the witch Lvl 3	Deny the witch Lvl 2	5	1/Combat RESIST one psycher power
Psychic	Psyniscience		1	When interacting with a PC/NPC, you may ask the player: "Is your character's warp signature absent, weak, moderate, or strong?"
Psychic	Immaterium Reserve Lvl 1		2	Add +2 WCP to your starting total.
Psychic	Immaterium Reserve Lvl 2	Extra Power Lvl 1	2	Add +4 WCP to your starting total.
Psychic	Immaterium Reserve Lvl 3	Extra Power Lvl 2	2	Add +6 WCP to your starting total.
Psychic	Versatile		3	Choose 1 additional Psycher Discipline
Psychic	Lingering Warp Echo Lvl 1		1	Double the defined time duration of 1x pyschic power.
Psychic	Lingering Warp Echo Lvl 2	Duration Lvl 1	1	Double the defined time duration of 2x pyschic powers.
Psychic	Lingering Warp Echo Lvl 3	Duration Lvl 2	1	Double the defined time duration of 3x pyschic powers.
Psychic	Biomancy Lvl 1		1	Grants a level 1 Biomancy pyschic power. May be taken multiple time.
Psychic	Biomancy Lvl 2	Must have at least 2x Lvl 1 Bi	2	Grants a level 2 Biomancy pyschic power. May be taken multiple time.
Psychic	Biomancy Lvl 3	Must have at least 3x Lvl 2 Bi	3	Grants a level 3 Biomancy pyschic power. May be taken multiple time.
Psychic	Biomancy Lvl 4	Must have at least 4x Lvl 3 Bi	4	Grants a level 4 Biomancy pyschic power. May be taken multiple time.
Psychic	Divination Lvl 1		1	Grants a level 1 Divination pyschic power. May be taken multiple time.
Psychic	Divination Lvl 2	Must have at least 2x Lvl 1 Div	2	Grants a level 2 Divination pyschic power. May be taken multiple time.
Psychic	Divination Lvl 3	Must have at least 3x Lvl 2 Div	3	Grants a level 3 Divination pyschic power. May be taken multiple time.
Psychic	Divination Lvl 4	Must have at least 4x Lvl 3 Div	4	Grants a level 4 Divination pyschic power. May be taken multiple time.
Psychic	Pyromancy Lvl 1		1	Grants a level 1 Pyromancy pyschic power. May be taken multiple time.
Psychic	Pyromancy Lvl 2	Must have at least 2x Lvl 1 P	2	Grants a level 2 Pyromancy pyschic power. May be taken multiple time.
Psychic	Pyromancy Lvl 3	Must have at least 3x Lvl 2 P	3	Grants a level 3 Pyromancy pyschic power. May be taken multiple time.
Psychic	Pyromancy Lvl 4	Must have at least 4x Lvl 3 P	4	Grants a level 4 Pyromancy pyschic power. May be taken multiple time.
Psychic	Sanctic Lvl 1		1	Grants a level 1 Sanctic pyschic power. May be taken multiple time.
Psychic	Sanctic Lvl 2	Must have at least 2x Lvl 1 San	2	Grants a level 2 Sanctic pyschic power. May be taken multiple time.
Psychic	Sanctic Lvl 3	Must have at least 3x Lvl 2 San	3	Grants a level 3 Sanctic pyschic power. May be taken multiple time.
Psychic	Sanctic Lvl 4	Must have at least 4x Lvl 3 San	4	Grants a level 4 Sanctic pyschic power. May be taken multiple time.
Psychic	Telepathy Lvl 1		1	Grants a level 1 Telepathy pyschic power. May be taken multiple time.
Psychic	Telepathy Lvl 2	Must have at least 2x Lvl 1 Te	2	Grants a level 2 Telepathy pyschic power. May be taken multiple time.
Psychic	Telepathy Lvl 3	Must have at least 3x Lvl 2 Te	3	Grants a level 3 Telepathy pyschic power. May be taken multiple time.
Psychic	Telepathy Lvl 4	Must have at least 4x Lvl 3 Te	4	Grants a level 4 Telepathy pyschic power. May be taken multiple time.