

# EARTHDAWN 1<sup>st</sup> EDITION TALENT CHART

\*\* If you find any errors, please let me know. \*\*

Last Update: 25 Sep 2018

Talent Name	Discipline Talent		Non-Discipline Talent	
Abate Curse	Weaponsmith	3	-	
Acrobatic Strike	Air Sailor	1	Warrior	1
Air Dance	Air Sailor	5	Warrior	1
Air Sailing	Sky Raider	1	-	
	Air Sailor	1		
Air Speaking	Elementalist	3	-	
Animal Bond	Beastmaster	1	Cavalryman	1
Animal Leadership	-		Beastmaster	10
Animal Possession	Beastmaster	9	Nethermancer	5
Animal Training	Beastmaster	2	-	
Animate Object	-		Elementalist	10
Anticipate Blow	Warrior	2	Air Sailor	8
			Archer	7
			Illusionist	5
			Scout	9
			Swordmaster	8
Arcane Mutterings	Wizard	4	Nethermancer	9
Armor Mount	-		Cavalryman	10
Armored Matrix	-		Elementalist	9/12
			Illusionist	9/11
			Nethermancer	9/11
			Wizard	9/11/12
			Weaponsmith	14
Astral Pocket	Nethermancer	9	-	
Astral Sight	Nethermancer	2	Elementalist	13
	Scout	3	Illusionist	13
	Wizard	4		
<i>Attribute Pattern</i>	-		<b>** ALL **</b>	<b>15</b>
Aura Armor	Warrior	15	Troubadour	15
Avoid Blow	Air Sailor	1	Archer	1
	Scout	1	Cavalryman	1
	Thief	3	Sky Raider	1
	Troubadour	-	Swordmaster	1
	Warrior	3	Weaponsmith	1

<b>Bank Shot</b>	Archer Thief	6 11	-
<b>Bardic Voice</b>	Troubadour	9	-
<b>Bargain with Summoned Creature</b>	Elementalist Nethermancer	12 11	-
<b>Battle Bellow</b>	Sky Raider	5	-
<b>Battle Shout</b>	Sky Raider	1	-
<b>Bestial Resilience</b>	Beastmaster	12	-
<b>Bestial Toughness</b>	Beastmaster	9	-
<b>Blade Juggle</b>	Troubadour	9	-
<b>Blind Fire</b>	-	-	Archer 11
<b>Blood Guilt Weapon</b>	-	-	Troubadour 13
<b>Blood Share</b>	Cavalryman	2	-
<b>Body Blade</b>	Warrior	10	-
<b>Book Memory</b>	Wizard	3	-
<b>Book Recall</b>	Wizard	3	-
<b>Borrow Sense</b>	Beastmaster	3	Scout 6
<b>Call Arrow</b>	Archer	7	-
<b>Call Mount</b>	Cavalryman	9	-
<b>Called Shot</b>	Archer Swordmaster	8 9	Thief 13
<b>Casting Pattern</b>	Wizard	11	-
<b>Cat's Paw</b>	Beastmaster	3	Scout 11 Warrior 9
<b>Chameleon</b>	Beastmaster	12	Thief 13 Warrior 12
<b>Champion Challenge</b>	-	-	Cavalryman 10 Swordmaster 13
<b>Charge</b>	Cavalryman	1	-
<b>Claw Frenzy</b>	Beastmaster	7	-
<b>Claw Shape</b>	Beastmaster	1	-
<b>Climbing</b>	Scout	1	Thief 1
<b>Cobra Strike</b>	Warrior	8	Swordmaster 9

<b>Cold Purify</b>	Elementalist	5	-
<b>Conceal Weapon</b>	Thief	8	Weaponsmith 6
<b>Confront Horror</b>	-		Troubadour 15
<b>Create Arrow</b>	Archer	12	-
<b>Creature Analysis</b>	Beastmaster Scout	2 9	-
<b>Critical Hit</b>	Swordmaster	10	Air Sailor 9 Sky Raider 9 Weaponsmith 13
<b>Crushing Blow</b>	Sky Raider	8	Air Sailor 8
<b>Dead Fall</b>	Illusionist	3	-
<b>Defense</b>	-		Air Sailor 11 Archer 13 Scout 12 Sky Raider 11 Swordmaster 12 Thief 14
<b>Detect Falsehood</b>	Illusionist	9	-
<b>Detect Influence</b>	Troubadour	13	-
<b>Detect Trap</b>	Scout	7	Thief 5
<b>Detect Weapon</b>	-		Scout 9 Thief 7 Weaponsmith 3
<b>Develop Animal Sense</b>	Beastmaster	11	-
<b>Direction Arrow</b>	Archer	1	-
<b>Disarm</b>	Swordmaster	6	Weaponsmith 7
<b>Disarm Magical Trap</b>	Thief	10	-
<b>Disarm Mechanical Trap</b>	Thief	5	-
<b>Disguise</b>	-		Thief 6 Troubadour 1
<b>Disguise Self</b>	Illusionist	2	-
<b>Dominate Arrow</b>	Archer	10	-
<b>Dominate Beast</b>	Beastmaster	1	Cavalryman 6
<b>Down Strike</b>	Warrior	4	Cavalryman 9
<b><i>Durability</i></b>	-		<b>** ALL **</b> 2
<b>Durability (Mount)</b>	-		Cavalryman 6

<b>Eagle Eye</b>	Archer	7	-
<b>Earth Armor</b>	-		Elementalist 14
<b>Earth Skin</b>	-		Warrior 7
<b>Echo Location</b>	Beastmaster	14	Scout 15
<b>Effect Pattern</b>	Wizard	15	-
<b>Elemental Hold</b>	Elementalist	4	Warrior 14
<b>Elemental Tongues</b>	Elementalist	3	Warrior 11
<b>Emotion Song</b>	Troubadour	1	-
<b>Empathic Command</b>	Cavalryman	2	-
<b>Empathic Sense</b>	Troubadour	3	-
<b>Endure Cold</b>	Air Sailor	10	Beastmaster 6 Scout 7 Sky Raider 10
<b>Engaging Banter</b>	Troubadour	5	Illusionist 7 Swordmaster 8
<b>Enhanced Matrix</b>	-		Elementalist 7/8 Illusionist 6/7 Nethermancer 6/8 Wizard 6/8 Weaponsmith 12
<b>Ethereal Weapon</b>	Archer 15 Swordmaster 15		Nethermancer 14 Scout 15
<b>Evidence Analysis</b>	Wizard	2	-
<b>False Sight</b>	Illusionist	4	-
<b>Fast Hand</b>	-		Illusionist 6 Thief 14
<b>Fearsome Charge</b>	Cavalryman	8	-
<b>Fence</b>	Thief	3	Sky Raider 5
<b>Fireblood</b>	Sky Raider	1	Weaponsmith 10
<b>Fire Heal</b>	Elementalist	2	-
<b>First Impression</b>	-		Archer 5 Troubadour 1
<b>First Ring of Perfection</b>	-		Weaponsmith 14
<b>Flame Arrow</b>	Archer	3	-

<b>Forge Armor</b>	Weaponsmith	11	-
<b>Forge Blade</b>	Weaponsmith	1	-
<b>Frighten</b>	-		Nethermancer 2
<b>Frighten Animal Servants</b>	Beastmaster Cavalryman	4 12	-
<b>Gain Surprise</b>	-		Thief 15
<b>Gliding Stride</b>	Warriors	5	Scout 8
<b>Gold Sense</b>	-		Thief 9
<b>Graceful Exit</b>	-		Troubadour 8
<b>Great Leap</b>	Air Sailor Sky Raider	2 2	Scout 6
<b>Haggle</b>	Weaponsmith	2	Troubadour 6
<b>Heal Animal Servant</b>	Beastmaster Cavalryman	5 11	-
<b>Heartening Laugh</b>	-		Swordmaster 3
<b>Hold Thread</b>	Wizard	7	Elementalist 15
<b>Howl</b>	Beastmaster	9	Sky Raider 12
<b>Hypnotize</b>	<b>Illusionist</b>	-	Troubadour 8
<b>Impressive Shot</b>	Archer Troubadour	9 11	-
<b>Improve Armor</b>	Weaponsmith	13	-
<b>Improve Blade</b>	Weaponsmith	8	-
<b>Incite Mob</b>	Troubadour	7	-
<b>Incite Stampede</b>	Beastmaster	5	-
<b>Item History</b>	-		Troubadour 2
<b><i>Karma Ritual</i></b>	-		<b><i>** ALL **</i></b> 1
<b>Lasting Impression</b>	-		Cavalryman 7
<b><i>Leadership</i></b>	-		<b><i>** ALL **</i></b> 8
<b>Life Check</b>	Warrior	6	Air Sailor 15

		Cavalryman Swordmaster Troubadour Wizard	15 12 14 10
<b>Lifesight</b>	Nethermancer	7	-
<i>Lightbearer</i>	-		<b>** Special Organization **</b> 5+
<b>Lion Heart</b>	Beastmaster	8	Air Sailor 9 Sky Raider 9
<b>Lion Spirit</b>	-		Beastmaster 10
<b>Lip Reading</b>	Thief	9	Wizard 5
<b>Lizard Leap</b>	Beastmaster	6	-
<b>Lock Pick</b>	Thief	1	-
<b>Lock Sense</b>	Thief	2	Scout 5
<b>Maneuver</b>	Swordmaster	1	Air Sailor 2 Scout 2
<b>Matrix Strike</b>	Nethermancer	12	Air Sailor 13 Illusionist 12 Scout 14 Sky Raider 13 Swordmaster 14 Warrior 10 Wizard 9
<b>Melee Weapon</b>	Sky Raider Swordmaster Warrior	1 1 1	Air Sailor 1 Archer 4 Cavalryman 1 Scout 1 Thief 1 Troubadour 1 Weaponsmith 1 Wizard 7
<b>Memorize Image</b>	-		Illusionist 9
<b>Metal Ward</b>	Elementalist	9	Weaponsmith 8
<b>Mimic Voice</b>	Troubadour	1	-
<b>Mind Wave</b>	Illusionist	8	-
<b>Missile Twister</b>	-		Scout 10 Warrior 9
<b>Missile Weapons</b>	Archer	1	Air Sailor 7 Cavalryman 7 Illusionist 10 Scout 8

		Sky Raider	7	
		Swordmaster	3	
		Thief	6	
		Troubadour	7	
		Warrior	6	
<b>Momentum Attack</b>	Sky Raider	6	Air Sailor	6
			Cavalryman	12
			Scout	13
<b>Mount Attack</b>	Cavalryman	8	-	
<b>Moving Earth</b>	-		Elementalist	13
<b>Multi-Charge</b>	Cavalryman	15	-	
<b>Multi-Shot</b>	Archer	14	-	
<b>Multi-Strike</b>	Warrior	15	Swordmaster	14
<b>Multi-Tongue</b>	-		Troubadour	10
<b>Multiweaving</b>	Illusionist	14	-	
<b>Mystic Aim</b>	Archer	1	Cavalryman	13
<b>Netherwalk</b>	Nethermancer	12	-	
<b>Orbiting Spy</b>	Nethermancer	8	-	
	Wizard	14		
<b>Picking Pockets</b>	Thief	1	-	
<b>Pin</b>	Swordmaster	9	Beastmaster	13
<b>Plant Shelter</b>	Elementalist	10	-	
<b>Poison Resistance</b>	Beastmaster	8	Scout	14
	Warrior	-		
<b>Questor</b>	-		<b>** Special Organization **</b>	<b>5+</b>
<b>Quick Shot</b>	Archer	11	-	
<b>Quickblade</b>	-		Air Sailor	14
			Scout	12
			Sky Raider	14
			Swordmaster	11
			Thief	12
<b>Rally</b>	Cavalryman	9	-	

<b>Range Pattern</b>	Wizard	9	-
<b>Read and Write Language</b>	Troubadour	3	Elementalist 1
	Wizard	1	Illusionist 1
			Nethermancer 1
			Scout 2
			Weaponsmith 2
<b>Read and Write Magic</b>	Elementalist	1	Weaponsmith 9
	Illusionist	1	
	Nethermancer	1	
	Wizard	1	
<b>Reshape Object</b>	Elementalist	7/8	-
<b>Resist Taunt</b>	Cavalryman	4	Air Sailor 12
	Troubadour	6	Illusionist 12
			Swordmaster 7
			Wizard 8
<b>Riposte</b>	Swordmaster	2	Air Sailor 3
			Scout 4
<b>Rushing Attack</b>	Archer	10	-
<b>Safe Path</b>	Scout	13	Elementalist 8
			Warrior 13
<b>Safe Thought</b>	Illusionist	10	-
<b>Screaming Arrow</b>	Archer	13	Sky Raider 13
<b>Second Attack</b>	Swordmaster	7	Air Sailor 14
			Archer 14
			Sky Raider 14
			Warrior 7
<b>Second Chance</b>	-		Air Sailor 13
			Illusionist 15
			Weaponsmith 15
<b>Second Weapon</b>	Air Sailor	5	Warrior 9
	Swordmaster	5	
<b>Sense Magic Weapon</b>	Weaponsmith	9	-
<b>Sense Poison</b>	Beastmaster	7	Thief 12
<b>Share Matrix</b>	-		Elementalist 14/15
			Illusionist 13/14/15
			Nethermancer 13/14/15
			Wizard 13/14/15
			Weaponsmith 15
<b>Shield Beater</b>	Cavalryman	13	Air Sailor 10
	Swordmaster	11	Archer 12
			Beastmaster 13



			Sky Raider	10
<b>Shield Charge</b>	Sky Raider	2	-	
<b>Show Armor Flaw</b>	Weaponsmith	9	-	
<b>Silent Walk</b>	Scout	1	Archer	9
	Thief	1		
<b>Slough Blame</b>	Troubadour	10	Thief	10
<b>Soften Blade</b>	-		Weaponsmith	12
<b>Song of Deflection</b>	Troubadour	11	-	
<b>Soul Shatter</b>	Nethermancer	15	-	
<b>Speak Language</b>	Troubadour	2	Air Sailor	7
			Archer	6
			Illusionist	3
			Sky Raider	7
			Swordmaster	6
			Thief	9
			Weaponsmith	4
			Wizard	6
<b>Spell Crystal Lock</b>	Nethermancer	13	-	
<b>Spellcasting</b>	Elementalist	1	Weaponsmith	10
	Illusionist	1		
	Nethermancer	1		
	Wizard	1		
<b>Spell Matrix</b>	-		Elementalist	1/2/4
			Illusionist	1/2/4
			Nethermancer	1/3/4
			Wizard	1/2
<b>Spirit Dodge</b>	Nethermancer	7	-	
<b>Spirit Hold</b>	Nethermancer	5	-	
<b>Spirit Mount</b>	Cavalryman	3	-	
<b>Spirit Strike</b>	Sky Raider	-	Beastmaster	14
	Warrior	8	Swordmaster	13
			Wizard	10
<b>Spirit Talk</b>	Nethermancer	6	Troubadour	14
<b>Spot Armor Flaw</b>	Weaponsmith	6	Cavalryman	14
<b>Sprint</b>	-		Archer	2
			Scout	3
			Thief	11
<b>Steel Thought</b>	-		Weaponsmith	1
<b>Steely Stare</b>	Sky Raider	6	-	

<b>Stone Skin</b>	Warrior	13	Sky Raider	15
<b>Stopping Aim</b>	Archer	5	-	
<b>Summon</b>	Elementalist	11	-	
	Nethermancer	10		
<b>Summoning Circle</b>	Elementalist	11	-	
	Nethermancer	10		
<b>Sure Mount</b>	Cavalryman	5	-	
<b>Surprise Strike</b>	Thief	1	-	
<b>Swift Kick</b>	Warrior	5	Sky Raider	3
<b><i>Talent Pattern</i></b>	-		<b><i>** ALL **</i></b>	<b><i>13</i></b>
<b>Tame Mount</b>	Beastmaster	11	Cavalryman	11
<b>Taunt</b>	-		Air Sailor	6
			Nethermancer	3
			Swordmaster	1
			Troubadour	4
<b>Temper Other</b>	Weaponsmith	7	-	
<b>Temper Self</b>	Weaponsmith	5	-	
<b>Temperature</b>	Elementalist	6	-	
<b>Thread Weaving</b>	** MAGICIANS **	1	Weaponsmith (Elementalism)	11
	** ALL OTHERS **	4		
<b>Throwing Weapons</b>	Thief	7	Air Sailor	4
			Archer	2
			Sky Raider	4
			Swordmaster	2
			Troubadour	5
			Warrior	2
<b>Thought Link</b>	Troubadour	12	-	
<b>Thoughtful Expression</b>	Illusionist	11	-	
<b>Thunder Axe</b>	Sky Raider	9	-	
<b>Tiger Spring</b>	-		Warrior	3
<b>Trace Missile</b>	Archer	9	Scout	10
<b>Tracking</b>	Beastmaster	1	-	
	Air Sailor	1		
<b>Trample</b>	Cavalryman	14	-	
<b>Trap Initiative</b>	Scout	5	Swordmaster	4
	Thief	4		
<b>Trick Riding</b>	Cavalryman	1	-	

<b>True Shot</b>	-	Air Sailor Archer Sky Raider	15 1 15
<b>True Sight</b>	Illusionist 8	Thief Troubadour Wizard	15 9 13
<b>Truth Skit</b>	-	Troubadour	12
<b>Unarmed Combat</b>	Warrior 1	Air Sailor Beastmaster Sky Raider	1 1 8
<b>Unmount</b>	Warrior 12	-	
<b>Unshakable Earth</b>	Elementalist 6	-	
<b>Venom</b>	Beastmaster 15	-	
<b>Versatility</b>	-	<b>** HUMAN **</b>	
<b>Vital Strike</b>	-	Swordmaster Warrior	15 14
<b>Vitality</b>	-	Air Sailor Sky Raider Warrior	12 12 11
<b>Warp Missile</b>	Weaponsmith 5	-	
<b>Water Dancing</b>	-	Elementalist	9
<b>Weapons Breaker</b>	-	Air Sailor Sky Raider	11 11
<b>Weapon History</b>	Weaponsmith 1	-	
<b>Web Astral</b>	Beastmaster 15	-	
<b>Wheeling Attack</b>	-	Cavalryman	3
<b>Wheeling Defense</b>	Cavalryman 5	-	
<b>Whirlwind</b>	Swordmaster 10	-	
<b>Willforce</b>	-	Elementalist Illusionist Nethermancer Wizard	5 5 4 5
<b>Wind Bow</b>	Archer 15	-	
<b>Wind Catcher</b>	Air Sailor 3	Sky Raider	3
<b>Winning Smile</b>	-	Swordmaster	5

<b>Wood Skin</b>	Warrior	1	-
<b>Wound Balance</b>	Air Sailor	9	Archer 3 Scout 11 Swordmaster 1 Thief 8
<b>Wound Transfer</b>	-	-	Wizard 12