



THE FORGE

A GENESYS RPG PODCAST

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The Forge Podcast is all about bringing new creations to the table, and the Genesys RPG provides us all with a powerful set of tools to do so, specifically through skills and talents. The Die Casting segments are about examining the tools from the Genesys RPG and how they relate to creations you craft.

In Episode 6 we took a look under the hood of the One With Nature talent found on page 74 of the Genesys RPG Core Rulebook, specifically its dual nature (no pun intended). The first part is the replacement of a skill with another more thematic skill and overlaying that with a specific thematic restriction.

The *One With Nature* talent is thematically appropriate for the naturalists, ranger-esque, or seasoned survivalist type character. It enables them to shrug off the stressors hampering their efforts by using a skill more accessible to them. By doing so, the talent replaces using either Cool or Discipline with Survival.

However, it also adds a limiter where the skill use must occur in the wilderness. This is done to further mold the talent to suit the theme and prevents it from becoming an over-powered talent, useable at Tier 1.

Using these design lessons we can introduce a methodology where we can create additional Strain Recovery talents for different character concepts.

As simple as it may seem, there are 4 rules that creators should follow:

1. Transition Cool/Discipline to another “uncommon” skill.
2. Make the transitioning skill fit a character concept.
3. Make the situational usage condition fit the same concept.
4. Follow the rules learnt through the *Knack for It.* talent and do not use combat or magic skills.

We present the following talents to use in your campaigns:

- A Brave Face (Leadership)
- Power Through (Resilience)
- Research Recovery (Knowledge)

A BRAVE FACE

Tier: 1

Activation: Active (Incidental)

Ranked: No

When surrounded by a crowd of NPCs you can interact with, your character may make a **Simple (-) Leadership check**, instead of Discipline or Cool, to recover strain at the end of an encounter (see page 117).

POWER THROUGH

Tier: 1

Activation: Active (Incidental)

Ranked: No

When in an ongoing hostile or actively dangerous scene or environment, where your character has received at least 1 wound in the previous encounter, your character may make a **Simple (-) Resilience check**, instead of Discipline or Cool, to recover strain at the end of an encounter (see page 117).

RESEARCH RECOVERY

Tier: 1

Activation: Active (Incidental)

Ranked: No

With access to a library of scholarly materials, your character may make a **Simple (-) Knowledge check**, instead of Discipline or Cool, to recover strain at the end of an encounter (see page 117).

In settings where the Knowledge skill is broken down further into specific fields of study, the character should choose one of those Knowledge subskills when the talent is chosen.

We recommend playtesting these talents and species before using them in your game. You can leave feedback about these talents for The Forge: A Genesys RPG Podcast via Facebook, Twitter, or YouTube by searching @forgegenesys. You can also e-mail us at forgegenesys@d20radio.com.