

# Racial Solo Talents



Here are a few new Solo Talents that let's your Character's RACE mean a bit more importance than a couple of stats and racial max. Each gives more flavor along with a cool special ability. Racial Solo Talents follow all the same rules as Solo talents listed on pages 95-100 in the H/20 Fantasy Guidebook. All Racial Solo Talents are usable in ANY official B.P.P Inc, Game Day or event, but as always you must have a copy of these rules available upon request of your GM or B.P.P Staff.

Racial Solo Talent Name	Point Cost	Description/ Rules	Prerequisites
Anvil Headed	10	You gain a +10 Talent bonus to Resist ANY Mental or Mind Attack or Effect	Dwarf Race Only
Dwarven Grit	10	You may Re-Roll Any Failed Test vs ANY Mental or Mind Attacks or Effects, the second result stands.	Dwarf Race Only and Anvil Headed
Elven Spell Defense	10	You gain a +10 Talent bonus to resist harmful Spell and Spell-like Attacks and Effects.	Elf Race Only and Magic Lore 5 Ranks
Expert Shifter	5	You no longer are required to make Endurance Tests to maintain you shifted form in stressful situations and do not automatically revert back to your natural form when Dazed, Down& Out or Unconscious.	Myrror Race Only

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Flutter Cover	10	You gain a +4 COVER Talent Bonus to your Defense if within 1" of a friendly or Ally Creature. this Cover talent Bonus Stacks with normal Cover Bonuses	Fuarie Race Only
Honor Scars	5	You gain a +5 talent Bonus to ALL Intimidate test, this bonus Increases by +5 for every 100 Build Points You are.	Trulk Race Only and Rugged Hide
Meditative Healing	10	Your 2 hour meditation counts as 24 hours of rest for the purposes of Healing and you regain double the number of Ability Points from healing while in mediation.	Elf Race Only
Might Wings	5	Your Base Fly Speed may be increased using the Improved Movement Treed Talent along with your Land speed	Fuarie Race Only and Flutter Cover
Nimble Toes	10	You gain a +5 talent bonus to the Following Skill test Climb, Filch, Open Lock, Set Remove Traps, because you can use your feet as well as your hands.	Wigget Race Only
Race of Fate	10	Your LUCK Max Core Ability Cap is raised by 5, though you gain no more Luck with the purchase of this talent you may increase your LUCK to its new Max cap using build Points	Human Race Only
Rugged Hide	10	You gain an additional +5 Armor bonus to you Tough Hide Talent and you always gain this and your Tough hide Talent bonus even vs ARMOR PIERCING ATTACKS AND EFFECTS	Trulk Race Only
Wigget Curiosity	5	You gain a +5 Talent Bonus on ALL Observe Test	Wigget Only