

Wild Talents: Converting to 2nd Edition

This is a summary of the differences between the first and second editions of *Wild Talents*. The *Wild Talents Second Edition* reference sheets available at www.arcdream.com/wildtalents, provide more details on power and character costs, and the *Wild Talents Essential Edition* provides the complete *Second Edition* rules at a low price.

Stats

Command and Cool are now combined into the Command stat. Use the highest of the two stats for the new Command stat.

A new stat, Charm, governs non-coercive social actions. Interrogation is a Command skill; Persuasion uses Charm. Use the old Command stat for Charm, if appropriate.

Skills

The skill list has been streamlined substantially in Second Edition. Most of the changes are self-explanatory; see the *Wild Talents 2nd Edition Reference* sheets for a list. If your character winds up with extra character points because his or her skills are now less expensive, use the extra points on more skills or on Willpower.

Willpower

Each character has motivations that affect his or her Willpower. By fulfilling a motivation, the character gains Willpower. A character who fails to support a motivation loses Willpower.

Motivations come in two flavors, Passions and Loyalties. Passions are internal drives; loyalties are external. Each character has at least one passion and at least one loyalty. They add specific ways for characters' Willpower to change during play, so they give players goals to pursue with their characters.

If you have a passion for Seeing Justice Done, you get Willpower when you bring in a criminal that the police couldn't catch, and you lose Willpower if the villain gets away or the court lets him off the hook. If you have a loyalty to Chicago, you get Willpower when you do something to help Chicago and you lose it when Chicago suffers in some way.

In *Wild Talents Second Edition*, the "Shaking It Off" rule is an official part of the game, so all characters who have Willpower can spend it to avoid damage unless the GM and players agree to not use that rule.

Powers

The most substantial changes in Second Edition deal with how powers are constructed. A power is built using three basic qualities: Attacks, Defends, and Useful.

Each power quality can be enhanced with extra "levels" of that quality: Each extra level of Attacks adds +1 damage, each extra level of Defends adds +1 gobble die to a successful roll, and each extra level of Useful offsets one penalty die to a roll.

Each power quality also gets its own set of extras and flaws, and its own set of power capacities (range, mass and speed) so it's entirely possible to have a wildly different set of limitations and abilities on each quality, all using the same dice pool because they're all manifestations of the same power. (If you want one particular ability to have a different dice pool than the rest, simply build it as a separate miracle with its own dice pool.)

A power must have at least one quality, and it can have any number of them, including multiple versions of the same quality.

For example, Officer Henry "Wraith" Francis' "Wraith Form" power has three Useful qualities: one for insubstantiality, one for invisibility, and another for flight. He has 6d+1wd with Wraith Form, so that's the dice pool he uses when he wants to fly, turn invisible, or walk through a wall.

The Robust quality from Godlike and Wild Talents First Edition has been removed altogether in Second Edition. Powers are assumed to have the effects of the Robust quality; if you want a power quality to fail whenever you take damage or suffer a serious distraction, take a flaw called “Fragile,” worth –1 Point per die.

Passive Powers

One of the key differences in First Edition and Second Edition is in passive powers—powers that don’t require a roll to take effect. Second Edition does away with “level-based” powers, which in First Edition were priced equivalent to hard dice but had a whole raft of special rules attached to them. In Second Edition, to use a passive power simply roll its effect using an extra that extends its duration, such as Duration, Endless, or Permanent. Each time something happens that triggers the power’s effect during that duration, it takes effect.

For example, let’s say you have a Heavy Armor power that’s always on. Heavy Armor in Wild Talents Second Edition uses an extra called Interference to reduce the width of attacks against you by the width and height of the Heavy Armor roll. With hard dice in Heavy Armor it works like genuine heavy armor—each hard die removes one die from an attack. The Permanent extra means it’s always on, and each hard die removes one die from EVERY attack against you. It costs 2 per die for the Defends extra, +2 for Interference, +4 for Permanent, for a total of 8 points per die, or 16 points per hard die.