PULP TALENTS (CHOOSE OR ROLL 1D10)

Roll	Talent
1	Gift of the Gab: gain a bonus die to Fast Talk rolls.
2	Orator: gain a bonus die to Persuade rolls. Also known as: "I Have a Dream!", "Freedom or Death!", "My Fellow Americans!", "We Shall Fight Them on the Beeches!" and many other names, depending on background, gender, political affiliation, etc.
3	Technomancer: gain a bonus die to Computer Use rolls and any Charm , Fast Talk , Intimidate or Persuade rolls when dealing with an AI.
4	Igraine Effect: gain a bonus die when making APP rolls. A Fumble on any such roll will cause the opposite party to fall in love, or become otherwise obsessed, with the bearer of this talent (treat as a mania).
5	Brain Strain: may sacrifice 1D6 Hit Points to restore an equal number of Magic Points or for a bonus die on any POW or spell casting roll. Use of this talent will typically cause a nose bleed, bruising across the face or bleeding from the eyes. Or death, depending on how many hit points you have left.
6	Easy Street: gain a bonus die to Credit Rating rolls. Furthermore, the bearer of this talent may roll for a Credit Rating experience check (possible 1D10 improvement) instead of any Luck Recovery roll after the conclusion of a scenario (p.62 <i>Pulp Cthulhu rulebook</i>).
7	Trust in Me: gain a bonus die to Hypnosis rolls. Eyes are of an opposite color and whirl when this talent is used.
8	Savant: gain a bonus die to any Science or Art/Craft rolls. Apply a penalty die to any Charm, Fast Talk, Intimidate or Persuade rolls.
9	Gunslinger: may spend 10 Luck Points to add an additional damage die when firing a ranged weapon (die type depends on the weapon being used, e.g. 1D8 for a .32 revolver, 1D10 for a .45 automatic, etc.) Also known as " <i>Do you feel lucky, punk?</i> "
10	MacGyver Effect: bonus die on any Weird Science rolls such as Mechanical Repair , Electrical Repair or Computer Use . This talent works well alongside the Resourceful talent (p.26 <i>Pulp Cthulhu rulebook</i>).