

C O R I O L I S

◆ NEW TALENTS AND TALENT TREES ◆

## TIERED TALENTS

TALENT TREES:	ORIGINAL (TIER 1)	NEW TIER 2	NEW TIER 3
	ARCHER		
ACADEMIC	BLESSING	INSPIRATION	ANALYTICAL / KNOWLEDGEABLE
COMBATANT	COMBAT VETERAN	PRESS THE ADVANTAGE	TACTICAL REFLEXES
ATHLETE	DEFENSIVE	EVASION	AGILE / FIT
	EXECUTIONER		
DECKHAND	EXO SPECIALIST	VETERAN SPACER	DOCK WORKER
	FACTION STANDING		
HEALER	FIELD MEDICURG	MEDIC!	SAMARITAN
TINKERER	GEARHEAD	RESOURCEFUL/IMPROVISED ARMS	SPIT AND POLISH
THUG	INTIMIDATING	HEEL	LUCK OF THE BEAST
JUDICATOR	JUDGE OF CHARACTER	LEADER	EYE FOR DETAIL
MONK	LEGIONNAIRE WRESTLING	DABARAN PUGILISM	DODGE!
	LICENSED		
GUNNER	MACHINEGUNNER	RUN-AND-GUN	RAIN OF FIRE
THUG	MALICIOUS	HEEL	LUCK OF THE BEAST
	NINE LIVES		
GUNSLINGER	POINT BLANK	SPEED RELOAD	PISTOL WHIP/ GUN KATA
	RAPID RELOAD		
SURVIVALIST	RUGGED	ADAPTIVE	ROUGH
COURTESAN	SEDUCTIVE	RENDEVOUZ / BRIBE	CHARMING
ACADEMIC	SOOTHING	INSPIRATION	ANALYTICAL / KNOWLEDGEABLE
	SPRINTER		
	TALISMAN MAKER		
ASSASSIN	THE HASSASSIN'S THRUST	MIRAN KNIFE-HAND / MIRAN BEGGAR'S-HAND	THE LOTUS WALK
INTUITION	THIRD EYE	OPPORTUNIST	CRITICAL STRIKE
	TOUGH		
	WEALTHY FAMILY		
SPACEFARER	ZERO-G TRAINING	FAST MANOUVERS / THIS IS MY SHIP	THIS AIN'T MY FIRST BARREL ROLL

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Some talents now have talent trees, distributed over 3 tiers, named T1, T2, & T3, they must be unlocked in sequence (T1 before T2, T2 before T3) and costs the same amount of xp as other advances (5xp each). All of the T1 tier talents are original talents from the Coriolis core book or some supplements. (The ones from the core book are marked grey.)

Each talent tree is uniquely named, with the title of any starting talents written next to it as well. Some tiers have multiple talents, only one can be chosen at each level, the others can not be purchased later. (Sorry dude, you made a choice.) Some tiered talent trees have multiple starting talents and possessing any of these starting talents allows you to buy the next level. If you have started a tree previously with one starting talent, you can not restart the tree with another starting talent to get any talents you did not get the first time around. (Sorry dude, you made a choice.)

**5+** is a new rule that counts a roll of 5 or 6 on a d6 as a success, compared to the standard rule of just 6's counting as successes.

In our game, rolling 1s on prayer rerolls cause 1 MP damage per 1 (up to max 3 per roll) some of the new talents mitigate or remove that for chosen skills.

Some of the talents can make potential crazy combos, having Combatant III and Gunslinger III can net you 5 quick shots in a turn, but then again – that's 30xp invested, maybe the character deserves to do something cool at that point? (and what is their agility+ ranged combat? Because they haven't been increasing that ...). But yeah, this is still a work in progress, and if something gets too crazy it will be nixed or nerfed, sure.

In short, some of the new talents give new options for using DP, introduce new rules, and bend or even break the established rules, this is intentional.

## GENERAL TALENTS:

◆ **ARCHER (from 'Emissary Lost')**: You are a master marksman and can reload as a free action once per turn, both arrows and grenades. Further reloads counts as fast actions.

### ◆ **ACADEMIC (BLESSING/SOOTHING)**

T1 **BLESSING**: Once per session, you can bless another PC, giving her a +3 to one action. The receiver of the blessing must be within Close range of you. In combat, imparting the blessing is a slow action. The GM gets 1 DP per use.

T1 **SOOTHING**: You read others as if they were open books, and possess a natural quality that makes people open up to you. You get a +2 to **medicurgy** when treating someone who has been broken by stress (page 92)

T2 **INSPIRATION**: Once per session you can use any advanced skill you prefer to solve a problem, as long as you can somewhat justify to the GM how it applies. Costs 1 DP.

T3 **ANALYTICAL**: Choose one **WITS**- based skill. When praying to the icons for rerolls with this skill, rolling 1's does not give you MP damage.

T3 **KNOWLEDGEABLE**: Choose one **advanced** skill. Get **5+** when attempting checks with the chosen skill.

### ◆ **COMBATANT (COMBAT VETERAN)**

T1 **COMBAT VETERAN**: You can make your initiative roll (page 82) with two dice, and choose the best one. If you also have Accelerated Reflexes, you get to roll your initiative roll with three dice and choose the best one.

T2 **PRESS THE ADVANTAGE**: A combination of speed and experience gives you that extra edge. You get an extra Act at Initiative 10, if you reach it (spending extra successes in combat is the most common strategy to do this).

T3 **TACTICAL REFLEXES**: You spend no time switching from casual levity to brutal combat and back. You get to keep two of the dice you roll when calculating initiative. If you also have Accelerated Reflexes you get to keep two out of the three dice you roll for initiative.

### ◆ **ATHLETE (DEFENSIVE)**

T1 **DEFENSIVE**: You are as nimble as a cat and can easily evade close combat attacks. You get a +2 to **Melee Combat** when defending (page 87).

T2 **EVASION**: Not getting hit should really be natural instincts for everybody, for you it is. The first dodge or parry you attempt in a round is free and does not cost 1 act as usual.

T3 **AGILE**: You've honed yourself to the peak of human agility. Get **5+** when attempting **Dexterity** checks.

T3 **FIT**: Nothing stresses you when you're in the zone. When praying to the icons for rerolls with the **Dexterity** skill, rolling 1's does not give you MP damage.

### ◆ **DECKHAND (EXO SPECIALIST)**

T1 **EXO SPECIALIST**: You get a +2 to **Dexterity** or **Force** when handling an exo of some kind – from loaders to battle exos.

T2 **VETERAN SPACER**: You can spend 1 DP to automatically succeed (limited success) at any test related to moving or handling vacuum, explosive decompression, wearing exos, moving in zero-g and similar. If it's a hazard you can spend 1 DP per other character you want to help the same way. The DP can be spent after a roll.

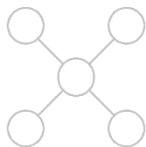
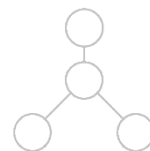
T3 **DOCKWORKER**: You are accustomed to heavy lifting and physical activity. Get **5+** when attempting **Force** checks.

### ◆ **HEALER (FIELD MEDICURG)**

T1 **FIELD MEDICURG**: You know the delicate art of stopping a bleeding wound or treating grave injuries. You get a +2 to **Medicurgy** when treating someone who is about to die from a critical injury. The talent has no effect on stress.

T2 **MEDIC!**: Even in extreme situations with no supplies or even hot water, you still find a way to save lives if you have to. You can attempt to treat a damaged or dying character even when there are no medical tools available.

T3 **SAMARITAN**: Being experienced with treating other, you always know what to do. Get **5+** when attempting **Medicurgy** checks.



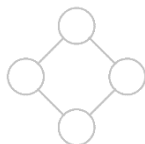
## ◆ TINKERER (GEARHEAD)

T1 **GEARHEAD**: You love tinkering with gear and equipment. With a successful **Technology** test, you can repair an item or jury-rig a one-use contraption for a specific task. The number of sixes on your roll determines the gear bonus of the item.

T2 **RESOURCEFUL**: You always have what you need for the occasion, spend a DP once per session to have any item you need worth less than 500birr in your possession.

T2 **IMPROVISED ARMS**: Sometimes you just got to take a break from tinkering and break a pipe over some idiots' head. You can opt to damage any improvised weapon or tool by one step (reducing its bonus by one, if it reaches 0 it is broken and can no longer be used) to increase its damage by 1 step, this is repeatable. If the item is not a weapon its size determines the stats (most items will have the stats of a simple Mace).

T3 **SPIT AND POLISH**: Get **5+** when attempting **Technology** checks to perform repairs or maintenance.



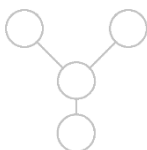
## ◆ THUG (INTIMIDATING / MALICIOUS)

T1 **INTIMIDATING**: You can test **FORCE** instead of **manipulation** when you are threatening someone. If you achieve a limited success, you don't have to accept your opponent's conditional demand – your opponent may then refuse the deal, but if she does, she must immediately attack you.

T1 **MALICIOUS**: When you successfully **manipulate** someone and inflict at least 1 point of stress, she takes 1 additional point of stress.

T2 **HEEL**: through posturing, japes, and shouted obscenities you unnerve and distract those in conflict with you. On your turn, spend 1 Act to distract 1 enemy, they get -2 on all their rolls their next turn.

T3 **LUCK OF THE BEAST**: Sometimes life just isn't fair, and the ones who deserve it most avoid the worst of consequences, you have no objections as long as it keeps applying to you. Anytime you would roll a skill check to avoid physical damage, you may reroll any 1s. Examples of this are parry rolls in melee, natural hazards like explosive decompression or landslides, and crashes with gravcraft or larger ships. (GM always has a final say in what qualifies under 'Luck of the Beast'.)



## ◆ JUDICATOR (JUDGE OF CHARACTER)

T1 **JUDGE OF CHARACTER**: You can tell if someone is lying or telling the truth without testing **Manipulation**. It takes about a minute and you can't tell any details, only whether the person is lying or not. Half-truths also read as lies. Each use gives the GM 1 DP.

T2 **LEADER**: Through your guidance others excel. After rolling initiative, you can let one of your companions or allies (including other PC's) use your Initiative roll if it is better than theirs.

T3 **EYE FOR DETAIL**: Few things escape your steely glare. Get **5+** when attempting **Observation** checks.



## ◆ MONK (LEGIONNAIRE WRESTLING)

T1 **LEGIONNAIRE WRESTLING** (from 'Aram's Ravine'): A martial art taught to Legionnaires.

Gives a +1 to **Melee Combat** and a +1 to unarmed weapon damage but a -1 when parrying.

T2 **DABARAN PUGILISM**: Whether it's for subduing an opponent without harming them or for breaking bones efficiently, your attacks are precise. When making melee attacks, you can choose whether to spend the first 6 on weapon damage or on other effects like disarm, critical, grapple and so on (this is an exemption to the standard rules).

T3 **DODGE!**: You have an instinct for hitting the deck when bullets or lasers start to fly. By spending a DP you can roll **Dexterity** to reduce successes from ranged combat targeting you in the same way that parries work in close combat.



## ◆ GUNNER (MACHINEGUNNER)

T1 **MACHINEGUNNER**: Firing full-auto is the only way to get the job done, in your opinion. Ignore the first 1 when rolling for automatic fire (page 89). Firing a weapon with the High Capacity feature, you get to ignore the first two 1s.

T2 **RUN-AND-GUN**: When firing at full auto you get 1 free act for movement only.

T3 **RAIN OF FIRE**: If it has a large magazine, you can make it, and your enemies, scream. You can use the Autofire rules with the ship weapons Autocannon, Nestera Mangler, and similar built weapons (GM decides, but as a rule it should only be weapons that fire many bullets). This function cost an extra EP.



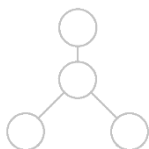
## ◆ GUNSLINGER (POINT BLANK)

T1 **POINT BLANK:** When you shoot someone and hit, you automatically add an extra six to your roll – but only if you attack from Close Range.

T2 **SPEED RELOAD:** All that time spent training on tactical reloads has made it second nature to you, and now you do it without conscious thought. When making 3 quick attacks in the same turn, reloading costs 1 less act (to a minimum of 0 if the character has the Rapid Reload talent).

T3 **PISTOL WHIP:** When the enemy gets too close you can pistol whip or buttstroke them with the stock of a rifle. Once per session you can attack an enemy that is in close range from you (unarmed strike +1) this attack does not cost acts and can be done even if it's not your turn.

T3 **GUN KATA:** The art of dual wielding is difficult but effective if you can master it. Wielding one gun in each hand gives you a free Act that can only be used for making a quick shot with the offhand pistol at -3.



## ◆ SURVIVALIST (RUGGED)

T1 **RUGGED:** You are used to extreme weather and other natural hazards (cold, storms, strong gravity, fire, etc.). The talent counts as "armor" with an Armor Rating of 3 against natural damage.

T2 **ADAPTIVE:** No matter the odds or how unlikely the solution, you always find a way. Spend 1 DP to use survival instead of any other skill on a single roll once per session.

T3 **ROUGH:** When the going gets rough, you start whistling a merry tune. Get 5+ when attempting **Survival** checks.



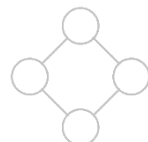
## ◆ COURTESAN (SEDUCTIVE)

T1 **SEDUCTIVE:** You have an eye for romance, and get a +2 to **Manipulation** in situations when you try to achieve something through seduction.

T2 **RENDEVOUZ:** Once per session you can spend a DP to have an NPC follow you or meet you at a secluded location for a talk ... or something more, the NPC must find you attractive or convincing and will reconsider if you lead or direct them somewhere shady or outright dangerous.

T2 **BRIBE:** You have experience with many forms of corruption and can always tell roughly what a person's asking price is, rounded up to the closest 100birr (this talent does not reveal if an NPC will take a bribe (-or offense!), only what their price is most likely to be).

T3 **CHARMING:** A honeyed tongue or a witty jest keeps your admirers off balance, and you often walk away with what you wanted. Get 5+ when attempting **Manipulation** checks.



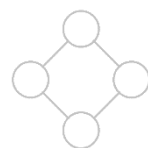
## ◆ ASSASSIN (THE HASSASSIN'S THRUST)

T1 **THE HASSASSIN'S THRUST:** You are a highly trained assassin. When you make a sneak attack (page 85) using a small weapon, you get +2 to **Melee Combat**

T2 **MIRAN KNIFE-HAND:** The art of momentum and precision, taught in the halls of Miran dance academies can be utilised for more than just grace. spend 1 Act to lower Critical rating of melee weapons by 1 (to a minimum of 1), cost no Acts to do with unarmed strikes.

T2 **MIRAN BEGGAR'S-HAND:** In undercity brawls often the only things that matters is hitting fast and hard and getting away before retaliation arrives. When making 3 quick attacks with short melee weapons or unarmed in the same turn the last quick attack does not get the usual -2 modifier (-2, -2, -0). If the attack is unarmed the second attack only has a -1 modifier as well (-2, -1, -0).

T3 **THE LOTUS WALK:** You have walked blindfolded on rice while the miran monks struck you once for every sound they heard, you have gone swimming among drowsy but ill-tempered snakes in the bottom of the temples, stealth is now second nature to you. Get 5+ when attempting **Infiltration** checks.



## ◆ INTUITION (THIRD EYE)

T1 **THIRD EYE:** You have the ability to sense an ambush, and once per session you can avoid the effects of being surprised. The talent also gives you a constant +2 to **observation** when trying to detect a sneak attack or an ambush.

T2 **OPPORTUNIST:** A combination of trickery and perfect timing allows you to get the drop on others. By spending a DP at the start of a new round, you can switch Initiative with another character or opponent.

T3 **CRITICAL STRIKE:** Whether it's the djinn guiding your hand, wild luck, or a knowledge of structural weak points and biology, you sometimes land perfect blows. By spending a DP you can ignore all Armor and protection an opponent has for a single attack.



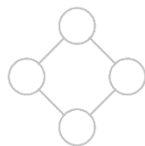
## ◆ SPACEFARER (ZERO-G TRAINING)

T1 **ZERO-G TRAINING** Your sense of balance is well adapted to an environment without gravity. You get a +2 to **dexterity** when in zero-G

T2 **FAST MANOEUVRES:** An expert pilot, you're often prone to fancy manoeuvres and breakneck stunts. When others say "oh sh\*t!", you say "watch this." When attempting multiple manoeuvres, you only get a cumulative -1 to each manoeuvre rather than -2.

T2 **THIS IS MY SHIP:** You know how to make the engines purr and how to get the most out of your ship. The EP cost for Pilot manoeuvres is 1 less than the normal for ships of that size when you pilot them (to a minimum of 1).

T3 **THIS AIN'T MY FIRST BARREL ROLL:** You've flown faster than the rest, you've done dogfights with the best. A little turbulence doesn't faze you, a little shaking doesn't worry you, you've done this before. When praying to the icons for rerolls with the **Pilot** skill, rolling 1's does not give you MP damage, you're too cool for that.



## CYBERNETICS

### T1 TARGETING SCOPE

One of your eyes has been enhanced with a targeting scope. Makes it easier to hit with firearms (+1 to **ranged combat**) at Short range and above. Does not work for quick shots (page 88). Cost: 20,000 Birr.



T2 **ADAPTIVE CYBERNETIC EYE:** An upgrade to the traditional cyber eye. The implant can zoom in on details and gives the owner a +1 to **technology** when making fine repairs, and a +1 to **observation** in addition to the normal bonuses from the Targeting Scope cybernetic talent. Requires the Targeting Scope cybernetic talent. Cost 5000 Birr

## MYSTIC POWERS:

### ◆ ARTIFICER

T1 **ARTIFICER:** You can enter a trance to understand an artifact close to you, and to determine its origin and use.

T2 **PSYCHOMETRY:** Sometimes when you touch ancient items, they speak to you, some remnants of their dead owners flow through you, bringing understanding and expertise ... while it lasts. When handling Aspected Items (decided by GM, see sidebar) or artifacts roll **Mystic Power**, each 6 rolled is a temporary skill bonus for the scene (only one attempt per scene) for the chosen skill of the item.

T3 **RESONANCE UNDERSTANDING:** Your budding understanding of the cosmos and your powers allows for glimpses of insight. You may roll **Mystic Power** once per session without paying normal DP cost.



### ◆ TELEKINESIS (from 'Emissary Lost')

T1 **TELEKINESIS:** You can lift, move, turn or bend an object using sheer force of will. The item must be tiny - larger objects are beyond your control. No dice roll is needed, unless you want to use the object for something demanding like moving a key to a lock and then turning it. Then test any appropriate skill. The power cannot be used in combat.

T2 **TELEKINETIC BLAST:** A blast capable of knocking people to the ground. A **Mystic Powers** attack (weapon damage 3, CRIT 2, Short range). Sixes rolled may be divided between targets within Close range of each other.

T3 **BARRIER:** Reaction. Concentration. Loose objects from the surroundings form a shield around the mystic. Armor rating 6. Each extra six rolled adds a +3 to the armor rating. Passing through the barrier requires winning an opposed **Force** vs barrier armor rating test.



### New rule: Aspected Items.

A catch-all-term used by the GM for any items that can be used with the Psychometry mystic power.

It is always the GM's decision if an item is aspected or just old (expensive) trash.

All aspected items are connected to a single skill that is imprinted on the item.

Identifying an aspected item is a mystic power or culture roll.

Most Aspected items satisfies one or several of the following criteria:

- Older than a generation, (50+ years).
- Passed down through several generations.
- Used or present for a pivotal or dramatic event in the past owners' life.
- High quality, custom, or one-of-a-kind.
- Touched by mystic powers or the dark between the stars.
- Of religious importance, painted, marked, or engraved with icon symbols, or something older.
- Owned or used by a master of a craft or skill (an expert swordsman, a master orator, a craftsman of great renown).

