

VETERANS OF THE HORIZON

NEW TALENTS, IMPLANTS & SKULPTS FOR THE EXPERIENCED TRAVELLER



A compendium of 50 new talents, cybernetical implants, bionics & mystic powers to add to your characters when playing Coriolis.

By

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FREE LEAGUE
WORKSHOP
COROLIS

DISCLAIMER:

This document is a compilation of ideas and concepts made by many different individuals on how to expand the character customization in Coriolis. Some are my own contributions, but a lot of inspiration has been taken from discussions on the Free League web forums as well as other social media RPG communities.

This document contains optional rules. Discuss with your gaming group and GM if it should be any restrictions or modifications before procuring them.

NEW GENERAL TALENTS

Below are the new general talents, divided into their respective Icons sphere of influence. They can be learned during play at a cost of 5 XP each.

THE DANCER'S SPHERE

❧ Black Lotusdancer

You are trained in the deadly war dances of Ahlam's Temple. When in combat and using an Ahlam's hand fan or an unarmed attack, you may use **Dexterity** instead of **Melee Combat**.

❧ Corsair fighter

Like the feared Corsairs of Altai, you have acquired the techniques to fire your weapon in tight quarters or boarding operations. You ignore negative modifiers when shooting a ranged weapon in **Melee combat**.

❧ Crowd pleaser

You are the star of the show and the crowd loves you. You receive +2 to all rolls when performing for a

crowd. For example, doing a circus act, performing a sermon or showing a stunning grav bike display.

❧ Iron Fist

Through hard work and martial techniques, you have trained your body to be a weapon on its own. When doing an Unarmed attack with **Melee Combat**, your base damage is 2 instead of 1. If you have the Cybernetic muscles implant, the base damage is upgraded to 3.

❧ Knuckleballer

The strength of your arm is immense, and you can hurl objects with outstanding force. When armed with thrown weapons (throwing knives, harpoons, grenades etc), you can use **Force** instead of **Ranged Combat**.

❧ Primitivist

You have studied the weapons of your ancestors, either by tradition or lack of alternatives. When wielding weapons of Primitive tech-level in combat, you receive +2 to either **Ranged combat** or **Melee combat**.

❧ Snake charmer

You have an intuitive understanding of the fauna of the Third Horizon. In situations where you need to influence or calm a beast or semi-intelligence, you receive +2 to **Manipulation**. Does not extend to swarms, Darkmorphs or constructs.

THE DECKHAND'S SPHERE

☒ Deus in Machina

You can fix any device or machine. Once per session, before rolling dice, you can instead choose to automatically get a Limited success (1 six) when rolling **Technology** to repair something, such as a broken weapon to a damaged ship reactor. The GM receives 1 Darkness point.

☒ Explosive strength

You receive +2 to **Force** in situations where bursts of strengths are more important than resilience. For example, when kicking open doors, tearing up containers or slamming someone against a wall.

☒ Grease monkey

You know all your ships quirks and particulars, and understand that care, love and elbow grease can substitute almost any component. When performing maintenance on your ship, the cost for reparations is halved.

☒ Hard-boiled

You are unbending and your body endures more toil than you let on. You receive +2 to **Force**-rolls related to endurance.

☒ Steadfast comrade

You are a true friend and reliable ally. When helping your PC Buddy on a skill roll, you add +2 to his/her roll instead of the conventional +1.

☒ Tunnel rat

You have spent a lot of time in cramped spaces, vents or service tunnels. You receive +2 to **Dexterity** when navigating narrow spaces or tunnels.

☒ Weaponsmith

You receive +2 to **Technology**-rolls when repairing weapons. Given time and resources, you can also create improvised weapons of Primitive technology level.



THE FACELESS ONE'S SPHERE

☒ A shadow in the crowd

Your face is easily forgotten and you blend in exceptionally well with the masses. You receive +2 to **Infiltration** when trying to hide in public.

☒ Astrologer

The signs and portents of fate is deducible by those that know the right incantations and rituals. If you put yourself in trance for 24 hours and have access to divining tools (tarot cards, star maps, a light globe or similar) you can read a person's horoscope. Roll **Culture**, if you succeed, you get to ask the GM a simple yes/no question about a NPC in the game world. She must answer truthfully "yes", "no" or "maybe". The GM can answer "maybe" even if she knows the answer, if she thinks answering yes or no would upset the game too much. Please note that opinions, morals and worldviews can make something true to someone and false to someone else. Activating this talent generates 1 darkness point for the GM.

☒ Cat burglar

A good thief never reveals her secrets. At the GMs discretion, you may use **Infiltration** instead of **Technology** when trying to circumvent locked doors or containers.

☒ Exorcist

You have studied the Dark between the stars, perhaps against your better judgement. Through ancient texts and dark ruminations, you have gained knowledge on how to expel and destroy Darkmorphs, Spirits and Sarcofagoi. You gain +2 to rolls when

attempting to understand, attack or drive out creatures of the Dark between the stars.

☒ Forger

You know how to falsify information and hide your adjustments from scrutiny. You receive +2 to **Data djinn** when trying to counterfeit information. You can also create documentation for false identities, given time and the right resources.

THE GAMBLER'S SPHERE

☒ A leaf on the wind

In situations of extreme danger or during difficult manoeuvres you fly your ship like a leaf on the wind. Once per session, before rolling dice, you can instead choose to automatically get a Limited success (1 six) on a **Pilot**-roll for a ship or vehicle, such as landing during difficult weather, a death defying attack manoeuvre or dodging an incoming asteroid field. This generates 1 darkness point for the GM.

☒ Argus-eyed

You receive +2 to **Observation** when watching things far off or tracking movement. For instance, when monitoring a distant enemy or following someone through crowded streets.

☒ Bloodhound

You are an expert on tracking your prey, whether it is a fleeing soldier in the ruins on Algol, or a startled dirhad in the deserts of Lubau. You receive +2 to **Observation** when tracking someone or something.

☒ Scoundrel

You are a rebel and nonconformist. Experiences as an insurgent on Algol, gang member at the souks of Coriolis or as a hermit on Dabaran have made you lose any respect for authority. You ignore negative modifiers on **Manipulate** due to your Reputation.

☒ Thunderbolt

You are specialised in driving small vehicles tremendously fast. From the Akhandar gravtrack on Algol to the illustrious Lightning competition in Khorsabad, there is always a craving for more drivers willing to risk their lives for birr and entertainment. When piloting a Class I vehicle you receive +2 to **Pilot**.

☒ Unyielding

Your mind is used to handling fear and stress, either by meditation, special training or a rough past. You have 2 Mind points more than normal.

THE JUDGE'S SPHERE

☒ Commander

You are used to being obeyed and have confidence of an admiral. In negotiations or arguments, you can choose to use **Command** instead of **Manipulate**, but only if you have a higher Reputation-score than your opponent.

☒ Field officer

You experienced the weight of command in the frenzy of combat, barking orders and motivating your soldiers to carry on in the onslaught. You receive +2 to **Command** in Combat situations.

☒ Gunslinger

You live by the doctrine of shooting first and asking questions later. You can dual-wield ranged weapons, which allows you to perform 3 Quick attacks per turn without having to reload, with the following restrictions:

- ◆ You can only dual wield Pistols.
- ◆ You use only the lowest initiative bonus when deciding your initiative bonus.
- ◆ You must alternate between which weapon you use for each attack, deciding which you use before rolling dice.

☒ Janissary

Your muscle memory is adapted to handle massive weaponry like the Hegemony's janissary companies. When wielding Heavy weapons in combat, you receive an +1 initiative bonus.

☒ Machiavellian leader

Either by loyalty or by fear, your commands are carried out resolutely. Once per session, before rolling dice, you can instead choose to automatically get a Critical success (3 sixes) when rolling a **Command**-roll. This generates 1 darkness point for the GM.

THE LADY OF TEARS' SPHERE

Coroner

You are used to seeing the consequences of death on the human body. You receive +2 to **Medicurgy** when examining the dead for forensic or scientific reasons.

Grenadier

You have handled a fair share of explosives and know all the tricks on how optimise destruction. When using grenades, blasting charges or other volatile substances, increase the Blasting power by 2.

Low profile

You know how to optimise cover in a firefight. When taking cover behind something in combat, the armour rating counts as 2 higher than normal.

Shaman

From the jungles of Kua to the desert nomads of Dabaran, Firstcome tribes have perfected the tribal remedies. A true shaman can treat the most harmful wounds with the right medicinal herbs. When using Herbal Remedies for rolling **Medicurgy** you can also treat radiation damage and non-lethal Critical injuries.

Widowmaker

You calmly allow the enemy spacecraft to get aligned with your artillery guns, waiting for just the right moment to send them to the Lady of tears. Once per session, before rolling dice, you can choose to automatically get a Limited success (1 six) when rolling **Ranged combat** and shooting with a ship mounted weapon. The GM receives 1 Darkness point.

THE MESSENGER'S SPHERE

Archaeologist

You have studied the remnants of the Portal builders. You receive +2 to **Science** when trying to understand Artifacts or Portal builder technology.

Bureaucrat

You have acquired a great deal of knowledge regarding loopholes, defeasances and warrants in the amalgamate that is interstellar law. You receive +2 on **Manipulate** in situations concerning law or administration, for example when dealing with surly customs officers or intrepid Judicators.

Cryptologist

You receive +2 to **Data djinn**-rolls when trying to break decryptions and access locked information on systems, such as computers, tabulas or networks.

Esoteric arithmetic

Either by serendipity or neurotic compulsion, you are more comfortable with the mathematic variables of code than is natural. Nothing escapes your mind. Once per session, before rolling dice, you can instead choose to automatically get a Limited success (1 six) when rolling **Data djinn**. The GM receives 1 Darkness point.

Lecturer

You are a true scholar and have empirical arguments to shut down any disputes from your peers. In negotiations or arguments which are related to science or facts, you can choose to use **Science** instead of **Manipulate**.

THE MERCHANT'S SPHERE

☒ Faithful

In all corners of the Horizon it is known that the unwavering and devoted are able to keep the darkness at bay. As long as a character strictly follows the nine sacred rites of Icons (see: p238 in the core rulebook), he/she can procure the Faithful talent. When praying to the Icons, before rolling, you may roll on the following table:

Table 1. Faithful talent

1d6:	Effect:
1-5	No effect.
6	Benediction. This prayer does not generate darkness points.

☒ Tycoon

You are a refined master in the art of haggling. You receive +2 to **Manipulate** when negotiating trade deals or prices for goods and services.

☒ Scavenger

You know how to find resources in the wild. When using **Survival** to look for food, water or materials in the wild, the amount you find is twice the conventional amount.

☒ Signature item

There is a characteristic accessory that has been ingrained in your personality. It defines your character and you just would not be yourself without it. One portable item, such as your family's old dura axe, a trusty compass or your rugged turban have become a signature item for your character. Fate seems to arrange so that you cannot lose it, or at least

that you always are reunited in the end, if separated. Choose one skill, you receive +2 to the chosen skill when using the item, even though it doesn't have any special abilities on its own.

THE TRAVELLER'S SPHERE

☒ Cultural Savant

You are an adept anthropologist and know the social norms, traditions and etiquette of most major cultures in the Horizon. Whether in cocktail bars on the Monolith or in tribal groups on Eanu you know how to fit in. You can use **Culture** instead of **Manipulate** under peaceful arguments.

☒ Fakir

You have renounced all your possessions and worldly trappings to receive the Icons enlightenment. You have +2 to all skill rolls but cannot own beer, equipment or belongings beyond the clothes on your back and the most basic necessities. You can still take employment on a spaceship but only accept food and housing as payment. If you start owning any possessions, the bonus is lost. Use at GMs discretion.

☒ Humanities sympathizer

You are an acquaintance of the derivative parts of humanity in all their variety. When dealing with Humanities you receive +2 to all **Culture** rolls.

☒ Linguist

You receive +2 to **Culture** when trying to understand or talk any language which is not your native tongue.

NEW CYBERNETIC IMPLANTS

Cybernetic implants will cost you both birr and XP. They also demand D6 days of healing after the procedure before they can be used.

🛠️ Cybernetic eye or ear.

Xoars Sensoric Iris and Acoustic Resonator

An artificial eye or ear replaces the ordinary organ. It provides +1 to **Observation** related to sight or hearing, respectively.

Cost: 2,500 birr

🛠️ Integrated multitool prosthesis

The colonial Agency's Cohesive toolkit

Many deckhands and engineers often customize their arm prostheses, to better aid them in their work. The Colonial Agency have therefore developed a set of inbuilt tools that can be incorporated into cybernetic limbs. The arm can operate like a regular prosthesis with the addition of a practical multitool kit for repairs and ship work. Can be fitted with tools of Ordinary or Advanced tech level. Provides no bonus on skill-checks but ensures that instruments are always with you.

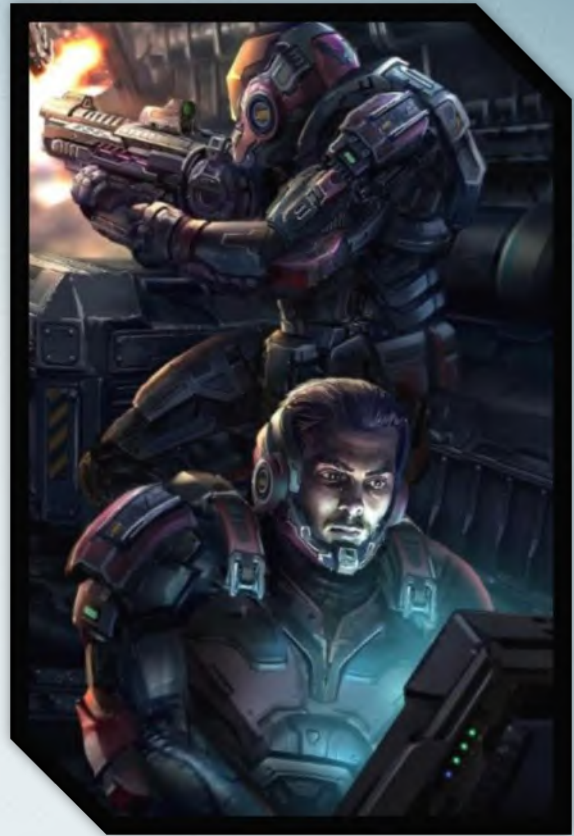
Cost: 4,000 birr for the arm. In addition, the cost for custom fit tools amounts to twice the rate of regular tools.

🛠️ Subdermal tag

Celer-Delektas Body-tag

An implanted tag for storage of birr. The circuitry is powered by body heat. Functions like a regular tag for transactions but is considerably harder to detect and steal.

Cost: 800 birr



NEW BIOTIC SCULPTS

Like cybernetics, bionic improvements of your body will cost you both 5 XP and birr. They also require D6 days of healing after the procedure before they can be used.

Fire breath

ARCCA-Stellars Inferno jaws

The ability to breath fire has, either due to its entertainment or military value, been a recurring request from customers at the Tattoo Alley on Coriolis. Thanks to an artificial fuel bladder in your throat, reinforced mucus membranes and a cybernetic sparkplug, you have the capacity to expunge a blast of flames from your mouth as a ranged weapon. The fuel bladder contains enough fuel for one blast (See table 2), after that it must be refuelled via a special pipe. It can be fuelled with industry grade kohol or other flammable liquid.

Cost: 10,000 birr

Nightsight

Al-Walids Spectacular Sight

Many creatures in the Third horizon have evolved ways which to handle light deprived conditions. Thanks to ingenious work from bio sculptors this ability is now possibly to apply on humans. You can operate in darkness. The consequences are however a slight change in colour and form. The sensitivity of the sculpt means you suffer minor discomfort when exposed to strong sunlight.

Cost: 6,000 birr



Radiation shielding

Ypsilons Nuclear Bulwark

Your lymphatic system and metabolism have been heavily modified to a point where your body can resist and repel significantly more radiation than usual. You always count the radiation level as one lower if exposed. Meaning that you count Extreme radiation as Strong and you ignore Low level of radiation.

Cost: 15,000 birr

Table 2. Biotic sculptures statistics

Ranged weapons:	Bonus	Init	Damage	Crit	Radius	Features
Fire breath	+1	+1	2	2	Short	Single-shot, Fire 3

☒ **Venom glands**

Suleiman's Cobra Jaws

The venom of the Dabaran sea snake has the capacity to kill a man within seconds and is often used by assassins. Integrating it into the human body is the next logical step. This sculpt includes an extendable fang in the upper jaw and venom- & anti-venom producing glands. When performing an unarmed attack in Close Combat, you choose the venom fang as a bonus effect. It has poison level 4.

Cost: 5,000 birr

NEW MYSTIC POWERS

In order to learn a mystical power, you need at least skill level 1 in the skill mystic powers. To activate a power, you must pass a **Mystic Powers** test. In combat, this is normally a slow action. A failed roll means that the power does not activate properly – giving you incorrect information or resulting in some other undesired effect. The GM decides the details. Each use of a power gives the GM 1 DP.

☒ **Dominate**

Non-sentient creatures are affected by your presence. It might be that the otherwise ferocious mosquitos instinctively avoid you or that animals can sense your moods with unnatural precision. Sometimes they even follow simple commands. The power does not seem to extend for longer time periods or affect beast larger than humans.

☒ **Galvanism**

You can corrupt the fine-tuned balance of machines and technology. With a brush of your finger you disrupt circuits and make machinery stutter. By touching an appliance and rolling successfully on

Mystic Powers you can temporarily shut down electrical or technological constructs. The effect is limited in scope of size and time. Larger structures, such as spaceships or housing complexes are beyond your power to disrupt.

☒ **Sin eater**

You have the ability to transfer negative thoughts and trauma from a person to yourself. You can transfer Stress points from a target you touch, unto yourself. You transfer one point of stress for each success when rolling **Mystic Powers**. This can result in a breakdown for your character. On a failed roll, both you and your target suffer 1 point of Stress, in addition to other effects.

☒ **Torment**

You fill the mind of an enemy with terrifying whispers. You can attack a person within Short distance by using **Mystic Powers**. The target receives Stress points equal to the success of your roll. Regardless if you fail or succeed, you suffer 1 point of Stress when performing the attack.

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