

# Assorted Coriolis Talents

The following talents are in addition to those listed in the core rule book and in Erik Åhlin's "Veterans of the Horizon".

## Talent Descriptions

### **Beastrider**

You are expert at riding and handling mounts. Get +3 to all rolls to ride, train, handle, groom, evaluate and care for riding animals. Most often this this bonus will apply to Survival rolls to ride animals, but will also extend to caring for, haggling over, calming, training and empathising with such creatures.

### **The Beautiful People**

You always conduct yourself becomingly at high-class social gatherings – you know what to wear, you make witty small talk, you know the correct pronunciation of all the most fashionable dishes, you know to praise the artists that are in vogue and to be politely negative about those who are out of favour, you can gossip without sounding obnoxious (unless you want to), and you never cause offence (unless you want to). This always works in cultures that you are familiar with; you will have to make a Culture challenge to use this Talent among exotic cultures. In addition, you gain +2 to Culture and Manipulation rolls in elegant and/or polite social settings.

### **Biome Survival**

Choose one biome (e.g. deserts, frozen, marsh, forests/jungles, etc.). All Survival and Observation rolls in that biome have a +2 bonus. This talent can be taken more than once, so long as a different biome is selected each time (e.g. once for marsh, once for deserts) but the effects of duplicates of this talent can never stack.

### **Decapitare**

In Melee combat against a stationary, prone, surprised, stunned or similarly vulnerable target, if you roll a Critical you can choose the resulting Critical Injury from the Critical Injuries table. If used against a major, named or plot-central NPC the GM can spend one DP to counter this effect – in which case, roll for the Critical Injury as normal.

### **Detective**

You gain +2 to all rolls relating to gathering evidence when investigating crimes and criminal activities. This includes Observation rolls to search a crime scene or spot illegal activity or identify a forgery or fake, Manipulation to interrogate suspects, and Technology to use a lab to analyse forensic evidence.

### **Double-Tap**

Using Ranged Combat if you choose to take two shots from a gun at the same target in one round, as a normal action and a fast action (-2 penalty), then your second action does not get a -2, but instead gets a +1 bonus. In other words, the second shot benefits from the first, rather than suffering from being taken swiftly. (This does not work with heavy weapons, fully automatic fire, bows, etc., and cannot be used to shoot at two different targets: it simply allows you to point a gun at the target and pull the trigger twice with an advantage to the second shot.)

### **Market Smarts**

You are accustomed to traders and commercial dealings, across a range of cultures. You get +2 to all rolls (Culture, Observation, Manipulation) relating to negotiating commercial details, understanding

trade contracts or laws, appraising merchandise, haggling in markets, dealing with customs officials, etc.

### **Polite**

So long as your tone remains calm and courteous (and, to your superiors, deferential) you gain a +2 bonus to friendly social interactions (Manipulation and Culture) when interacting with people of equal or superior social standing (i.e. people with equal or higher Reputation). This gives no bonus when dealing with your social inferiors (i.e. people with lower Reputation).

### **Sniper**

When making a Ranged Combat attack in conditions of surprise (e.g. in a successful ambush or any other situation where you get a free action to attack out of combat) a normal success on such an attack counts as an automatic Critical. If used against a major, named or plot-central NPC the GM can spend one DP to counter the Critical effect. This Talent cannot be used once initiative has been rolled and combat has started.

### **Street Smarts**

You are accustomed to criminal schemes and groups, and to trades which take place beyond the reach of the law. You can usually tell if something shady is going on, and you get +2 to all rolls (Culture, Observation, Manipulation) relating to finding black market traders, haggling deals for illicit goods, spotting signs of illegal activity or crimes in progress, recruiting criminals to your own shady enterprises, etc.

### **Surveyor**

You are specialised in using sensors and scientific instruments to interrogate natural phenomena and the resulting data. You gain +2 to scan for or analyse natural occurrences (e.g. analysing the surface mineral composition of an asteroid using a ship's sensors, analysing animal herds' behaviours via Proximity Sensors, investigating botanical samples in a laboratory, using a computer to create geological models based on survey data, analysing naturally occurring signals picked up by a communicator, carbon dating an archaeological find in a lab, etc.) You can always choose to use your Science skill for such rolls (if you wish), even in situations where you would normally need Data Djinn (e.g. ships' sensors) or Technology (Proximity Sensors). You never get these benefits during combat, nor when scanning for ships (ship sensors) nor for intruders (Proximity Sensors). This Talent is strictly for analytical and scientific use.

### **Take -Down**

When making an unarmed melee attack in conditions of surprise (e.g. in a successful ambush or any other situation where you get a free action to attack out of combat) then you may use a single extra success (i.e. your second Six rolled) to immediately reduce the target's HP to zero. If used against a major, named or plot-central NPC the GM can spend one DP to counter this effect. This Talent cannot be used once initiative has been rolled and combat has started.