

# CORPORATION

## TRAINING LIST V 1.0

The following pages contain all Trainings listed up in CORPORATION Supplements so far. The Trainings are listed in alphabetical order with their special prerequisites and the related Sourcebooks.

Thus far (August 2009) this list covers following Books:

- *Core Rules* (CR)
- *The Eastern Banks* (EB)
- *Machines of War* (MoW)

It will be extended with Trainings in upcoming Sourcebooks.

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# NON-COMBAT TRAININGS

<b>Animal Skills</b>		CR
<b>Anti-Gravity Vehicle Pilot</b>	Pilot 2; Drive 2	MoW
<b>Aptitude</b>		CR
<b>Bio Keeper</b>	Training: <b>Animal Skills</b> ; Presence 6	MoW
<b>Bodge Job</b>	Training: <b>Jury Rigging</b> ; Mechtronics 7 TEX-TAPE or similar	MoW
<b>Business Developer</b>	Business 5	EB
<b>Car Thief</b>	Crime 6	EB
<b>Cloning</b>	Science 8	MoW
<b>Command</b>	Presence 7	CR
<b>Cybernetics Recovery</b>	Cybernetics & Robotics 7	EB
<b>Data Trawler</b>	Intelligence 6; Computer & A.I. 5	MoW
<b>Domestic Trade</b>		CR
<b>Droid Technician</b>	Cybernetics and Robotics 5	MoW
<b>Drop Suit Specialist</b>	Agility 5; Athletics 2	EB
<b>Eastern Bank Knowledge</b>	Arts and Culture 2	EB
<b>Evade Surveillance</b>	Stealth 7	EB
<b>Fence</b>	Crime 5; Street Culture 4	MoW
<b>Field Surgery</b>	Medicine 5	CR
<b>Forging</b>	Crime 6; Arts & Culture 5	MoW
<b>Freerunner</b>	Agility 8; Endurance 6; Athletics 6	EB
<b>Gambling &amp; Gaming</b>	Arts and Culture 3	EB
<b>Genengineering</b>	Science 8; Medicine 6	MoW
<b>God of Gamblers</b>	Training: <b>Gambling &amp; Gaming</b> ; Intelligence 6; Perception 7	EB
<b>Hacking</b>	Computer & A.I. 5	CR
<b>Interrogation</b>		CR
<b>Jury-Rigging</b>	Mechtronics 5	CR
<b>Lawyer</b>	Intelligence 6; Business 3; Corp. Knowledge 7; Crime 3	EB
<b>Meditation</b>	Training: <b>Telepath</b>	CR
<b>Metahuman</b>	Corporate Agent, UIG Officer	EB
<b>CHARACTER CREATION ONLY</b>		
<b>Mission Officer</b>	Intelligence 6; Corp Knowledge 6, RANK 4	EB
<b>Nanotechnician</b>	Science 6	MoW
<b>Neuroprogrammer</b>	Computer & A.I. 8; Psychology 6	MoW
<b>Neurostatics</b>	Science 7	MoW
<b>Pack Rat</b>		MoW
<b>Performer</b>	Arts and Culture 3	EB
<b>Process Chip Shifter</b>		MoW
<b>Psychometabolise</b>	Training: <b>Telepath</b> ; Biokinesis 4	EB
<b>Resonance Filtering</b>	Order of the True Faith Training: <b>Telepath</b> ; Presence 6; Prescience 1	EB
<b>Sabotage</b>	Mechtronics 7; Crime 4	EB
<b>Safe Share Investor</b>	Training: <b>Share Investor</b> ; Business 7	EB

<b>Salvager</b>	Mechtronics 5	<i>MoW</i>
<b>Scavenger</b>	Mechtronics 5; Asses Tech 5	<i>EB</i>
<b>Share Investor</b>	Business 5	<i>EB</i>
<b>Stone Cold</b>		<i>CR</i>
<b>Subspace Mechtronics</b>	Ai-Jinn or UIG Employee Intelligence 8; Mechtronics 8; Science 7	<i>EB</i>
<b>Surgeon</b>	Medicine 6	<i>CR</i>
<b>Surveillance</b>	Stealth 3; Mechtronics 3	<i>CR</i>
<b>Survival</b>		<i>CR</i>
<b>Systems Specialist</b>	Computer & A.I. 5; Asses Tech 5; Mechtronics 5	<i>MoW</i>
<b>Telepath</b>		<i>CR</i>
<b>Telepathic Adept</b>	Training: <b><i>Telepath</i></b>	<i>CR</i>
<b>Trap Building</b>	Training: <b><i>Survival</i></b> ; Arts and Culture 3; Mechtronics 3	<i>EB</i>
<b>Underground Command</b>	Presence 6	<i>EB</i>
<b>Underground Cyberneticist</b>	Cybernetics & Robotics 6; Medicine 3; Mechtronics 3	<i>MoW</i>
<b>Underground Operations</b>	Street Culture 3; Crime 2	<i>CR</i>
<b>Underground Status</b>	Training: <b><i>Underground Operations</i></b>	<i>EB</i>
<b>Underworld Slang</b>	Street Culture 5	<i>MoW</i>
<b>Undivided Focus</b>	Comorros Janissaries and Fidai Order of the True Faith UIG Marshals and Rangers Advanced Cult of Machina	<i>EB</i>
<b>Vanguard a.k.a. The Fearless Leader</b>	Training: <b><i>Command</i></b> ; Presence 8; RANK 3 Division Leader for at least 8 missions	<i>EB</i>
<b>Xenotech</b>	Science 8; Arts and Culture 5	<i>MoW</i>

# CORPORATE TRAININGS

<b>Ai-Jinn Mechanic</b>	Ai-Jinn Agent; Mechtronics 5	<i>MoW</i>
<b>Ai-Jinn Heavy Vehicle Pilot</b>	Ai-Jinn Agent; Drive 6; Pilot 6; Mechtronics 4	<i>MoW</i>
<b>Comoros Reverse Engineer</b>	Comoros Agent; Assess Tech 7; Mechtronics 8; Science 5	<i>MoW</i>
<b>Eurasien Inc. Medic</b>	E.I. Agent Training: <b>Field Surgery</b> ; Medicine 7;	<i>MoW</i>
<b>Shi Yukiro Ion Smith</b>	Shi Yukiro Employee Professional Skill – Mechtronics; Close Combat 6; Arts and Culture 6; Powered Melee Training;	<i>MoW</i>
<b>Shi Yukiro Ion Weapon Specialist</b>	Shi Yukiro Agent; Agility 8 Close Combat 9;; Applies to Ion Close Combat Weapons; Mastered Weapon in the Ion Weapon you are using	<i>MoW</i>
<b>Shi Yukiro Master Ion Swordsmith</b>	Shi Yukiro Employee; Training: <b>Shi Yukiro Ion Smith</b> Professional Skill – Mechtronics (which must be at 10); Close Combat 8; Arts and Culture 8	<i>MoW</i>
<b>Shi Yukiro Shuriken-Do</b>	Shi Yukiro Agent; Training: <b>Thrown Weapons</b> ; ;Reflexes 8; Perception 7 Agility 8; Medicine 4	<i>MoW</i>
<b>Western Federation Arms Technician</b>	Western Federation or AMS Agent; Mechtronics 5	<i>MoW</i>

# COMBAT TRAININGS

Advanced Disarm	Close Combat 4	CR
<b>Ammunition Smith</b>	Intelligence 5; Mechtronics 4	
<b>Assassinate</b>	Close Combat 6; Stealth 6	CR
<b>Assault Mastery</b>	Training: <b>Telepath</b> ; Assault 6	EB
<b>Big Can O´Whoop Ass</b>	Training: <b>Can o´whoop ass</b> ; Relevant Weapon Skill 8	EB
<b>Can O´Whoop Ass</b>	Relevant Weapon Skill 6	EB
<b>Combat Driver</b>	Drive 3	CR
<b>Combat Pilot</b>	Pilot 3	CR
<b>Cult Hunter</b>	Cybernetics and Robotics 2	EB
<b>Cyberframe Jack</b>	Computers & A.I. 6; Mechtronic 5; Neural Jack	MoW
<b>Cyberlin Pilot</b>	Training: <b>Combat Pilot</b> Mechtronics 3; Drive 5; Pilot 5	MoW
<b>Cyberweapon Affinity</b>	Training: <b>Mastered Weapon</b>	MoW
<b>Damage Firearm</b>	Asses Tech 6	EB
<b>Defensive Fighting</b>	Close Combat 3	CR
<b>Dirty Fighting</b>	Close Combat 2; Street Culture 2	EB
<b>Disarm and Attack</b>	Training: <b>Advance Disarm</b> , Close Combat 5	CR
<b>Droid Hunter</b>	Cybernetics & Robotics 3	CR
<b>Dual Weapon Fighting</b>	Relevant Weapon Skill 4	CR
<b>Gun Care</b>	Light Firearms 2; Tactical Firearms 2; Heavy Firearms 2; Mechtronics 6	EB
<b>Gun Melee</b>	Agility 6; Relevant Weapon Skill 7; Close Combat 7	CR
<b>Hail of Missiles</b>	Training: <b>Thrown Weapons</b> ; Close Combat 5	CR
<b>Heavy Gun Melee</b>	Training: <b>Nuke</b>	EB
<b>Heavy Psi Balde</b>	Order of the True Faith or Comorros Training: <b>Telepath</b> ; Psi Blade 5	EB
<b>Iconic Psi Blade</b>	Order of the True Faith or Comorros Training: <b>Telepath</b> ; Psi Blade 10	EB
<b>Mastered Weapon</b>	Relevant Weapon Skill 8	CR
<b>Meat Shield / Human Shield</b>	Strength 7, Close Combat 6	MoW
<b>Multiple Defence</b>	Training: <b>Defensive Fighting</b> ; Close Combat 8	CR
<b>Nuke</b>	Professional Skill: Heavy Weapons Heavy Weapons always highest skill Obsession for heavy Weapons	EB
<b>One Weapon, Two Hands</b>	Relevant Weapon Skill 4	MoW
<b>Power Kick</b>	Strength 6; Close Combat 5	EB
<b>Powered Melee</b>	Close Combat 6	CR
<b>Psi Dagger</b>	Order of the True Faith or Comorros Training: <b>Telepath</b> ; Psi Blade 5	EB
<b>Quick Draw</b>	Reflexes 8	CR

<b>Rapid Reload</b>	Relevant Weapon Skill 5	<i>MoW</i>
<b>Restrain</b>	Close Combat 4	<i>CR</i>
<b>Restrain and Attack</b>	Training: <b><i>Unarmed Combat Specialist</i></b> Training: <b><i>Restrain</i></b> Close Combat 5	<i>EB</i>
<b>Scything Strike</b>	Strength 7; Close Combat 6	<i>CR</i>
<b>Thrown Weapons</b>	Close Combat 3	<i>CR</i>
<b>Twin Psi Blades</b>	Training: <b><i>Telepath</i></b> ; Psi Blade 7	<i>CR</i>
<b>Twin Psi Daggers</b>	Order of the True Faith or Comorros Training: <b><i>Telepath</i></b> Training: <b><i>Twin Psi Blades</i></b> Psi Blades 7; Close Combat 7	<i>EB</i>
<b>Unarmed Combat Specialist</b>	Close Combat 4	<i>CR</i>

# ADVANCED WEAPON TRAININGS

LF	Light Firearms
TF	Tactical Firearms
HF	Heavy Firearms
CCW	Close Combat Weapons

<b>EMP Targetter</b>	Mechtronics 7	MoW
<b>Injector Precision</b>	Medicine 7	MoW
<b>Grenadier</b>	Training: <b>Thrown Weapons</b> , Support Weapons 7, Athletics 5	MoW
<b>Master of Budget Firearms</b>	Street Culture 5; Mechtronics 5 Light, Tactical and Heavy Firearms at 3+	MoW
<b>Stunning Attack</b>	Medicine 5	MoW
<b>Toxic Combat</b>	Agility 6; Medicine 2	MoW
<b>Pennymine Placement</b>	Training: <b>Thrown Weapons</b> , Support Weapons 3	MoW
<b>LF: Pistol Bomber</b>	Mechtronics 6; Light Firearms 4	MoW
<b>LF: Pistol Celerity</b>	Training: <b>Mastered Weapon</b> Reflexes 8 Light Firearms 9	MoW
<b>LF: Machine Pistol Focus</b>	Training: <b>Mastered Weapon</b> Perception 8 Light Firearms 8	MoW
<b>LF: Rocket Pistol Maiming</b>	Light Firearms 7; Support Weapons 6	MoW
<b>TF: Blade Launcher Cleaver</b>	Training: <b>Mastered Weapon</b> Tactical Firearms 7	MoW
<b>TF: Blade Launcher Disscetion</b>	Training: <b>Blade Launcher Cleaver</b> Tactical Firearms 7	MoW
<b>TF: Blade Launcher Riochet</b>	Training: <b>Mastered Weapon</b> Tactical Firearms 9	MoW
<b>TF: Bow Celerity</b>	Training: <b>Mastered Weapon</b> Tactical Firearms 8	MoW
<b>TF: Fire Rifle Chaining</b>	Training: <b>Mastered Weapon</b> Tactical Firearms 8	MoW
<b>TF: Flak Launcher Pulping</b>	Training: <b>Mastered Weapon</b> Tactical Firearms 8	MoW
<b>TF: Nanoweb Ranged Shot</b>	Training: <b>Mastered Weapon</b> Tactical Firearms 5	MoW
<b>TF: Nanoweb Severing</b>	Training: <b>Mastered Weapon</b> Tactical Firearms 8	MoW
<b>TF: Shotgun Pulping</b>	Training: <b>Mastered Weapon</b> Tactical Firearms 9	MoW
<b>TF: Laser Rifle Recalibration</b>	Training: <b>Mastered Weapon</b> Reflexes 7; Tactical Firearms 9; Mechtronics 6	MoW
<b>TF: Needle Rifle Cleaver</b>	Training: <b>Mastered Weapon</b> Tactical Firearms 8	MoW
<b>TF: Needle Rifle Wounding</b>	Training: <b>Mastered Weapon</b> Tactical Firearms 8	MoW
<b>TF: Plasma Rifle Compound Attack</b>	Training: <b>Mastered Weapon</b> Reflexes 7; Tactical Firearms 8	MoW

<b>TF: Sniper Lock-on</b>	Training: <b><i>Mastered Weapon</i></b> Perception 8; Tactical Firearms 8	<i>MoW</i>
<b>TF: Sniper Advanced Aim</b>	Training: <b><i>Mastered Weapon</i></b> Perception 9; Tactical Firearms 9	<i>MoW</i>
<b>TF: Sub Machine Gun Focus</b>	Training: <b><i>Mastered Weapon</i></b> Perception 8; Tactical Firearms 8	<i>MoW</i>
<b>TF: Sub Machine Laser Focus</b>	Training: <b><i>Mastered Weapon</i></b> Perception 9; Tactical Firearms 9;	<i>MoW</i>
<b>TF: Sub Machine Plasma Cooldown</b>	Training: <b><i>Mastered Weapon</i></b> Mechtronics 6; Tactical Firearms 6	<i>MoW</i>
<b>HF: EMP Cannon Overcharge</b>	Heavy Firearms 6	<i>MoW</i>
<b>HF: Flame Thrower Chemistry</b>	Heavy Firearms 4; Science 4	<i>MoW</i>
<b>HF: Laser Cannon Recalibration</b>	Training: <b><i>Mastered Weapon</i></b> Reflexes 7; Heavy Firearms 6; Mechtronics 6	<i>MoW</i>
<b>HF: M50 Gunner</b>	Training: <b><i>Mastered Weapon</i></b> Endurance 8; Strength 8; Heavy Firearms 8	<i>MoW</i>
<b>HF: Plasma Cannon Cooldown</b>	Training: <b><i>Mastered Weapon</i></b> Heavy Firearms 6; Mechtronics 6	<i>MoW</i>
<b>HF: Rail Gun Penetration</b>	Training: <b><i>Mastered Weapon</i></b> Perception 7; Heavy Firearms 7; Mechtronics 3	<i>MoW</i>
<b>HF: Rail Gun Scope Shooter</b>	Training: <b><i>Mastered Weapon</i></b> Perception 6; Heavy Firearms 7; Mechtronics 4	<i>MoW</i>
<b>HF: Rocket Launcher Structural Strike</b>	Training: <b><i>Mastered Weapon</i></b> Heavy Firearms 7; Support Weapons 3	<i>MoW</i>
<b>CCW: Chainsaw Dismember</b>	Training: <b><i>Mastered Weapon</i></b> Strength 8; Close Combat 8	<i>MoW</i>
<b>CCW: Riot Master</b>	Training: <b><i>Mastered Weapon</i></b> Strength 7; Close Combat 5	<i>MoW</i>
<b>CCW: Double Bladed Defense</b>		<i>MoW</i>
<b>CCW: Double Bladed Psi-Blade</b>	Comoros Agent Psi Blade 5	<i>MoW</i>
<b>CCW: Tazer Nervstrike</b>	Medicine 2; Close Combat 4	<i>MoW</i>
<b>CCW: Twist the Knife</b>	Close Combat 4	<i>MoW</i>