

CORPORATION

Corporation Trainings List v2

The following pages contain all Official Trainings listed in CORPORATION Books and Supplements to date.

Thus far (October 2010) this list covers the following Books, Official Modules and S&P Entries:

Core Rules (CR)

The Eastern Bank (EB)

Machines of War (MoW)

The Dragon Awoken (DA)

Incorporated Volume I (Inc. v1)

The Mind Unbound (MU)

Signs & Portents (Articles)

Current List built upon work started by Felix Munter and Katharina Prost. List will be extended with entries in upcoming Sourcebooks.

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CR = Core Rules

EB = The Eastern Bank

MoW = Machines of War

DA = The Dragon Awoken

Inc. v1 = Incorporated Volume I

MU = Mind Unbound

Corporation Trainings

Non-Combat Trainings

Prerequisites

		Location	Page
Advanced Command	Must be Shandian Shuài	DA	12
Ai-Jinn Culture	Arts & Culture 3	DA	16
Animal Skills	None	CR	21
Anti-Gravity Vehicle Pilot	Drive 2; Pilot 2	MoW	10
Aptitude	None	CR	21
Bio Keeper	Training: Animal Skills ; Presence 6	MoW	10
Bodge Job	Training: Jury Rigging ; Mechtronics 7; TEX-TAPE or similar	MoW	10
Business Developer	Business 5	EB	9
Car Thief	Crime 6	EB	9
Cloning Science	Science 8	MoW	10
Command	Presence 7	CR	21
Cybernetics Recovery	Cybernetics & Robotics 7	EB	9
Data Trawler	Intelligence 6; Computer & A. I. 5	MoW	10
Domestic Trade	None	CR	21
Dream Hacker	Computers & A. I. 4; Psychology 6	MU	40
Dreamwalker	Training: Contact	MU	40
Droid Technician	Cybernetics and Robotics 5	MoW	10
Drop Suit Specialist	Agility 5; Athletics 2	EB	10
Dynasty Knowledge	Arts and Culture 4	DA	16
Eastern Bank Knowledge	Arts and Culture 2	EB	10
Evade Surveillance	Stealth 7	EB	10
Fence	Crime 5; Street Culture 4	MoW	10
Field Surgery	Medicine 5	CR	21
Forging	Arts & Culture 5; Crime 6	MoW	11
Freerunner	Agility 8; Endurance 6; Athletics 6	EB	10
Gambling & Gaming	Arts and Culture 3	EB	11
Genengineering	Medicine 6; Science 8	MoW	11
God of Gamblers	Training: Gambling & Gaming ; Intelligence 6; Perception 7	EB	11
Hacking	Computers & A. I. 5	CR	21
Haggling	Attitude 3; Business 3,	MU	40
Innocent Eyes	Child Agent	MU	40
Interrogation	None	CR	22
Invisible Retreat	Training: Survival ; Agility 7; Stealth 5	MU	41
Jury-Rigging	Mechtronics 5	CR	22
Kinetic Field Repair	Training: Jury-Rigging ; Training: Survival Training ; Mechtronics 2; Relevant Firearms Skill at 3+	DA	16
Lawyer	Intelligence 7; Business 3; Corporation Knowledge 7; Crime 3	EB	11
Liberati Tagging	Comoros Agent; Training: Underground Operations	MU	41
Meditation	Training: Telepath	CR	22
Metahuman	Must be a Corporate Agent or UIG Officer (Character Creation Only)	EB	11
Mission Officer	Intelligence 6; Corporation Knowledge 6; Rank 4	EB	11
Nanotechnician	Science 6	MoW	11
Neuroprogrammer	Computers & A. I. 8; Psychology 6	MoW	11
Neurostatics	Science 7	MoW	11
Pack Mule	Endurance 8; Strength 8	MU	41
Pack Rat	None	MoW	12
Performer	Arts and Culture 3	EB	11
Pick Pocket	Agility 6; Crime 4	DA	17
Process Chip Shifter	None	MoW	11
Psychometabolise	Training: Telepath ; Biokinesis 4	EB	11
Redman	Training: Hacking ; Computers & A. I. 9; Corporate Knowledge 5; Medicine 2	DA	17
Resonance Filtering	Must be Order of the True Faith; Training: Telepath ; Presence 6; Prescience 1	EB	11
Sabotage	Crime 4; Mechtronics 7	EB	12
Safe Share Investor	Training: Share Investor ; Business 7	EB	12
Salvager	Mechtronics 5	MoW	12
Scavenger	Assess Tech 5; Mechtronics 5	EB	12
Share Investor	Business 5	EB	12
Stone Cold	None	CR	22
Subconscious Coercion	Must be Hien Strain; Presence 9; Psychology 10	DA	17
Subspace Mechtronics	Must be an Ai-Jinn or UIG Employee; Intelligence 8; Mechtronics 8; Science 7	EB	12
Surgeon	Medicine 6	CR	22
Surveillance	Mechtronics 3; Stealth 3	CR	22
Survival	None	CR	22
Systems Specialist	Asses Tech 5; Computers & A. I. 5; Mechtronics 5	MoW	11
Telepath	None	CR	22

Non-Combat Trainings**Prerequisites**

		Location	Page
Telepathic Adept	Training: Telepath	CR	22
Telepathic Might	Must be a Comoros Agent, Order of the True Faith or Ang Fen Strain	DA	17
Telepathic Void	Can only be taken at character creation	MU	41
Thought Resonance	Must be Hien Strain; Presence 10; Psychology 10	DA	18
Toss the Place	Perception 4; Crime 2	DA	18
Trap Building	Training: Survival ; Arts and Culture 3; Mechtronics 3	EB	12
Underground Command	Presence 6	EB	12
Underground Cyberneticist	Cybernetics & Robotics 6; Mechtronics 3; Medicine 3	MoW	12
Underground Operations	Crime 2; Street Culture 3	CR	22
Underground Status	Training: Underground Operations	EB	12
Underworld Slang	Street Culture 5	MoW	12
Undivided Focus	Comoros Janissaries; Fidai; Order of the True Faith; UIG Marshals & Rangers; Advanced Cult of Machina Comoros Agents Rank 5+	EB / MU	13 / 42
Vanguard a.k.a. The Fearless Leader	Training: Command ; Presence 8; Rank 3; Division Leader for at least 8 missions	EB	13
Weaponised Psyche	This training may be taken twice	MU	42
Wheelman / Getaway Driver	Drive 7	DA	18
Xenotech	Arts and Culture 5; Science 8	MoW	12

Corporate Trainings	Prerequisites	Location	Page
Ai-Jinn Mechanic	Must be an Ai-Jinn Agent; Mechtronics 5	MoW	12
Ai-Jinn Heavy Vehicle Pilot	Must be an Ai-Jinn Agent; Drive 6; Pilot 6; Mechtronics 4	MoW	12
Comoros Reverse Engineer	Must be an Comoros Agent; Assess Tech 7; Mechtronics 8; Science 5	MoW	13
Conviction of One	Must be an Ai-Jinn Agent	DA	16
Eurasian Incorporated Medic	Must be an E.I. Agent; Training: Field Surgery ; Medicine 7	MoW	13
Shi Yukiro Ion Smith	Must be an Shi Yukiro Employee; Professional Skill – Mechtronics; Training: Powered Melee ; Arts & Culture 6; Close Combat 6	MoW	13
Shi Yukiro Ion Weapon Specialist	Must be an Shi Yukiro Agent; Training: Mastered Weapon in the Ion Weapon you are using; Agility 8; Close Combat 9	MoW	13
Shi Yukiro Master Ion Swordsmith	Must be an Shi Yukiro Employee; Professional Skill – Mechtronics (which must be at 10); Training: Shi Yukiro Ion Smith ; Arts and Culture 8; Close Combat 8	MoW	13
Shi Yukiro Shuriken-Do	Must be a Shi Yukiro Agent; Training: Thrown Weapons ; Agility 8; Perception 7; Reflexes 8; Medicine 4	MoW	13
There is Only Ai-Jinn	Must be an Ai-Jinn Agent	DA	17
Western Federation Arms Technician	Must be a Western Federation or Anzeiger Military Systems Agent; Mechtronics 5	MoW	13

Combat Trainings	Prerequisites	Location	Page
Advanced Disarm	Close Combat 4	CR	23
Advance Under Fire	Must be Ling Kao Strain; Agility 8; Athletics 8	DA	12
Ammunition Smith	Intelligence 5; Mechtronics 4	CR	14
Assassinate	Close Combat 6; Stealth 6	CR	23
Assault Mastery	Training: Telepath ; Assault 6	EB	14
Big Can O'Whoop Ass	Training: Can O'Whoop Ass ; Relevant Weapon Skill 8	EB	14
Can O'Whoop Ass	Relevant Weapon Skill 6	EB	14
Clanger	Ai-Jinn Agent	DA	12
Combat Driver	Drive 3	CR	23
Combat Pilot	Pilot 3	CR	23
Cult Hunter	Cybernetics & Robotics 2	EB	14
Cyberframe Jack	Computers & A. I. 6; Mechtronic 5; Neural Jack	MoW	15
Cyberlin Pilot	Training: Combat Pilot ; Mechtronics 3; Drive 5; Pilot 5	MoW	15
Cyberweapon Affinity	Training: Mastered Weapon	MoW	15
Cyboxing Initiate - Piston Strike	I. C. E. Technology; At least 1 Cybernetic Limb; Close Combat 6; Assess Tech 4	Inc. v1	17
Cyboxing Adept - Iron Body Acclimation	Training: Cyboxing Initiate ; 2 or more Body Plates; Close Combat 7; Assess Tech 6	Inc. v1	17
Cyboxing Master - Overclock	Training: Cyboxing Adept ; Alloy Skeleton; Close Combat 8; Assess Tech 9	Inc. v1	17
Damage Firearm	Assess Tech 6	EB	15
Defensive Fighting	Close Combat 3	CR	23
Det Man	Support Weapons 8	MU	39
Dirty Fighting	Close Combat 2; Street Culture 2	EB	15
Disarm and Attack	Training: Advance Disarm ; Close Combat 5	CR	23
Droid Hunter	Cybernetics & Robotics 3	CR	23
Dual Weapon Fighting	Relevant Weapon Skill 4	CR	23
Grapple Hook Combat	Personal Grapple; Agility 7; Athletics 4	DA	12
Guan Yu Use	Access to a Guan Yu Suit; Guan Yu Instructor; Mechtronics 1	DA	13
Gun Care	Light Firearms 2; Tactical Firearms 2; Heavy Firearms 2; Mechtronics 6	EB	13
Gun Melee	Agility 6; Close Combat 7; Relevant Weapon Skill 7	CR	24
Hail of Missiles	Training: Thrown Weapons ; Close Combat 5	CR	24
Heavy Gun Melee	Training: Nuke	EB	15
Heavy Psi Blade	Order of the True Faith or Comoros; Training: Telepath ; Psi Blade 5	EB	15
laido	Must be Ling Kao Strain or Trained Under a Shi Yukiro Master; Reflexes 9; Close Combat 9	DA	13
Iconic Psi Blade	Order of the True Faith or Comoros; Training: Telepath ; Psi Blade 10	EB	15
I Love My AK	Training: Mastered Weapon AK66	MU	39
Ion Iaijutsu Initiate - First Strike	Shi Yuriko Agent; Training: Quick Draw ; Close Combat 7	Inc. v1	16
Ion Iaijutsu Adept - Slaying Serpents	Shi Yuriko Agent; Training: Ion Iaijutsu Initiate ; Training: Quick Draw ; Close Combat 8	Inc. v1	17
Ion Iaijutsu Master - Perfection in Murder	Shi Yuriko Agent; Training: Ion Iaijutsu Adept ; Training: Quick Draw ; Close Combat 10	Inc. v1	17
Knife Man / Butcher	Training: Twist the Knife ; Training: Mastered Weapon - Knife ; Reflexes 8; Attitude 5; Close Combat 7	DA	15
Joint Dislocation	Trained under a Shi Yukiro or Ling Kao Master (or Tao Strain); Agility 8	DA	16
Martial Aptitude	Close Combat 9	DA	15
Mastered Weapon	Relevant Weapon Skill 8	CR	24
Meat Shield / Human Shield	Strength 7; Close Combat 6	MoW	15
Motorbike and Sword Combat	Training: Combat Pilot or Combat Driver (depends on vehicle); Training: Mastered Weapon (Relevant Sword)	DA	15
Multiple Defense	Training: Defensive Fighting ; Close Combat 8	CR	24
Nuke	Professional Skill: Heavy Weapons; Heavy Weapons always highest (or joint highest); Heavy Weapons Obsessed	EB	16
One Weapon, Two Hands	Relevant Weapon Skill 4+	MoW	15
Power Kick	Strength 6; Close Combat 5	EB	15
Powered Melee	Close Combat 6	CR	24
Protect the Motherland	Training: I Love My AK ; Mechtronics 4; Tactical Firearms 8	MU	39
Psi Dagger	Order of the True Faith or Comoros Training: Telepath ; Psi Blade 5	EB	15
Quick Draw	Reflexes 8	CR	24
Rapid Reload	Relevant Weapon Skill 5	MoW	15
Restrain	Close Combat 4	CR	24
Restrain and Attack	Training: Restrain ; Training: Unarmed Combat Specialist ; Close Combat 5	EB	16
Righteous Assassination	Comoros; Training: Assassinate ; Training: Fanatic	MU	39
Sagittar Initiate - Anatomic Strike	Training: Unarmed Combat Specialist ; Close Combat 7; Medicine 5	Inc. v1	16
Sagittar Adept - Kill the Root	Training: Sagittar Initiate ; Training: Unarmed Combat Specialist ; Close Combat 8; Medicine 6	Inc. v1	16
Sagittar Master - Mathematics of War	Training: Sagittar Adept ; Training: Unarmed Combat Specialist ; Close Combat 9; Medicine 5; Psychology 5	Inc. v1	16
Scything Strike	Strength 7; Close Combat 6	CR	24
Strike of the Cobra	Must be Ling Kao Strain; Close Combat 10; Medicine 7	DA	15
Thrown Weapons	Close Combat 3	CR	24
Triad Blade / Jack of All Blades	Close Combat 7; Training: Mastered Weapon - Knife	DA	15
Twin Heavy Psi Blades	Order of the True Faith or Comoros Training: Telepath ; Training: Heavy Psi Blade ; Training: Twin Psi Blades ; Close Combat 7; Psi Blades 7	CR	24

Combat Trainings

Twin Psi Blades
 Twin Psi Daggers
 Unarmed Combat Specialist

Prerequisites

Training: **Telepath**; Psi Blade 7
 Order of the True Faith or Comoros; Training: **Telepath**; Training: **Twin Psi Blades**; Close Combat 7; Psi Blade 7
 Close Combat 4

Location

CR
 EB
 CR

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Advanced Combat Trainings	Prerequisites	Location	Page
EMP Targeteer	Mechtronics 7	MoW	15
Injector Precision	Medicine 7	MoW	15
Advanced Grapple Hook Combat	Training: Grapple Hook Combat ; Close Combat 4; Light Firearms 4	DA	15
Grenadier	Training: Thrown Weapons ; Athletics 5; Support Weapons 7	MoW	16
Iaido Hakanai	Must be Ling Kao Strain or Trained Under a Shi Yukiro Master; Training: Iaido ; Looking Good 5	DA	13
Master of Budget Bombs	Mechtronics 5; Street Culture 5; Support Weapons 4	MoW	16
Master of Budget Firearms	Mechtronics 5; Street Culture 5; Light, Tactical and Heavy Firearms at 3+	MoW	16
Stunning Attack	Medicine 5	MoW	16
Toxic Combat	Agility 6; Medicine 2	MoW	16
Pennymine Placement	Training: Thrown Weapons ; Support Weapons 3	MoW	16
CCW: Chainsaw Dismember	Training: Mastered Weapon ; Strength 8; Close Combat 8	MoW	20
CCW: Riot Master	Training: Mastered Weapon ; Strength 7; Close Combat 5	MoW	20
CCW: Double Bladed Defense	Training: Double Bladed Weapon Use	MoW	20
CCW: Double Bladed Psi-Blade	Must be a Comoros Agent; Psi Blade 5	MoW	20
CCW: Double Bladed Weapon Use	Agility 7; Close Combat 6	MoW	20
CCW: Tazer Nervestrike	Close Combat 4; Medicine 2	MoW	20
CCW: Twist the Knife	Close Combat 4	MoW	20
LF: Pistol Bomber	Light Firearms 4; Mechtronics 6	MoW	16
LF: Pistol Celerity	Training: Mastered Weapon ; Reflexes 8; Light Firearms 9	MoW	16
LF: Machine Pistol Focus	Training: Mastered Weapon ; Perception 8; Light Firearms 8	MoW	16
LF: Rocket Pistol Maiming	Light Firearms 7; Support Weapons 6	MoW	17
TF: Blade Launcher Cleaver	Training: Mastered Weapon ; Tactical Firearms 7	MoW	17
TF: Blade Launcher Dissection	Training: Blade Launcher Cleaver ; Tactical Firearms 7	MoW	17
TF: Blade Launcher Riochet	Training: Mastered Weapon ; Tactical Firearms 9	MoW	17
TF: Bow Celerity	Training: Mastered Weapon ; Reflexes 8; Tactical Firearms 8	MoW	17
TF: Fire Rifle Chaining	Training: Mastered Weapon ; Tactical Firearms 8	MoW	17
TF: Flak Launcher Pulping	Training: Mastered Weapon ; Tactical Firearms 8	MoW	17
TF: Nanoweb Ranged Shot	Training: Mastered Weapon ; Tactical Firearms 5	MoW	17
TF: Nanoweb Severing	Training: Mastered Weapon ; Tactical Firearms 8	MoW	17
TF: Shotgun Pulping	Training: Mastered Weapon ; Tactical Firearms 9	MoW	17
TF: Laser Rifle Recalibration	Training: Mastered Weapon ; Reflexes 7; Mechtronics 6; Tactical Firearms 9	MoW	17
TF: Needle Rifle Cleaver	Training: Mastered Weapon ; Tactical Firearms 8	MoW	17
TF: Needle Rifle Wounding	Training: Mastered Weapon ; Tactical Firearms 8	MoW	17
TF: Plasma Rifle Compound Attack	Training: Mastered Weapon ; Reflexes 7; Tactical Firearms 8	MoW	18
TF: Sniper Lock-on	Training: Mastered Weapon ; Perception 8; Tactical Firearms 8	MoW	18
TF: Sniper Advanced Aim	Training: Mastered Weapon ; Perception 9; Tactical Firearms 9	MoW	18
TF: Sub Machine Gun Focus	Training: Mastered Weapon ; Perception 8; Tactical Firearms 8	MoW	18
TF: Sub Machine Laser Focus	Training: Mastered Weapon ; Perception 8; Tactical Firearms 8	MoW	18
TF: Sub Machine Plasma Cooldown	Training: Mastered Weapon ; Mechtronics 6; Tactical Firearms 6	MoW	18
HF: EMP Cannon Overcharge	Heavy Firearms 6	MoW	18
HF: Flame Thrower Chemistry	Heavy Firearms 4; Science 4	MoW	18
HF: Laser Cannon Recalibration	Training: Mastered Weapon ; Reflexes 7; Heavy Firearms 6; Mechtronics 6	MoW	19
HF: M50 Gunner	Training: Mastered Weapon ; Endurance 8; Strength 8; Heavy Firearms 8	MoW	19
HF: Plasma Cannon Cooldown	Training: Mastered Weapon ; Heavy Firearms 6; Mechtronics 6	MoW	19
HF: Rail Gun Penetration	Training: Mastered Weapon ; Perception 7; Heavy Firearms 7; Mechtronics 3	MoW	19
HF: Rail Gun Scope Shooter	Training: Mastered Weapon ; Perception 6; Heavy Firearms 7; Mechtronics 4	MoW	19
HF: Rocket Launcher Structural Strike	Training: Mastered Weapon ; Heavy Firearms 7; Support Weapons 3	MoW	19

[LF = Light Firearms; TF = Tactical Firearms; HF = Heavy Firearms; CCW = Close Combat Weapons]

		Location	Page
Telepathic Trainings	Prerequisites		
Assault Mastery	Training: Telepath ; Assault 6	EB	14
Battle Halo	Psi Blade 8, Shield 5	MU	43
Biokine	Arts and Culture 6; Assault 5; Biokinesis 10; Medicine 3	MU	43
Biokine Master	Training: Biokine ; Prescience 5	MU	44
Biokine Scourge	Training: Assassinate ; Training: Biokine ; Assault 8; Prescience 4	MU	44
Biokinetic Anagathics	Biokinesis 10	MU	44
Biokinetic Immunity	Biokinesis 5; Shield 5	MU	44
Breath Control	Biokinesis 4	MU	45
Contact	Training: Meditation ; Presence 10; Mind 10; Prescience 10;	MU	45
Delayed Kill	Training: Assassinate ; Biokinesis 6; Psi-Blade 6	MU	45
Double Bladed Psi-Blade	Must be a Comoros Agent; Psi Blade 5	MoW	20
Echo Slash	Jump 6; Prescience 4	MU	46
Electromagnetic Assault	Assault 5; Mechtronics 5	MU	46
Elemental Psi-Blade	Assault 8; Psi-Blade 9	MU	46
Fanatic	Comoros, Shi Yukiro, Western Federation Agent or Order Devoted; Presence 8	MU	46
Focused Psi-Blade	Assault 5; Psi-Blade 6; Telekinesis 5	MU	46
Fool Lie Detector	Biokinesis 2; Psychology 2	MU	47
Galvanic Assault	Training: Electromagnetic Assault ; Assault 9	MU	47
Ground Pound	Endurance 8; Assault 8; Jump 8	MU	47
Heavy Psi Blade	Must be an Order of the True Faith or Comoros; Training: Telepath ; Psi Blade 5	EB	15
Iconic Psi Blade	Must be an Order of the True Faith or Comoros; Training: Telepath ; Psi Blade 10	EB	15
Illuminate	Assault 2; Shield 2	MU	47
Imparted Psi-Blade	Psi-Blade 8, Telekinesis 6	MU	47
Incendiary Assault	Assault 6	MU	48
Invisible Assault	Assault 2; Shield 2	MU	48
Meditation	Training: Telepath	CR	22
Memory Edit	Presence 9; Assault 5; Mind 10	MU	48
Mind Over Muscle	Biokinesis 6; Telekinesis 4	MU	49
Perfect Recall	Intelligence 8; Mind 6	MU	49
Plasmic Assault	Assault 10	MU	49
Prescient Catch	Reflexes 9; Athletics 6; Prescience 7	MU	49
Psi-Blade Iaijutsu	Close Combat 6; Psi Blade 6	MU	50
Psi Comms	Comoros Agent OR Prescience 4; Training: Telepath	MU	50
Psi Dagger	Must be an Order of the True Faith or Comoros; Training: Telepath ; Psi Blade 5	EB	15
Psi Hunter	Training: Telepathic Scan ; Assault 6; Prescience 5	MU	51
Psi Scimitar	Comoros Agent; Psi-Blade 6	MU	51
Psi Storm	Assault 6	MU	51
Psychometabolise	Training: Telepath ; Biokinesis 4	EB	11
Radiant Assault	Assault 7; Prescience 4; Shield 6	MU	51
Resonance Filtering	Must be an Order of the True Faith; Training: Telepath ; Presence 6; Prescience 1	EB	11
Resonance Weapon Use	Comoros or Order of the True Faith Trained; Training: Telepath	MU	51
Shield Scatter	Shield 7; Telekinesis 5	MU	51
Stun	Assault 4; Telekinesis 8	MU	52
Telekinetic Blastwave	Shield 6; Telekinesis 8	MU	52
Telekinetic Prosthesis	Biokinesis 4; Telekinesis 4	MU	52
Telekinetic Subtlety	Telekinesis 7	MU	52
Telekinetic Warrior	Training: Telekinetic Subtlety ; Training: Relevant Mastered Weapon	MU	53
Telepath	None	CR	22
Telepathic Adept	Training: Telepath	CR	22
Telepathic Might	Must be a Comoros Agent, Order of the True Faith or Ang Fen Strain	DA	17
Telepathic Scan	Training: Telepath ; Perception 8; Observation 8	MU	53
Thought Resonance	Must be Hien Strain; Presence 10; Psychology 10	DA	18
Thy Will Be Done	Presence 10; Mind 6	MU	53
Twin Heavy Psi Blades	Order of the True Faith or Comoros Training: Telepath ; Training: Heavy Psi Blade ; Training: Twin Psi Blades ;	CR	24
	Close Combat 7; Psi Blades 7		
Twin Psi Blades	Training: Telepath ; Psi Blade 7	CR	24
Twin Psi Daggers	Order of the True Faith or Comoros; Training: Telepath ; Training: Twin Psi Blades ; Close Combat 7; Psi Blade 7	EB	16
Wall Jump	Jump 6; Prescience 6; Telekinesis 6	MU	54
Zealot	Training: Fanatic ; Presence 9	MU	54