

Coriolis Players Guide

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v1.5.2

Game mechanics out of combat

Skills

GENERAL SKILLS

DEXTERITY (Agility) The Dancer
FORCE (Strength) The Deckhand
INFILTRATION (Agility) The Faceless
MANIPULATION (Empathy) The Merchant
MELEE COMBAT (Strength) The Dancer
OBSERVATION (Wits) The Gambler
RANGED COMBAT (Agility) The Judge
SURVIVAL (Wits) The Traveler

ADVANCED SKILLS

COMMAND (Empathy) The Judge
CULTURE (Empathy) The Traveler
DATA DJINN (Wits) The Messenger
MEDICURGY (Wits) The Lady of Tears
MYSTIC POWERS (Empathy) The Faceless
PILOT (Agility) The Gambler
SCIENCE (Wits) The Messenger
TECHNOLOGY (Wits) The Messenger

Testing a skill

Roll 1d6 per attribute level + skill level (if relevant).

Need 1-2 "6s" for success. 3+ for crit.

Four things can result in modifiers (more dice):

1. Your gear (+1-3)
2. The difficulty of your action
3. Assistance from others (+1 ea)
4. Prayer and preparatory prayer

Command skill acts as assistance, and comes first. Each 6 acts as a +1 forward.

Talents

The full list appears later in this guide.

Use a talent. Some talents can only be used once per session, and a few give the GM 1 DP. Check the full descriptions on p72.

Prayer

When testing a skill, pray to reroll all dice not showing 6s. This is instantaneous. Give the GM 1 DP.

Preparatory Prayer

Prep challenges characters (and players) to predict the most important skill each day. For example, a negotiator would pray to *The Merchant* if she has an important meeting planned that morning. Common favorites include *The Dancer* for melee or *The Judge* for ranged combat.

At the start of the session, pray to a specific icon for a +1 modifier to rerolls with that icon any time during the session (i.e. one extra d6).

Pray in a chapel for a +2, instead.

Skill Test Probabilities

DICE	CHANCE	WITH PRAYER (reroll)
1	17%	29%
2	31%	50%
3	42%	64%
4	52%	74%
5	60%	81%
6	67%	87%
7	72%	90%
8	77%	93%
9	81%	95%
10	84%	96%

Game mechanics in combat

Melee = Strength + Melee skill, if any. **Ranged** = Agility + Ranged skill, if any.

Actions (3AP/round)

SLOW ACTIONS (3 AP)

- Firing an aimed shot
- Firing full auto
- Administering first aid
- Tinkering with a gadget
- Activating a mystical power

NORMAL ACTIONS (2 AP)

- Attacking in close combat
- Firing a normal shot
- Reloading a weapon
- Ramming with a vehicle

FAST ACTIONS (1 AP)

- Sprinting a short distance (~10m)
- Taking cover
- Hitting the ground
- Getting up off the ground
- Drawing a weapon
- Picking up an item
- Parrying in close combat
- Making an attack of opportunity in close combat
- Making a quick shot
- Going into overwatch
- Getting into a vehicle
- Starting a vehicle
- Driving a vehicle

FREE ACTIONS (0 AP)

A free action is really no action at all. Most are passive dice rolls.

- Using your armor against an attack
- Defending in an opposed roll
- A quick shout to a comrade

INITIATIVE

Roll a D6 / break ties w D6

Some weapons mod your initiative up or down.

PRAYER

Rules for **prayer** and **preparatory prayer** apply in combat.

OVERWATCH

For 1 AP, pick a direction and ready a ranged attack. You must bank the AP for the attack (usually 2AP).
Fire at any time.

AUTOMATIC FIRE

Costs 3AP (not 2), -2 to hit
You can keep rolling one die at a time until you get a one.

You can switch between targets close to each other.

Reactions (before turn: borrow AP; after turn: save AP)

Defending in close combat (1AP roll sixes and chose an effect on p89)

Attacks of opportunity (1AP +2 melee attack as someone moves past or away)

Overwatch fire (see previous page)

Defend

Decrease Damage: You neutralize one of the enemy's sixes. If she is left at no sixes, the attack misses. This effect can be chosen multiple times.

Counterattack: You perform a counterattack, dealing Weapon Damage to the attacker. You cannot spend additional sixes to increase the damage of your counterattack. You can, however, spend extra sixes to inflict a critical injury, but the Crit rating of your weapon is considered 1 step higher than normal. You can spend further extra sixes to increase the severity of the critical injury.

Disarm: You disarm your enemy, but only after her attack has been resolved normally.

Raise Initiative: Your initiative score is raised by 2, taking effect this turn if you have not yet acted. Otherwise, the effect applies at the beginning of the next turn. This effect can be chosen multiple times, for additional effect.

On a critical success (3 or more 6s)

Increase Damage: You inflict 1 extra point of damage. This effect can be chosen multiple times.

Critical Injury: You inflict a critical injury on your enemy. This effect costs extra sixes (beyond the first one) equal to your weapon's Crit Rating. By adding even more sixes, you can increase the severity of the critical injury.

Raise Initiative: You assume a better position for your next attack. Your initiative score is raised by 2, taking effect at the beginning of the next turn. This effect can be chosen multiple times.

Disarm: Your enemy drops her weapon, or some other hand-held item of your choosing. Picking something up again is a fast action.

CRIT OPTIONS IN MELEE

Strike Fear: You strike fear into your enemy. She takes 1 point of stress (page 92). This effect can be chosen multiple times.

Grapple: You pin your enemy in a tight clinch. See Grappling.

CRIT OPTIONS AT RANGE

Suppressive Fire: You force your enemy to keep her head down. She suffers 1 point of stress (page 92). If you are shooting full auto fire, she takes 1 additional point of stress. This effect can be chosen multiple times.

Space Travel

Order of Combat

Each combatant does each phase in initiative order. (p162)

- | | |
|---|--|
| 1 Order Phase
Captain _____ | All captains choose their orders secretly, and roll command. |
| 2 Engineer Phase
Engineer _____ | The engineers distribute their ships' EP, and perform any necessary repairs. |
| 3 Pilot Phase
Pilot _____ | The pilots maneuver to get either closer to, or farther away from, their enemy ship. |
| 4 Sensor Phase
Operator _____ | The sensor operators lock targets, break locks on their own ships, and perform data attacks. |
| 5 Attack Phase
Gunner _____ | The gunners fire their weapon systems, including countermeasures. |

Rules for **prayer** and **preparatory prayer** apply in space combat.

1. ORDER PHASE

PC and GM orders are written down and revealed at the same time.

Roll COMMAND: 6s = bonuses to crew.

Repair! Grants a bonus to ship repairs (Phase 2).

Evade! Grants a bonus to evasive maneuvers (Phase 3), and to breaking an enemy lock-on (Phase 4).

Retreat! Grants a bonus to movement away from the enemy ship (Phase 3).

Attack! Grants a bonus to movement towards an enemy ship (Phase 3), and to all attacks (Phase 5)

2. ENGINEER PHASE

Distribute EP to roles:
Bonus for excess EP above 1

Roll Technology
See page 168

Portal Jumps

Options p139

Portal station’s clean jump calculation for 6k-10k birr. Split it among a convoy. +3 to pilot portal test.

Trail a bulk hauler. Easy +1 pilot test to jump in their wake.

Solo jump with -1 pilot test. Need science test first: 4 hours, minus 1 per extra 6 rolled.

Blind jump with -3 pilot test and probably die.

Bonuses

Prayer and sacrifice before jump: +1

Chapel: +1 (stacks w prayer)

Anointed priest aboard: +2 (stacks w prayer and/or chapel)

More

Sensor Rolls

1-2 Distance in CU and current course

3+ Distance, class, course, weapons

“Small crews” rules for 3 people

If pilot is also commander. No cmdr bonuses and -2 to everything.

If engineer is also sensor operator, roll Data Djinn and Technology as appropriate. -2 to everything.

3. PILOT PHASE

Each additional action after the first one gives a -2 to all actions.

Roll Pilot
See page 168

4. SENSOR PHASE

Roll Data Djinn
See page 169

5. ATTACK PHASE

Roll Ranged Combat
See page 169

Advancement

At the end of each session, characters gain experience and reassess their relationships and reputation. They can take new skills or talents.

EXPERIENCE POINTS

- ☐ Did you participate in the session? You get 1 XP just for attendance.
- ☐ Did you overcome a difficult challenge, to help your crew to reach its current goal?
- ☐ Did you put yourself or your crew at risk because of your personal problem?
- ☐ Did you learn something new about yourself or another PC?
- ☐ Did you sacrifice or risk something for your PC buddy?
- ☐ Did you act in accordance with your Icon?

LEARNING SKILLS AND TALENTS

- Spend 5XP to “Take an advance” by learning a new talent or increasing a skill by 1 (max is 5).
- Learn a group talent when everyone spends 5XP to get it.

PC RELATIONSHIPS

After XP is handed out, you’re free to reassess relationships with other PCs.

CHANGING REPUTATION

At end of session, if your character did something publicly recognized as heroic +1 or dastardly -1, change your reputation. The GM can increase it by more than 1. It can’t go below 0.

Talents

(Full descriptions start on page 72) **Using * marked talents generate 1DP for the GM.**

GENERAL TALENTS

- Blessing *
- Combat Veteran
- Defensive
- Executioner
- Exo Specialist
- Faction Standing
- Field Medicurg
- Gearhead
- Intimidating
- Judge of Character *
- Licensed
- Machinegunner
- Malicious
- Nine Lives
- Point Blank
- Rapid Reload
- Rugged
- Seductive
- Soothing
- Sprinter
- Talisman Maker
- The Hassassin's Thrust
- Third Eye
- Tough
- Wealthy Family
- Zero-G Training

CYBERNETIC IMPLANTS

Must buy hardware

- Accelerated Reflexes
- Active Sensors
- Body Armor
- Built-In Weapon
- Com Link
- Cybernetic Muscles
- Endo Skeleton
- Language Modulator
- Lie Detector
- Passive Sensors
- Servo Locks
- Skin Electrodes
- Targeting Scope
- Voice Amplifier
- Water Breathing
- Weatherproof

BIONIC SCULPTS

Must buy hardware

- Beautiful
- Built-In Weapon
- Intelligent
- Morph
- Nimble
- Quick
- Regenerate

MYSTICAL POWERS

Must have 1pt in the skill: Mystic Powers

- Artificer *
- Clairvoyant *
- Exorcist *
- Intuition *
- Mind Reader *
- Mind Walker *
- Prediction *
- Premonition *
- Stop *
- Telekinesis *

World

History

Three waves of intergalactic colonization occurred via wormhole gates called portals. The “Third Horizon”, as the final wave was called, lacked the easy resources of the Second Horizon or the centuries of development of the First Horizon.

The struggle of Third Horizon’s people hardened their culture and their institutions. **Militancy and zealotry** helped them survive.

A hundred years ago, catastrophic **Portal Wars** cut off the “Third Horizon” cluster, causing **economic and cultural collapse**, called **The Long Night**. The portals were lost or deactivated.

The entire cluster was sliding into oblivion when an ancient colony ship arrived unexpectedly, not by portal but after millennia of sub-light travel.

Through a series of events, the new colonists flooded the cluster, bringing new energy, hope, and most of all **commerce** to every system. They unlocked the portals, churning things up everywhere and reconnecting lost settlements.

As things were starting to stabilize...

A mysterious (perhaps non-human) faction called **Emissaries** numbering five individuals made themselves known, demanded a seat on the Council of Factions and revealed one of their members to be The Judge (one of the Icons).

Religious reactionaries (the Order) responded to the Emissary’s blasphemy by closing certain borders and making demands, sparking an arms race among the factions and **serious talk of war**.

A colony was attacked, and Zenithian rescuers found nothing but carnage and death. The culprit remains unknown and everyone is on edge...

Factions

Zenithan

The Consortium - The ubiquitous commercial faction with several seats on the council.

- R&D group, **The Foundation**, reverse-engineered portal ops, enabling travel for everyone. The fields of xeno- and portal archaeology receive huge backing from the Foundation.
- **The Colonial Agency**, invests and leases heavy equipment to entrepreneurs. Viewed by some as an evil parasite, by others as the best path to development. Think World Bank with Halliburton ethics.

The Free League - In raw numbers, the largest faction. Part small business agency, part trade union, it reaches further and deeper than The Consortium. Regular people pay monthly dues and gain a citizenship of sorts, complete with education and legal representation.

The Legion - Military faction composed of dozens or hundreds of independent mercenary crews and privateers. May have secret bases. Works for the highest bidder, which is usually the Consortium.

The Syndicate - Organized crime, with five families from Zenithian and Firstcome society.

The Zenithian Hegemony - A pair of competing hereditary groups, tracing their lineage to the captain and crew of the Zenith. Perhaps the best (but not biggest) fleet, and best pilot school. Elite, power hungry, but hopelessly stuck on bloodlines.

- **Astûrban** - part secret police, part intelligence agency, all court intrigue.

Firstcome

Ahlam's Temple - Ancient, widely-respected Epicurean cult - half Buddhism, half something more sinister. Courtesans, assassins, VR "proxies", and mysticism.

The Draconites - Technically Zenithians, but traveled into the dark between the stars and returned weird. Advanced tech. Nomadic. Powerful military and diplomacy, operating in cells with little apparent coordination. Apprentice system. Only a single representative on Coriolis, Mandragor Ho.

The Church of the Icons - New mega-church, with numerous missionary missions. Nine sacred rites.

- **Circle of Seekers** is old-school, like mystical Jesuits, like something out of *Dune*.

The Order of the Pariah - dominant military, political, and geographic faction. Known as the Samaritans on Coriolis, where they run a hospital and schools. Known as the Martyrs elsewhere, (The Martyr is what they call The Judge icon), and they are a huge army.

The Nomad Federation - Former Free League leaders, who weren't satisfied with representation there. Fleets of nomads/refugees displaced by other factions. All told, they would make the single largest fleet, but are divided and scattered.

Icons & their calendar

(Each icon has their own month, called a **segment**)

===== The Cyclade (New Year) =====

1. Messenger data, science, tech // PC/NPC born with icon _____

You can make someone obey you, through careful words and actions, without having to test manipulation. Can be used on both NPCs and PCs. Your wish must be reasonable, you cannot, for example, force an NPC to act completely against her own interests.

2. Dancer dexterity, melee // PC/NPC born with icon _____

You can evade an incoming attack, taking no damage. You can choose to activate the talent after a successful attack roll, but before you roll any cover or armor dice.

3. Gambler observation, pilots // PC/NPC born with icon _____

You are incredibly lucky and can choose an automatic critical success on a skill test of your choice. It counts as if you had rolled three sixes. If it is an advanced skill, you still need a level of at least 1 in that skill to activate the talent.

===== The Founding (Thanksgiving, but also judgement of evil.) =====

4. Deckhand force // PC/NPC born with icon _____

If your ship drops to zero Hull Points or Energy Points, you can restore D6 points of either kind instantly. This requires no action from you – it is the Icons intervening on your behalf.

5. Merchant manipulation // PC/NPC born with icon _____

You can find a favorable loan enabling you to purchase an expensive object or a ship module. The loan must then be paid back within the agreed upon timeframe.

6. Judge ranged, combat // PC/NPC born with icon _____

You deal an automatic critical injury when your attack hits, regardless of whether the attack penetrated cover and armor. Any other effects from the attack are resolved as usual.

===== The Pilgrimaria (Time to start a pilgrimage. A day to remember the dead.) =====

7. Traveler survival, culture // PC/NPC born with icon _____

You can ask the GM about a choice you have to make in the game. It has to be a choice with only two options. The GM must then answer truthfully which of the two is most beneficial to you, if that is at all possible to estimate.

8. Lady of Tears medicurgy // PC/NPC born with icon _____

You can get back up after having been broken by damage or stress, and are immediately restored to 1 HP or MP (read more in Chapter 5). Alternatively, you can choose to ignore the effects of a critical injury when you suffer one.

9. Faceless One infiltration, mystics // PC/NPC born with icon _____

Fate is on your side, giving you the benefit of getting to change a single, concrete detail in a scene more to your favor. It must be something that has a cosmetic or indirectly helpful effect – you cannot make an enemy disappear, but you can decide that there is a knife within reach, or that a window has been left open. The GM has final say on what is possible to accomplish with the talent. Remember, you can only use the talent once per session.

Sacred Rites

The Mission	The Messenger	☐ Once in life, during at least one segment.
The Life Bond	The Dancer	☐ Once in life.
The Creed	The Gambler	Each year during the Cyclade.
The Blessing	The Deckhand	Each year during the Cyclade.
The Fast	The Merchant	From dawn to dusk during the segment of the Merchant.
The Confession	The Judge	Each segment.
The Pilgrimage	The Traveler	☐ Once in life.
The Alms-giving	The Lady of Tears	Each segment.
The Prayer	The Faceless One	Twice daily.

Darkness Points

Players' actions generate darkness points, attracting the dark between the stars. The GM spends these points to put obstacles in front of the players.

Gaining

General

Praying to the Icons (1 DP) – A PC prays to the icons for a reroll (page 55).

Activating an Artifact (? DPs) – A PC activates a mysterious artifact (page 344).

Darkness (? DPs) – The PCs visit places or experience events that are linked to the Dark between the Stars (page 345).

Events

Kill Someone (3 DPs) – Other than enemies in combat.

Suffer Torture (2 DPs)

Torture Someone (3 DPs)

Traumatizing Event (? DPs) – This can be something very scary, unnatural or degrading, or if the PCs perform an evil or immoral deed.

Talents and Powers

Activating a Mystic Power (? DPs) – A PC activates a mystic power (page 77).

Activating various Talents (1 DP)

- Group Talents – A Friend in Every Port, Last Laugh, Quickest Route, Survivors, Truth Seekers. (pg. 70)
- General Talent – Blessing, Judge of Character (page 72)
- Icon Talents – (page 71)

Travel

Space Travel (page 345)

- Well-trafficked routes (1 DP/week) – These routes run between important planets and systems.
- Lonely routes (2 DPs/week) – These routes run between smaller stations within a system or to distant systems.
- Uncharted space (3 DPs/week) – Space travel farther than 5 AUs from a known route.

Portal Jump (3 DP) – The PCs perform a portal jump without being in a stasis (page 344).

Bad Stasis (1 DP) – A PC suffers bad stasis after a portal jump (page 344).

Spending Darkness Points

General (pages 56+)

Innocent in Danger (2 DP) – An innocent bystander is suddenly caught in the line of fire and needs help.

Nature's Wrath (1-3 DPs) – Something dangerous in the environment around the PCs suddenly affects them. Cost depends upon the level of danger (page 346).

Non-Player Characters

Reactive Action In Combat (1 DP) – A NPC can now perform a reactive action in combat (pages 84, 86).

Reinforcements (1-3 DP) – The enemy receives unexpected backup. The GM decides the details.

Reloading (1 DP) – Normally, NPCs cannot reload their weapons for example after automatic fire (page 346).

Reroll (1 DP) – A GM can reroll a skill roll for an NPC.

Take the Initiative (1-3 DPs) – An NPC breaks the turn order and reacts before her slot in the turn. The GM chooses when (page 345).

The Power of Darkness (? DPs) – Certain talents or abilities can be activated by NPCs or creatures using DP. More details in Chapter 14 (page 346).

Player Characters

A Dark Mind (1-3 DP) – A PC is suddenly stricken with a temporary dark madness. More details in Chapter 14.

Empty Clip (1 DP) – A PC who is shooting runs out of ammo. The attack is not affected, but the weapon must be reloaded after it (page 345).

Empty Refueled Cell (1 DP) – A refueled cell is unpredictable and can become depleted (page 105).

Lost Possession (3 DP) – A PC has dropped an important possession. The GM decides which.

Personal Problem (1 DP) – A PC's personal problem (page 26) affects her in a manner the GM chooses.

Weapon Jam (3 DPs) – A PC's firearm jams as it fires. The attack is lost, and a roll for Technology (a Slow action) is required to fix the weapon (page 346).

Player Characters' Ship

Broken System (3 DPs) – A system onboard stops working. A Technology or Data Djinn roll is required to repair it (page 346).

Overload (1 DP) – A system overloaded, either from neglected upkeep or a temporary malfunction. The system stops working for 3 turns (see Chapter 7).

Ship Problem (2 DPs) – The ship's problem is activated. Details are specified in the list of problems (page 346).

Change log

1.5.1

Combat: Added default AP allocation and automatic fire rules

Talents: Marked which talents generate DP for the GM.

1.5.2

Talents: Further updates to qualify when DP is generated.