

SUNIBARAT ELAM

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Zenithian scion of a house of no importance, Suni quickly found other ways to handle his resentment and need for excitement in his youth. After several years in the Ravens he decided to leave and pursue other paths. So far, he has been trained and kicked out from more factions and temples than any other freelancer assassin in the horizon, among them the mysterious Ahlams Temple. There are rumours that he still secretly works for them and that his drug-fuelled debauched personality is just a mask he wears to keep others off their guard. But if it's the truth or just another helpful lie is impossible to tell. Regardless, after a party on Jina that got too wild, Suni went to Lubau to hide from creditors, and met an old friend with a job offer...

◆ **THE DANCER'S TALENT (once per session, costs 1 DP)** 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.

◆ **ASSASSIN'S GUILD** You can test **infiltration** instead of **melee combat** when you make a **melee combat** attack against an enemy who isn't aware of you.

### ATHLETE

◆ **DEFENSIVE:** You are as nimble as a cat and can easily evade close combat attacks. You get a +2 to **Melee Combat** when defending (page 87).

◆ **EVASION:** Not getting hit should really be natural instincts for everybody, for you it is. The first dodge or parry you attempt in a round is free and does not cost 1 act as usual.

### ASSASSIN

◆ **THE HASSASSIN'S THRUST:** You are a highly trained assassin. When you make a sneak attack (page 85) using a small weapon, you get +2 to **Melee Combat**

◆ **MIRAN BEGGAR'S-HAND:** In undercity brawls often the only things that matters is hitting fast and hard and getting away before retaliation arrives. When making 3 quick attacks with short melee weapons or unarmed in the same turn the last quick attack does not get the usual -2 modifier (-2, -2, -0). If the attack is unarmed the second attack only has a -1 modifier as well (-2, -1, -0).

◆ **THE LOTUS WALK:** You have walked blindfolded on rice while the miran monks struck you once for every sound they heard, you have gone swimming among drowsy but ill-tempered snakes in the bottom of the temples, stealth is now second nature to you. Get 5+ when attempting Infiltration checks.

◆ **BEAUTIFUL (BIO)** Your beauty is breathtaking. Whether by classical standards or tasteful originality, you turn heads wherever you go. Your biosculpted looks give you a +2 to **manipulation** whenever they can affect the situation. People with the appropriate sexual orientation tend to fall in love with you.

## GEAR

(ENC:6)

- 1: Vulcan Pistol
- 2: Hand fan (L) Reload (L)
- 3: Protective clothing
- 4: Musical instrument, chordophone (+1 manipulation) (L)
- 5:
- 6:

Pipe (t) An assortment of Drugs (t) Cell(t) Communicator, personal, mini (t) Tag w 250 Birr Healing scarabs

### 3 Healing scarab (artifact) (t)

The small scarabs are barely three centimeters long, and about two centimeters wide. They appear to be made from smoky glass, are hard as stone and covered in tiny spiraling patterns cut into the surface. The bas-relief makes the scarabs rough and sharp to touch.

◆ **Effect:** When a scarab is placed on an open wound, it softens and expands. The wound is slowly closed up and projectiles or shrapnel inside the body are pulled out. The scarab darkens as the wound is healed, from smoky white to crimson red, and then it falls off. A scarab restores 2 HPs. Three scarabs can get a broken PC back on her feet and five scarabs can heal a critical injury.

◆ **Darkness Points:** 1

### DRUGS:

2 doses of Mind-enhancing narcotics +1 (t)

The effects are very strong – one attribute is raised by 1 for 06 hours. The drugs come with serious fatigue after the high, however. When the PC comes down, she suffers 2 points of damage and a -1 to the affected attribute for half a day.

### Some Arrash (t)

Strong stimulant with pain-relieving properties. Usually smoked in a hookah or added to so-called dream wine. -1 to all skill tests.

### Pouch of Tabak (t)

Mild stimulant with a sweet taste. Rolled, dried and ground up to be smoked in a hookah.

### 2 doses of Kambra (t)

A drug that makes the user charismatic and happy (+1 to **manipulation**) for a few hours, followed by a bad day of hangover. The user suffers 2 points of stress per use.

### A little bit of Opor(t)

Synthetic arrash, stronger and more addictive. Usually smoked in long pipes. Can also be injected. Gives the user a powerful high and -2 to all skills.

# CHARACTER SHEET

# C O R I O L I S

ATTRIBUTES	
STRENGTH	3
AGILITY	4
WITS	3
EMPATHY	5

TRAUMA	
HIT POINTS (STRENGTH + AGILITY)	7
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CRITICAL INJURIES:	
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MIND POINTS (WITS + EMPATHY)	8
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NAME:	Sunibarat Elam	BACKGROUND:	Plebian - Kua/Coriolis
CONCEPT:	Artist - Musician	ICON:	The Dancer
GROUP CONCEPT:	Agents, The Ravens	REPUTATION:	3
PERSONAL PROBLEM: You are addicted to opor, among other things, and sometimes you just can't give a damn.			

APPEARANCE	
FACE:	Black curls and bedroom eyes accentuated with kohl
CLOTHING:	Embroidered green gallabeya with patterned blue sash

RELATIONSHIPS		BUDDY
PC 1:	Aquila: Same old hardass, but slightly humbled and with some new scars.	<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>
PC 2:	Jara: New kid, uppity, funny, boss seems to have a soft spot for her.	<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>
PC 3:		<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>
PC 4:		<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>

RADIATION	
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EXPERIENCE	
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TALENTS	
Beautiful (BIO)   Defensive   Evasion	
The Dancers talent   Miran beggar's hand   The lotus walk	
Assassin's guild   The hassassin's thrust	

SKILLS		GENERAL	ADVANCED
DEXTERITY (AGILITY)		COMMAND (EMPATHY)	
FORCE (STRENGTH)		CULTURE (EMPATHY)	1
INFILTRATION (AGILITY)	2	DATA DJINN (WITS)	
MANIPULATION (EMPATHY)	2	MEDICURGY (WITS)	
MELEE COMBAT (STRENGTH)	2	MYSTIC POWERS (EMPATHY)	
OBSERVATION (WITS)		PILOT (AGILITY)	
RANGED COMBAT (AGILITY)	1	SCIENCE (WITS)	1
SURVIVAL (WITS)		TECHNOLOGY (WITS)	

GEAR		BONUS
Hand fan   Reload		
Protective clothing		
Musical instrument, chordophone (L)		
Vulcan Pistol		
5		
6		
a wide assortment of drugs (t)		
Communicator, personal, mini (t)		
3 Healing scarabs (artifact) (t)		
cell(t)		

WEAPONS	BONUS	INIT	DAMAGE	CRIT	RANGE	COMMENTS	RELOADS
Hand Fan	+1	+2	2	1	Close	light, cell-powered	<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>
Vulcan Pistol	+1	+1	2	2	Short	Reliable	<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>
Fists	-	+2	1	3	Close		<div> <div></div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>
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ARMOR	RATING	COMMENT
Protective clothing	3	

## BASICS

Coriolis uses much the same system as Mutant Year Zero, though more forgiving.

You roll a pool of d6's usually based on Attribute + Skill. You're looking for one "6" for a success. That's all you need. There are only 16 skills in the game: basic and advanced. You can only make an Advanced skill test if you have at least a 1 in the skill. One or two successes is a limited success. Three+ successes is a critical success. In combat you can spend extra successes for additional results.

No successes means the GM gets to inflict a problem.

If you get no successes, you can "Pray to an Icon." Reroll all non-6 dice. You can only do this once per roll. BUT when you do this, the GM gets a Darkness Point. They can spend this on Moves later in the session. You can do Preparatory prayers to an particular icon. For the rest of the session you get an extra die when you reroll skills associated with that Icon.

Gear gives you extra dice to relevant skills. Aiding someone as an action gives an extra die. If you have the Command skill, you may roll that giving extra dice = to successes.

Most skills are self-explanatory. Manipulation is modified by social leverage. Observation is used for spotting sneaking and super-hidden things. Otherwise if you look for something, you find it.

STRESS tracks mental damage. DAMAGE tracks physical effects.

## COMBAT

Roll one die for initiative. You can raise this in a couple of ways in play.

On your turn you have 3 Action Points (AP). Slow actions cost all 3 AP; normal actions cost 2 AP; and fast actions cost 1 AP.

**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 (typically ten yards); Taking cover; 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, starting, or driving a vehicle.

**FREE ACTIONS (0 AP):** Using your armor against an attack; Defending in an opposed roll; a quick shout to a comrade.

Quick Melee attack is a fast action, but gives you a -2.

## Melee Combat

With a successful attack **you inflict weapon damage**. For each additional six rolled beyond the first, choose one bonus effect:

- +1 damage (maybe chosen multiple times.)
- Inflict a critical injury. This costs extra sixes (beyond the first one) equal to weapon's Crit Rating.
- Deal 1 point of stress (maybe chosen multiple times)
- Raise your initiative score by 2 (maybe chosen multiple times)
- Make enemy drop weapon or other hand-held item.
- Pin your enemy in a tight clinch.

## Defending

Defending against a melee attack is a fast reaction. Test Melee Combat. Each 6 allows you to choose an effect.

- Neutralize one of the enemy sixes.
- Perform an attack dealing weapon damage. You may not increase this.
- Inflict a critical injury. This costs extra sixes (beyond the first one) equal to weapon's Crit Rating.
- Raise your initiative score by 2 (maybe chosen multiple times)
- Make enemy drop weapon or other hand-held item after attack.

An aimed shot is a slow action, giving you +2. A quick shot is a fast action but you get a -2. Only at close range and your weapon empties if you fire three times.

## Ranged Combat

With a successful attack **you inflict weapon damage**. For each additional six rolled beyond the first, choose one bonus effect:

- +1 damage (maybe chosen multiple times.)
- Inflict a critical injury. This costs extra sixes (beyond the first one) equal to weapon's Crit Rating.
- Deal 1 point of stress (maybe chosen multiple times)
- Raise your initiative score by 2 (maybe chosen multiple times)
- Make enemy drop weapon or other hand-held item.

Additional Options: Grappling, Attacks of Opportunity, Reloading, Overwatch, Automatic Fire.

Damage is not rolled, it is simply inflicted. Cover and Armor resist damage. Roll this as Gear dice with each 6 reducing the damage.