

AQUILA TEVARRAH

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Born in the eternal water wars among the Dars on a planet filled with sand, Aquila left as soon as he could. After several bloody and lucrative stints with the Legion he stumbled across his true calling and became a contractor for one of the powers that be. His outfit, the Ravens, has existed in some form or another for 20 cc in the horizon, although by now, the only surviving founders are himself and Suni. After a particular tricky job wiped out most of his crew, and cost him a hand, he has been forced underground while the graft of the cybernetics heals and the scars fade (and his name fades from a certain Judicators memory). But when his patron contacted him to investigate a murder on Lubau for a Legion contact, (and steal an important asset from them while he was there), Aquila had to improvise. Because of this, he was forced to bring in old friends and former enemies to fill the roster. It's not ideal, but Aquila is a pragmatist at heart, tempered with a healthy dose of paranoia...

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

◆ **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.

## COMBATANT

◆ **COMBAT VETERAN:** You can make your initiative roll (page 82) with two dice, and choose the best one. If you also have Accelerated Reflexes, you get to roll your initiative roll with three dice and choose the best one.

◆ **PRESS THE ADVANTAGE:** A combination of speed and experience gives you that extra edge. You get an extra Act at Initiative 10, if you reach it (spending extra successes in combat is the most common strategy to do this).

◆ **TACTICAL REFLEXES:** You spend no time switching from casual levity to brutal combat and back. You get to keep two of the dice you roll when calculating initiative. If you also have Accelerated Reflexes you get to keep two out of the three dice you roll for initiative.

◆ **CYBERNETIC MUSCLES (CYB)** Muscles enhanced with ceramic fibers make you an extremely fast and strong runner. Your Movement Rate is increased by 4 meters per fast action (cannot be combined with Sprinter or Quick). The damage of your unarmed attacks is increased to 2.

◆ **COM LINK (CYB)** You have a built-in communications device, similar to a personal communicator. The benefit of the link is that it is very hard to detect – you can verbalize your message in your mind, and the receiver is jacked directly into your auditory system

## GEAR

(ENC:8)

1: Communicator, Long range (L) Mercurium Sword (L)

2: Reload (L) Smoke Grenade (L)

3: Accelerator Pistol w Sensor Scope

4: Protective Clothing

5: Chameleon coat (L)

6:

7:

8:

Cell (t) 1000 birr (on several tags and a fake transactor) Healing scarab

### *Force Field Belt (Artifact) (t)*

A wide, black belt with a flat buckle depicting a sun surrounded by planets and strange glyphs. The length of the belt is adjustable, and it can be made several meters long.

◆ **Effect:** When the symbol of the sun on the buckle is activated, a force field encapsulates the wearer. The field protects against all forms of damage, and has an Armor rating of 5. It also makes the wearer of the belt stronger, giving her a +1 to **force** and **dexterity**. The field requires a lot of energy, and generates a lot of DPs. After D6 turns, the field shuts off automatically. When the field turns off, it can sometimes contract violently with the effect of an implosion grenade (Blast 8, Crit 2, Radius Close) on the user (this effect costs 5 DPs that cannot have come from use of the belt).

◆ **Darkness Points:** 3 on activation and 3 per turn of use

### Command unit (L)

The command unit allows an officer to issue orders to her squad from afar and coordinate the actions of the fighters. The unit can also be used when exploring in dangerous or difficult environments. As long as the unit is active, the person using the controls can **command** the linked fighters from a distance.

### Chameleon coat (L) +2

A coat that fools both sensors and the naked eye by evening out signature differences between the wearer and the surroundings. Gives a +2 to **infiltration** to hide and stay hidden.

### Sensor scope +1 (t)

A passive sensor that reads the target and provides a firing reference for the shooter as a small dot of light. Makes it easier to hit with firearms (+1 to **ranged combat**) at Short range and above. Requires an aimed shot ( a slow action, see page 88).

## CHARACTER SHEET

## CORIOLIS

ATTRIBUTES	
STRENGTH	4
AGILITY	3
WITS	2
EMPATHY	4

TRAUMA	
HIT POINTS (STRENGTH + AGILITY)	7
<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>	
CRITICAL INJURIES:	
MIND POINTS (WITS + EMPATHY)	6
<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	
<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	

SKILLS		GENERAL	ADVANCED
DEXTERITY (AGILITY)	1	COMMAND (EMPATHY)	3
FORCE (STRENGTH)		CULTURE (EMPATHY)	1
INFILTRATION (AGILITY)	1	DATA DJINN (WITS)	
MANIPULATION (EMPATHY)	1	MEDICURGY (WITS)	
MELEE COMBAT (STRENGTH)	2	MYSTIC POWERS (EMPATHY)	
OBSERVATION (WITS)	1	PILOT (AGILITY)	
RANGED COMBAT (AGILITY)	3	SCIENCE (WITS)	
SURVIVAL (WITS)	1	TECHNOLOGY (WITS)	

WEAPONS	BONUS	INIT	DAMAGE	CRIT	RANGE	COMMENTS	RELOADS
Mercurium sword	+2	0	3	2	Close	Light, Mercurium, cell-powered	<div><div></div><div></div><div></div></div>
Accelerator pistol	+1/2	0	2	1	Long	Silent	<div><div></div><div></div><div></div></div>
Fists	-	+2	2	3	Close		<div><div></div><div></div><div></div></div>
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NAME:	Aquila Tevarrah	BACKGROUND:	Privileged - Dabaran
CONCEPT:	Soldier - Officer	ICON:	The Lady of Tears
GROUP CONCEPT:	Agents, The Ravens	REPUTATION:	5
PERSONAL PROBLEM:	You are arrogant and condescending toward others, and prone to gloating.		

APPEARANCE	
FACE:	Neatly oiled and trimmed beard, a fresh scar runs along jawline
CLOTHING:	Deep black kurta over fatigues, dark trenchcoat

RELATIONSHIPS		BUDDY
PC 1:	Jara: Back under your thumb, unpredictable, but competent.	<div><div></div><div></div><div></div></div>
PC 2:	Suni: As long as he keeps his habits under control he can be a valuable ally.	<div><div></div><div></div><div></div></div>
PC 3:		<div><div></div><div></div><div></div></div>
PC 4:		<div><div></div><div></div><div></div></div>

EXPERIENCE	
<div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div><div></div></div>	

TALENTS	
Cybernetic muscles (CYB)   Com link (CYB)	
The Lady of Tears' talent   Combat veteran   Press the advantage	
Assassin's guild   Tactical reflexes	

GEAR	BONUS
Mercurium sword   Chameleon suit/coat +2	
Communicator, Long range   Reload	
Command unit   Smoke grenade	
Accelerator pistol	
Protective clothing	
6	
7	
force field belt (artifact) (t)	
Sensor scope +1 (t)	
cell (t)	

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.