

JARA LA AISM

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Jara's world imploded when she lost her father to the entity. Since then she has struggled to survive and to find a way to reclaim her family. After surviving the harsh life of a street urchin on Lubau she got off-world and started working as a freelance thief and agent. During one job she must have done something to impress Aquila, because he offered her a seat at the Ravens. It only took 3 cc for her to betray him on Algol, and that should have been the end of it. But then there was an explosion on a train she was on, and Aquila lost too many men fighting her new "friends". The same friends did not come find her as she lay dying. But Aquila did, left to fade away in the poor-wing of the Samaritan sanatorium he offered her old seat back, and a chance to live as well. The procedure would be excruciating, and change her, but it was possible. She accepted without a second thought, and now he owns her...

### ◆THE TRAVELER'S TALENT (once per session, costs 1 DP)

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.

◆**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.

◆**RAPID RELOAD:** You can reload a weapon as a fast action, rather than as a normal one (page 83).

## GUNSLINGER

◆**POINT BLANK:** When you shoot someone and hit, you automatically add an extra six to your roll – but only if you attack from Close Range.

◆**SPEED RELOAD:** All that time spent training on tactical reloads has made it second nature to you, and now you do it without conscious thought. When making 3 quick attacks in the same turn, reloading costs 1 less act (to a minimum of 0 if the character has the Rapid Reload talent).

◆**PISTOL WHIP:** When the enemy gets too close you can pistol whip or buttstroke them with the stock of a rifle. Once per session you can attack an enemy that is in close range from you (unarmed strike +1) this attack does not cost acts and can be done even if it's not your turn

◆**QUICK (BIO)** Your muscles are bionically altered for incredibly explosive speed, making you a fast runner. Your Movement Rate is increased by 4 meters (can be combined with Sprinter but not with Cybernetic Muscles). You can jump 5 meters horizontally from standing still, 15 meters with a running start (slow action), and 2 meters vertically.

## GEAR

(ENC:6)

- 1: Thermal cricket (L) Energy whip (L)
- 2: Protective clothing
- 3: Reload (L) M-dose (L)
- 4: Proximity sensor Security tablet (L)
- 5: Mechanical lockpicks (L)
- 6: Tabula (L)

Communicator, personal, mini (t) cell (t) Messenger satchel (t)  
Tag w 50 birr

### Proximity sensor

The proximity sensor scans several spectra of the surroundings and displays detailed live information about terrain, vehicles and even individual persons in the area. The information is not exact enough to identify someone or to make out more about a vehicle than type and model.

The sensor has two modes:

◆ **Active mode:** This mode covers Extreme Range in open terrain and forests. Hidden objects and threats require a skilled sensor operator to spot. The sensor allows the operator to test **technology** to find hidden things in her surroundings. When the sensor is in active mode, it is easy (+2) to discover it using other sensor tech.

◆ **Passive mode:** This mode has Long Range but is less risky to the user as it won't reveal the user's location (no bonus to **technology** to spot the sensor user).

### M-dose

A one-use injector for stabilizing wounds or treating poison, disease or radiation damage. Called "life insurance" or "first aid" in soldier slang, although the Legionnaires are of the belief that one's carbine is the first aid, instead referring to the m-dose as the "fuse" or the "last aid". An m-dose should be used together with a medkit; on its own it only gives a +1 to **medicurgy**

### Mechanical lockpicks (L)

Gives no bonus to **technology**, but with improvised tools instead of a proper lockpick set, the user gets a -1.

### Security tablet (L)

The security tablet is a codebreaker and an electronic lockpick, and it counteracts electronic and sensor-based traps. Without the tablet, all of the above is difficult to handle (-2 to **technology**).

## CHARACTER SHEET

## CORIOLIS

ATTRIBUTES	
STRENGTH	3
AGILITY	5
WITS	4
EMPATHY	2

TRAUMA	
HIT POINTS (STRENGTH + AGILITY)	8
<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)		COMMAND (EMPATHY)	
FORCE (STRENGTH)	2	CULTURE (EMPATHY)	
INFILTRATION (AGILITY)	2	DATA DJINN (WITS)	1
MANIPULATION (EMPATHY)		MEDICURGY (WITS)	1
MELEE COMBAT (STRENGTH)	1	MYSTIC POWERS (EMPATHY)	
OBSERVATION (WITS)	1	PILOT (AGILITY)	1
RANGED COMBAT (AGILITY)	2	SCIENCE (WITS)	
SURVIVAL (WITS)		TECHNOLOGY (WITS)	1

WEAPONS	BONUS	INIT	DAMAGE	CRIT	RANGE	COMMENTS	RELOADS
Energy whip	-	+2	2	3	Close	light, flexible, stun, cell-powered	<div><div></div><div></div><div></div></div>
Thermal cricket	+1	+2	3	2	Short	light	<div><div></div><div></div><div></div></div>
Fists		+2	1	3	Close		<div><div></div><div></div><div></div></div>
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NAME:	Jara La Aism	BACKGROUND:	Stationary - Kua/Lubau
CONCEPT:	Operative - Guardswoman	ICON:	The Traveler
GROUP CONCEPT:	Agents, The Ravens	REPUTATION:	4
PERSONAL PROBLEM:	Last job did a number on you, and you are still suffering side effects.		

APPEARANCE
FACE: Long black hair, shaved sides, dragon skull tattoo, nose ring
CLOTHING: Grey armored kameez, tan jacket

RELATIONSHIPS	BUDDY
PC 1: Aquila: the devil you know, and now you owe him big.	<div><div></div><div></div><div></div></div>
PC 2: Suni: racist junkie musician, no idea why he's here, the boss seems to trust him.	<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
Rapid reload   Quick (BIO)
The Traveller's talent   Pistol whip
Assassin's guild   Point blank   Speed reload

GEAR	BONUS
Thermal cricket   Energy whip	<div><div></div><div></div><div></div></div>
Proximity sensor (technology+2)	
Reload   Mechanical lockpicks (L)	<div><div></div><div></div><div></div></div>
M-dose +1   Security tablet (L)	
Protective clothing	
Tabula (L)	
7	
8	
Communicator, personal, mini (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.