

C O R I O L I S

◆NAME:



◆CONCEPT:



◆PLAYER:



HOW TO CREATE YOUR PLAYER CHARACTER

◆ BACKGROUND (P.21 core book)

Choose your background (origin & upbringing), and whether you are Firstcome or Zenithian background:

ORIGIN/HOME SYSTEM, ROLL D6

1	ALGOL	- a planet of rebels, ruined by heavy industry and under draconian Consortium rule.
2	MIRA	- the cradle of Firstcome culture, filled with temples, churches and cloister palaces.
3	KUA	- the center of the Horizon, home to the space station Coriolis.
4	DABARAN	- a barren desert with ravine seraglios, oasis gardens, and domed palaces
5	ZALOS	- deeply devoted to the Icon the Martyr, locked in constant civil war with the heathens.
6	CHOOSE	

UPBRINGING	PLEBEIAN	STATIONARY	PRIVILEGED
Attribute Points	15	14	13
Skill Points	8	10	12
Reputation	2	4	6
Starting Capital	500 birr	1,000 birr	5,000 birr

BACKGROUND

- The Firstcome have been living in the Horizon for hundreds of years but have been isolated from each other for a long time.
- The Zenithians are newcomers who have opened up the trade routes and furthered contact between the systems once again.

◆ CONCEPT (P.29 core book)

Choose a concept & sub concept:

CONCEPT	SUB CONCEPT	KEY ATTRIBUTE	REPUTATION
◆ ARTIST	- Courtesan, Musician, Poet	Empathy	+1
◆ DATA SPIDER	- Analyst, Correspondent, Data Djinn	Wits	+0
◆ FUGITIVE	- Criminal, Mystic, Revolutionary	Empathy	-2
◆ NEGOTIATOR	- Agitator, Diplomat, Peddler	Empathy	+1
◆ OPERATIVE	- Assassin, Guardsman/-woman, Spy	Agility	+0
◆ PILOT	- Driver, Fighter Pilot, Freighter Pilot	Agility	+0
◆ PREACHER	- Ascetic, Missionary, Prophet	Empathy	+1
◆ SCIENTIST	- Archaeologist, Medicurg, Technician	Wits	+1
◆ SHIP WORKER	- Deckhand, Dock Worker, Engineer	Strength	-1
◆ SOLDIER	- Legionnaire, Mercenary, Officer	Agility	-1
◆ TRAILBLAZER	- Colonist, Prospector, Scout	Wits	+0

◆ DISTRIBUTE ATTRIBUTES, SKILLS, HP & MP

ATTRIBUTES: Distribute your attribute points. Minimum 2, and maximum 4 to each attribute, with an exception of the key attribute for your concept, in which you can place 5 points (if you so choose).

SKILLS: Distribute your skill levels: Maximum 3 in concept's skills, 1 in all others, advanced skills can not be rolled in game unless you have minimum 1 in them.

HIT POINTS AND MIND POINTS: HP equal to your Strength + Agility scores. MP equal to your Wits + Empathy scores.

◆ FINISHING TOUCHES

ICON

Randomly determine your Icon and Icon talent.

ICON, ROLL D66

11-14 The Lady of Tears
15-22 The Dancer
23-26 The Gambler
31-34 The Merchant
35-42 The Deckhand
43-46 The Traveller
51-54 The Messenger
55-62 The Judge
63-66 The Faceless

GEAR

Choose your gear from the options each concept gets and spend remaining birr on any extra gear you think you might need

TALENT

Choose a talent from the concepts list.

PERSONALIZE

Choose a name and your appearance.

Choose a personal problem and choose your relationships to the other PCs.

(done)

COROLIS

ATTRIBUTES

STRENGTH AGILITY WITS EMPATHY

SKILLS

GENERAL

DEXTERITY (AGILITY) FORCE (STRENGTH) INFILTRATION (AGILITY) MANIPULATION (EMPATHY) MELEE COMBAT (STRENGTH) OBSERVATION (WITS) RANGED COMBAT (AGILITY) SURVIVAL (WITS)

ADVANCED

COMMAND (EMPATHY) CULTURE (EMPATHY) DATA DJINN (WITS) MEDICURGY (WITS) MYSTIC POWERS (EMPATHY) PILOT (AGILITY) SCIENCE (WITS) TECHNOLOGY (WITS)

EXPERIENCE

TRAUMA

HIT POINTS (STRENGTH + AGILITY)

CRITICAL INJURIES:

MIND POINTS (WITS + EMPATHY)

RADIATION

NAME:		GROUP CONCEPT:	
CONCEPT		PATRON:	
ICON:		NEMESIS:	
PERSONAL PROBLEM:			
FACE:			
CLOTHING:			
BACKGROUND		FIRSTCOME <input type="checkbox"/>	ZENITHIAN <input type="checkbox"/>
		PLEBEIAN <input type="checkbox"/>	STATIONARY <input type="checkbox"/>
		PRIVILEGED <input type="checkbox"/>	
HOME SYSTEM:			REPUTATION <input type="text"/>

RELATIONSHIPS

BUDDY

PC 1:

PC 2:

PC 3:

PC 4:

TALENTS

ICON TALENT:

GROUP TALENT:

CHARACTER:

GEAR

1	6
2	7
3	8
4	9
5	10

TINY ITEMS:

BIRR:



ARMOR:

RATING:

OTHER:

WEAPON

BONUS

INIT

DAMAGE

CRIT

RANGE

COMMENTS

RELOAD

	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="text"/>
	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		<input type="text"/>

