

SPECIAL ABILITIES

ADAPTIVE CYBERNETIC EYE: Jarja's right eye was destroyed years ago, and Leod paid for surgery to replace it with a cybernetic one. The implant can zoom in on details and gives Jarja a +1 to TECHNOLOGY when making fine repairs, and a +1 to RANGED COMBAT and OBSERVATION (Slow action).

AGENT: Gaddar is trained for infiltration as well as for stealthy assassinations. He gets an extra six to all attacks made within Close range, both melee and ranged, as long as he rolled at least one six.

AGILE: When a ghost has located a victim, it moves incredibly fast. Its movement speed is twice that of a normal human, and climbing walls or ceilings causes no penalties.

AGILITY: The nimble ekilibri can jump far and high, as well as squeeze into very tight spaces such as ventilation shafts or pipes.

ARCHER: Aqueda is a master marksman and can reload as a free action once per turn, both arrows and grenades. Further reloads counts as fast actions.

ARMOR BREAKER: The saw blade reduces the target's Armor Rating by 2.

ASTÛRBAN LACKEY: Akouba has a whole ring of secret agents at her command, although the communication goes through courtesan houses and kawah stands using coded slips of paper, and the whole thing takes time. It can often take up to a whole day for her orders to be carried out. Akouba can receive reinforcements in combat at the cost of 1 to 3 DP.

AULUS AND OTO: Raquin's sons have the following attributes: Strength 3, Agility 3, Wits 2, Empathy 2 (HIT POINTS: 6, MIND POINTS: 4). Skills: Ranged Combat 3, Melee Combat 2, Manipulation 1. They live off their mother's reputation and can use Raquin's Faction standing talent, although only at +1.

AURA OF UNREST: The statues exude an aura of anxiety and unease around them. At the cost of 1 DP, everyone within Close Range gets a -2 to all actions. At the cost of 2 DP, the area of effect is increased to Short Range. The aura lasts for a few minutes.

AZUK LEAP: From standing still, the palace guards can perform leaps up to ten meters long and five meters high as a reaction instead of parrying a melee attack. COST: 1 DP

BATTLE CRY: The ekilibri can let out a loud, high shriek that is painful and disorienting at Short Range. Everyone in the area of effect must test FORCE. Failure means 2 points of stress and the loss of one's next action. Someone with sensitive or enhanced hearing gets a -2 to the roll.

BATTLE-TESTED: Haquim was born a slave and participated in the uprising during the floods a couple of cycles ago. He has sharp reflexes and a tactical mind and rolls two dice when determining his initiative score, choosing the best one.

BATTLE-TESTED: Ramses is a seasoned soldier and rolls two dice when determining Initiative score, choosing the best result.

BLESSING: Once per session, Yorùg can bless another character in close range (slow action), giving her a +3 to one action. In combat, the GM gets 1 DP when the talent is used.

BLOOD LUST: At a cost of 1 DP, the fiend's mystical blood lust can be activated, giving it a +2 to all attacks, but leaving it unable to flee or parry.

BOKOR POISON: After a bokor's bite attack has drawn blood, it can, at the cost of 1 DP, make the victim of the bite fall into a deep coma and slowly fade away, after which the person will rise from the dead as bokor. MEDICURGY and a trauma lab can stop this process, as can MYSTIC POWERS or holy talismans.

BROAD SPECTRUM SENSORS: The kinetic intelligence has sensors that work across all spectrums and are unaffected by darkness or smoke.

CALM: The desdemodu can use its telepathic powers to try and calm someone within Short Range through an opposed MYSTIC POWERS roll. The calm remains in effect for several minutes and anyone affected is unable to perform attacks. A new opposed MYSTIC POWERS roll can be made every minute to break the effect.

CHAMELEON: She blends in wherever she goes and is extremely good at adjusting her behavior to new social codes. When disguised, she gets a +2 to INFILTRATION and if she has to negotiate with someone, her Reputation counts as being the same as that of her opponent.

CHEMICAL PROPULSION: The muzhadjar have organs that work like powerful rockets, enabling them to reach speeds that match a slow ship (Speed 1).

CLOAK OF SHADOWS: The jayrat swarm can spend 1 DP to cover a victim within Close Range in complete darkness. The cloak attack inflicts 1 point of stress per turn in addition to any bite attacks.

CODEx OF THE JUDICATORS: As a judicator, Akouba has contacts within her organization both on Coriolis and on Kua. She also keeps up appearances that she is adhering to the Codex of the Judicators, meaning that she works to fight and prevent crime quickly and effectively, usually acting as police, judge, and executioner at the same time.

CONCERNING FIRE: As soon as a PC takes 1 or more points of damage from the fire, her clothing will catch fire as well, continuing to cause damage after the fire attack itself. Putting out burning clothing requires a successful DEXTERITY test by the burning PC (or someone else within Close range). Armors may be tested. The CRIT value of fire is 1.

CONTACTS: Kuhari has several trusted informants on the station that can help her for something in return. At the cost of 1 DP, Kuhari can obtain information about or access to places, events etc. This enables her to show up where the PCs are without warning.

CONTROL GROWTH: Wahina can make the Growth lunge out for a PC. If a Darkness Point is spent a PC automatically gets stuck in the Growth and must succeed with a FORCE roll to break free in the next round. This requires that the Growth is present at the location. COST: 1 DP.

CORRUPTING SLIME: If someone touches a mucus-covered statue, or is hit by a melee attack, they must pass a force test or suffer a random critical injury that takes the form of a body warp, not unlike an involuntary biosculpt. This effect costs 3 DP.

DARK EMBRACE (1–3 DP): The Beast can embrace a victim within Short range, enshrouding it in shadows. The victims must pass an Empathy or MYSTIC POWERS test or suffer 2 mind points of stress per DP spent by the GM on the attack. A maximum of 3 DP may be spent on each attack.

DARK VISION: The byara has perfect vision in all kinds of darkness and smoke.

DEACON: Salamah is a master strategist and exceptionally alert and quick-witted. At the cost of 2 DP, Salamah and all her warriors within earshot can roll two dice when determining their Initiative score and choose the best one.

DEFENSIVE: Despite his size, Ahuro is a surprisingly slippery opponent in close combat. He is quick to get back on his feet and to dodge incoming attacks. He has a +2 to MELEE COMBAT when parrying.

DESENSITIZED: Countless mock executions and hours of torture at the academy have made Ataia numb to the world. She gets 2 extra MP.

DREAM WALKER: If Ahuro goes to bed sober, he can temporarily leave his body and move his mind 10 meters (slow action, 1 DP), appearing as a dark shadow. His spirit cannot lift or touch anything in the physical world but can pass through thin physical objects such as drywall or wood. To pass through stone or metal he must pay another DP. If his physical body is harmed in any way, his mind returns to it immediately.

ENORMOUS: Older dromedons can become monstrous in size, gaining +10 HP.

EXECUTIONER: Lenove is ice cold and always on guard. She is a blade ready to strike down the enemies of the Astûrban and the Hegemony and can subdue her opponent with just one hit. Unless her target has the Nine Lives talent, whenever Lenove inflicts a critical injury, she can choose which of the dice to read first for maximum damage. This effect applies to extra dice if she spent more sixes on the critical injury as well.

EXECUTIONER: The martyr's are trained to always be on guard. They can subdue their opponents with just one hit. Unless the target has the Nine Lives talent, whenever the martyr warrior inflicts a critical injury, she can choose which of the dice to read first for maximum damage. This effect applies to extra dice if more sixes are spent on the critical injury as well. Costs 2 DP.

EXO SPECIALIST: Harish gets +2 to DEXTERITY or FORCE when handling an exo. It cancels out the normal penalty of -2.

FACTION STANDING: THE CONSORTIUM: Nigelia is a well-known judge on Coriolis, and by extension a member of the Consortium. This gives her access to the faction's support and resources. She gets a +2 to MANIPULATION when threatening or scaring someone.

FACTION STANDING: THE SYNDICATE: Despite her low position in the family, Raquin still has access to much of the family's assets and their violent street gangs. She controls Baybasin and gets a +2 to MANIPULATION when threatening or intimidating someone.

FACTION STANDING: THE ZENITHIAN HEGEMONY: Johar is a wellknown ambassador on Coriolis, but his status on the station comes mainly from his last name. Through the influence of his father and the Quassar clan, he acts with the entire Hegemony behind him, both hegemonists and neo-Zenithians. He gets a +2 to MANIPULATION.

FACTION STANDING: THE ZENITHIAN HEGEMONY: The Astir family is incredibly powerful and through the Astûrban, Lenove has access to the full force of the secret police, as well as countless contacts among elite hegemonists. Whenever she intimidates or threatens someone, Lenove gets a +2 to MANIPULATION

FALSE PROPHET: Gaddar is very empathic which – combined with his great knowledge of the Horizon – makes him very convincing. He gets his CULTURE skill level as a bonus to Reputation when trying to convince someone of something using MANIPULATION.

FAMILIAR: Elmeda has a bionic snake familiar. It will protect her from enemies (see Kahnara below).

FANATIC: The blind faith of Zalos' agents enables them to get back up at 2 HP after having been broken in combat. Costs 2 DP.

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FAVORS OWED: Over the course of a long career, Leod has gathered outstanding debts and favors from the top of the Monolith to the alleys of Little Algol. At the cost of 1 DP, he can either halve or double the price of a contract he is negotiating, whichever is the most favorable to him.

FERAL HUNGER: The nekatra enters a state of blind rage, attacking everything around it. It can perform one additional attack per turn at -1, but it can no longer defend itself.

FERAL HUNGER: The nekatra enters a state of blind rage, attacking everything around it. It can perform one additional melee attack per turn, but all attacks suffer a -2 modifier and the beast can no longer defend itself. Entering the feral rage is a normal action in itself.

FIRESTORM: The group functions better when acting together. At the cost of 2 DP, the entire squad get a +2 to RANGED COMBAT for one turn, but only if they all attack the same target.

FLAMING VEIL: Kh'oudour can wrap a veil of mystical fire around itself and use it to attack opponents within Close range (Fire 5). Costs 1 DP per target.

GANG FRIEND: Ahuro is taking bribes from the Lama gang and lets them conduct their business in peace. He can call on brutal gang members to attack someone when he is not there. Costs 1-3 DP.

GEARHEAD: With just one success on a TECHNOLOGY roll, Alam can repair an item with great success, adding two successes to the roll. She can also roll for TECHNOLOGY to jury-rig a one-time-use contraption for a specific task, using the number of sixes to determine the gear bonus of the new item (up to +3).

GRABBER TENTACLE: The drone is equipped with a tentacle that can grab and pin a victim. This works within Close range. Grabbing someone requires a successful DEXTERITY test. A pinned victim cannot perform any action or maneuvers, but can try to escape by testing FORCE.

GRENADE LAUNCHER: The intelligence has a grenade launcher on its back, loaded with three concussion grenades (page 129).

GUNSMITH: Jarja loves guns and understands them better than she understands people. She gets a +2 to TECHNOLOGY when it comes to making or repairing guns and ammunition.

HARDENED: Gaddar is trained for the mental strain of undercover operations. He gets 2 additional MP.

HARDENED: Long years of danger and conflict have hardened Akouba, who gets 2 additional MPs.

HEAT SENSITIVE: The muzhadjar are sensitive to strong heat and will retreat if a strong heat source is aimed in their direction.

HOLY ARMOR: As a member of the highest warrior caste, Chabaun has inherited his mother's animate glyph armor. It is a hybrid between the regular suits of animate armor and the glyph technology used in the ship hulls of the fleet. To be able to wear it, Chabaun has undergone months of symbiotic linking and advanced training. The armor absorbs the first hit in combat without taking damage, and after that, Chabaun can negate one additional hit per turn at the cost of 2 DP.

HULL BREAKER: Muzhadjar who attack ships land on the hull and start to chew through the hull with their powerful jaws. A pack of muzhadjar can break the hull of a ship in just an hour. This works like a spaceship attack (Weapon Damage 2, CRIT 2).

ICY GRIP: The palace guards can perform MELEE COMBAT attacks with their claws, inflicting stress instead of damage. Negates armor. COST: 1 DP

JUDGE OF CHARACTER: Being a judge, Nigelia is used to people lying to her. If she maintains a conversation with someone for more than a minute or so, she can tell if the person is lying without testing MANIPULATION.

JUDGE OF CHARACTER: Through her long service at the Sanatorium, Sister Robwah has become very good at reading patients and visitors. At the cost of 1 DP, she can tell if someone is lying or not without having to test MANIPULATION. It takes a few minutes and she cannot tell any details.

JUDGE: The -dol-Fahsra suffix is an honorary title given to all publicly appointed judges, giving Nigelia the power of the justice system of the station to back her up. She has contacts on many different levels of government, from generals in the Guard to captains working the streets. She can access any information available to her contacts and can arrange access to crime scenes, acquire weapon licenses, and maybe even get the PCs law enforcement backup.

JUMP ATTACK: The Uharu beast begins a fight by attacking its enemy from the tree crowns high above. If it wins a DEXTERITY opposed roll, it lands on top of its prey. This counts as a sneak attack (page 85), but with a +2 modifier.

JUMPER: The cyber muscles in the legs of the intelligence enable it to perform jumps up to 20 meters long and 10 meters high (a normal action). It may not take any movement actions in the turn after a jump.

JUNGLE DWELLER: The divers have an Armor Rating of 2 against the damp heat and can always find food or shelter in the jungle without testing SURVIVAL.

JUNGLE DWELLER: The guerilla lives and trains in the jungles alongside Sogoi hunters and its members are well versed in jungle survival. Shaukar soldiers have an armor rating of 2 against the heat and humidity of the jungle and can always find food or shelter there without testing SURVIVAL.

JUNGLE DWELLER: The guerillas live and train alongside Sogoi hunters and have learned to live by the law of the jungle. Shaukar soldiers have an armor rating of 2 against the damp heat and can always find food or shelter in the jungle without testing SURVIVAL.

LEAP ATTACK: The nahang can test DEXTERITY to breach the surface at an incredible speed, leaping up to ten meters into the air, which is higher than the altitude of normal grav craft. If the nahang spent the previous turn picking up speed, the leap attack is only one fast action.

LEGION NEKATRA: The nekatra has been bionically altered, giving it 10 extra HP, stronger bite attacks (Weapon Damage 4) and mediglands that secrete an m-dose-like substance every two turns. If the nekatra is broken, it can get back up at 3 HP if it passes a FORCE test at -1. It can also have one cybernetic implant of the GM's choosing.

LEGION NEKATRA: The nekatra has been bionically altered, giving it 10 extra HP, stronger bite attacks (weapon damage 4), and mediglands that can administer an m-dose-like substance every two turns. If the nekatra is broken, it can get back up at 3 HP if it passes a FORCE test at -1. The nekatra can also have one cybernetics mod of the GM's choosing.

LEGIONNAIRE WRESTLING: A martial art taught to Legionnaires. Gives a +1 to melee combat and a +1 to unarmed weapon damage but a -1 when parrying.

LIVING SLUDGE (1 DP): The ghosts can sense motion and heat through the trail of dried ooze they leave behind. At the cost of 1 DP, the ghost can tell exactly where a person is who touches or comes close to the dark residue. A PC who tries to avoid getting close to the sludge must pass a difficult (-2) INFILTRATION test or step on it by mistake. If the roll succeeds, the GM can't activate this mystic power.

LURE: At the cost of 1 DP, the djanna can test MYSTIC POWERS in an opposed roll against the Wits of a victim, to try to make the victim wander off into the jungle. The effect is active as long as the djanna are nearby. The victim knows that something is wrong but is unable to do anything about it.

MALICIOUS: Elmeda is charismatic, but more importantly extremely persistent when it comes to long negotiations. She will do anything to get her way, and if she passes a MANIPULATION test, she can choose to inflict 2 extra mind points of stress to her opponent for each additional success on the roll.

MALICIOUS: When Faisal successfully uses MANIPULATE on someone, inflicting at least 1 point of stress, the victim takes 1 additional point of stress.

MANIA: At the cost of 1 DP, the a jayrat attack can cause a victim to suffer a mania (page 337).

MENTAL CAMOUFLAGE: The Azaëlean can camouflage itself from both sensors and the naked eye, giving all onlookers a -3 to OBSERVATION and negating all Gear Bonuses from technology. This makes it very hard to spot until it is within Short Range of its victim.

MORPHOSIS: The djinn can change its form at the cost of 1 DP. The change takes one turn. The physical aspects of the change differ from djinn to djinn.

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MYSTIC AKBAR: The efrite can use all known mystic powers as well as create new ones. All powers require Darkness Points to be activated.

NIGHT VEIL: The darkbound can affect nearby minds with its own darkness. This works like a mystical attack and costs 1 DP. The victim will experience the world as dark, cold and surreal. Seeing, thinking and acting becomes harder (-2 to OBSERVATION, all advanced skills and initiative), unless the victim wins an opposed roll using empathy (no skill) against the mystic power score of the darkbound.

NIGHT VISION: Ekilibri have good vision even in darkness and get no negative modifiers for bad lighting.

NIGHTMARES: A Hazared can plague someone sleeping nearby with horrific nightmares at the cost of 1 DP. The nightmares make the dreamer unable to recover damage or stress during the night, and the person suffers a -1 to all skills per sleepless night.

NIGHTVEIL (1 DP): The ghost can darken the minds of everyone around it. This counts as a mystic attack and costs 1 DP. The affected victim must roll an opposed Empathy (or MYSTIC POWERS) vs MYSTIC POWERS test. If she succeeds, she gets a -2 to OBSERVATION, advanced skill tests, and Initiative rolls. If she fails, the skill check penalty extends to all skill tests. The penalty is in effect until the ghost has been defeated, or until the affected person leaves the area (Extreme range).

NINE LIVES: Dali is an idealist and a fanatical follower of the guerilla's teachings. His convictions enable him to keep fighting the good fight no matter the odds. If he suffers a critical injury, he can choose the dice combination most favorable to him.

NINE LIVES: Goba is in bad shape, but has a strange knack for survival. Whether his luck comes from the Icons or from an alliance with something unholy is not known. Regardless, Goba can choose which of the dice to read first, and which dice to use, when he suffers a critical injury. The more dice rolled, the greater are his chances of making it.

NOVA EXPLOSION: The sun ants can circle and cover a victim with a successful DEXTERITY test. The following turn they ignite and explode with a Blast Power equal to the swarm's current HP.

OFFENSIVE ORDERS: (2 DPs) – with a successful COMMAND roll, Remora can shout an attack order at one of her soldiers (fast action). That soldier may immediately fire a quick shot, regardless of remaining APs or place in the turn order.

ORDER TECHNOLOGY: Being a deacon in the Order of the Pariah gives Salamah access to several pieces of faction tech, such as the antimatter grenade, the sacrificial pistol, and her getaway vehicle, the injector. The antimatter grenade counts as a thermal grenade but with a blast effect of 10. The sacrificial pistol is a sanctified Vulcan pistol that gives Salamah a +3 to RANGED COMBAT when using it against heretics – which basically covers everyone outside of the Order.

PHASE SHIFT: The Yal-Shir can bend the fabric of space-time, allowing it to move in both time and space. Practically, this means that it can move from one victim to the next using only one fast action regardless of the distance, at the cost of 1 DP.

PLAGUE BITE: At the cost of 1 DP, the byara can transmit a gangrenous disease through its bite attack to a victim. If the victim suffers one or more points of damage, it is stricken with a high fever about a day later that ends in death unless someone treats the diseased with MEDICURGY.

POISONOUS BITE (1 DP): If a bite attack breaks the skin, the victim may (for one darkness point) be subjected to a strength 5 poison attack against her Agility score. See page 113 in the Coriolis core rulebook for information about poison or use the advanced poison rules from The Kuan Connection, page 168 in this book.

PORTAL HEALING: At the cost of 1 DP, the Yal-Shir can open a portal and leave the fight just as quickly as it entered it. When it returns in the future, it is whole again. If it becomes broken, this happens automatically.

POSSESS: The djinn can possess people. This requires 1 DP and a successful MYSTIC POWERS opposed roll against the Wits of the victim.

POSSESS: The djinn can possess people. This requires a successful MYSTIC POWERS roll and 1 DP. The only way to resist a possession is with MYSTIC POWERS or holy objects.

POSSESS: The hazared can possess people. This requires 1 DP and a successful MYSTIC POWERS opposed roll against the Wits of the victim.

PREHENSILE TENTACLE: The drone is equipped with a long tentacle that can be used to grab victims within Short Range. This counts as a normal melee attack, but if successful, the target is grappled (page 87) instead of suffering damage.

PURE BLOOD: The Parnasso clan have pure, Zenithian blood and are closely related to the Quassar family. This makes Elmeda strong, resilient, and healthy, and slows down her aging. She is much older than she looks. The talent counts as equivalent to the Regeneration sculpt (doubling her recovery rate after being injured) and gives her 2 extra HP.

RADIATION FLASH: The bah-jin can disrupt space on the nano level, releasing cascades of light and radiation that work as a ranged attack (Weapon Damage 3, CRIT 2, Medium Range).

RAM: Apart from wrapping itself around spaceships and attacking them with its claw projections, the bah-jin can also ram them. This works like ramming in space combat (see Chapter 7).

RAM: When the nahang attacks, it can choose to crush the hull of a watercraft or try to tip it over by testing FORCE. If the roll is successful, the craft begins to sink immediately. To be able to ram something, the nahang must charge along the surface from afar, using at least two movement actions.

REALITY WARP: At the cost of 1 DP, the hound can slip through a tiny crack (such as underneath a door) or manifest itself in a corner of the room where its intended victim is located.

REGENERATION: The Azaëlean regenerates D6 HP at the cost of one slow action and one DP.

REGENERATION: The avatar can recover all lost Hit Points. This process takes 1 round and the can be repeated. For two Darkness Points the avatar can heal one critical injury. COST: 1/2 Darkness Points

RELENTLESS: Chabaun is absolutely merciless toward both his warriors and his enemies. At the cost of 2 DP, he can roll two dice when determining Initiative score, choosing the best one. At the cost of 1 DP, he may perform one additional normal action (2 APs) instead of another warrior that hasn't yet acted in the turn. The warrior in whose slot he performs the extra action has her Initiative score lowered by three, but may otherwise act normally. Chabaun can only do this once per turn.

REPUTABLE EMPLOYER: Jarja's employment with Leod dol-Quasar is well-known around Little Algol. She gets a +3 to Reputation when negotiating with or threatening someone on Leod's orders.

RIGHTEOUS DOGMA: Salamah knows all the holy texts by heart, both the righteous ones and the false teachings of the Church of the Icons. She can use her religious knowledge to get people to see things her way – whenever she chooses talking over axe fighting, that is. She gets a +2 to MANIPULATION.

ROTATING JAWS: Anyone hit by the jaws attack will also be pulled into the mouth. The victim must pass a FORCE test to break free (a normal action). As long as the victim is stuck, the Azaëlean gets +3 to all attacks against that person. If a victim manages to break free, the Azaëlean usually changes direction and leaves the person be.

SCORCHER: The dirhad can store heat in its exo armor and then release the flames in an attack with its scorching claws (Weapon Damage 3, CRIT 2). Recharging the heat again takes three turns.

SCRAPYARD EXO: Old loader exos fitted with a Vulcan machine gun, a steel sword (weapon damage 3, CRIT 2), and a grenade launcher with smoke and frag grenades. The exo has an armor rating of 2 as it is too hot inside to wear anything heavier than a protective vest underneath. There are five exos in the squad, of which only one at a time is deployed to break up fights.

SKIN ELECTRODES: Leila has fitted her palms with conductive surfaces, capable of transmitting powerful electrical shocks. After an unarmed attack, she can choose to inflict 2 points of stress instead of damage. Each additional six rolled inflicts 1 extra point of stress.

SLOW: The Azaëlean moves slowly as it is chewing its way through the jungle. PCs attempting to run away from the beast gets a +2 to DEXTERITY.

SLUMMER COURT: Elmeda's court in The Third Sphere would do anything for her, and as they are a motley band of subjects, there is almost always someone who has the skills the queen needs. Her power in the Cellar is considerable, and she can use it to intimidate visitors – she gets a +2 to **MANIPULATION** if her opponent is aware of the Cellar's internal hierarchies.

SMOKE DISCHARGER: Also mounted on the back is a smoke discharger, capable of emitting grey sensor smoke to hide the intelligence and confuse enemies. The discharger can cover everything within Short Range in smoke in one turn.

SMUGGLER: At the cost of 1 DP, Leod can come up with a clever lie to avoid conflict, giving him an extra six on his **MANIPULATION** roll, in addition to the result of his dice.

SMIFF: Skavara can use their sense of smell to test **MANIPULATION** and determine if someone is hostile or lying. They also get a +2 to **OBSERVATION** if there are scent trails to follow.

SNITCH NETWORK: Ahuro has access to several informants in the central areas of the station and can always find the PCs when they are in the Ring. This costs 1 DP.

SOW DISCORD: At the cost of 1 DP, the sarcophagi can make its victim believe that someone is slandering them behind their back. At the cost of 2 DP, the victim becomes agitated and may start an unprovoked fight. Spend 3 DP and the victim will attack someone in her vicinity without reason. The sarcophagi must escalate the level of suspicion step by step. To make someone attack their friends right away would cost 6 DP. In addition to spending DP, the sarcophagi must win an opposed roll for **MYSTIC POWERS** against the Wits of the victim to achieve the required effect.

SPIKES: The beast can hurl itself sideways into an opponent to attack with its venomous spikes. This attack counts as a normal melee attack (Weapon Damage 1, CRIT 4). If the spikes inflict one or more points of damage, they inflict a poison attack with the same strength as that of the damage points caused. The victim must win an opposed roll using her Strength versus the poison strength or become paralyzed, losing all actions until someone treats the wound with **MEDICURGY** or until D6 minutes have passed.

SPLIT (1 DP): At the cost of 1 DP, an average-sized or large school can split, releasing a smaller group from the main body that can attach itself to a vehicle or pursue prey out of the water. The attributes of the smaller group are lowered (Strength 5, Agility 3).

SPORE ATTACK: The avatar can grapple someone and spit spores in the victims face. Roll as a normal Melee Combat attack. If successful, the attack causes normal damage as well as 3 stress points. COST: 1 Darkness Point.

SPRAY AND PRAY: The warriors are trained for intense firefights. They ignore the first one rolled when firing Automatic fire (page 89 of the Coriolis core rulebook).

SPRINTER: The dirhad is capable of explosive bursts of speed. For one turn, it will have a Movement Rate of 20 meters. After such a sprint, the Movement Rate is reduced to 8 for three turns.

STENCH: The skavara have scent glands on their necks, used for marking territories. A scared or cornered skavara can activate these glands in an emergency, letting off a pungent odor that affects mucous membranes and eyes. Enemies within Close Range get a -2 modifier to all actions until they get away from the stench. They also have to test **FORCE**, suffering 2 points of stress if they fail.

STRATEGIC MOVEMENT: The soldiers are trained for anything, and at the cost of 1 DP, a member of the squad gets 1 additional AP to spend on finding cover or performing a movement action. The extra AP can only be used when the soldier is up to act in the turn order.

SUFFOCATING COCOON (2 DP): The Thu'ban can attack in a coordinated wave and encapsulate a victim in a slithering cocoon of worms. The victim may attempt to evade the attack (normal action) by testing **DEXTERITY** at -1. Failure means suffering 2 points of stress and that the worms start to suffocate the person (see Weapons above). The suffocating victim or a nearby ally may try to break open the cocoon by testing **FORCE**. The roll is insane (-3) from the inside and difficult (-2) from the outside.

SUN HILL: A sun anthill is about four meters high and formed from cement-hard secretions (Armor Rating 10). A prospector who digs into the core of the hill can extract valuable umbria.

SWARM: The Thu'ban can only be damaged by fire, explosions, and Vulcan weapons. They are fire-resistant and get a +4 to their armor rating against fire and Vulcan weapons.

SWARM: The ant swarm can only be damaged by flame- and thermal throwers or explosions.

SWARM: The jayrat swarm can only be damaged by flame and thermal throwers or explosions.

SWARM: The nanite swarm can only be damaged by fire, thermal throwers and explosions.

SYNERGIC TRAINING: At the cost of 1 DP, Darius and Nepotha may roll one Initiative die each at the beginning of the fight and then both choose the best one. The GM chooses which of the scouts goes first. If their Initiative score changes during the fight, it does so individually.

TELEKINETIC BLAST: At the cost of 1 DP, Althea can generate a telekinetic blast that can knock over objects (weapon damage 3, CRIT 2, Short range).

TELEPATHY: Aram has the supernatural power of mind reading which enables him to hear other people's thoughts (not everything, only "strong" thoughts). He can also transmit short telepathic messages. When he is stressed, his thoughts sometimes spill over into the heads of those nearby, especially other mystics (no DP cost).

TELEPATHY: The desdemodu can use telepathic communication within Short Range. Costs 1 DP per use.

THE BLESSING OF THE MARTYR: Through her calm voice and collected composure, Sister Robwah can bestow the Blessing of the Martyr on another person. This can only be done once per act in the scenario and gives the recipient +1 to an action of their choice. At the cost of 1 DP, Sister Robwah can recite a holy song instead and test EMPATHY. If she passes, the bonus provided by the blessing increases to +1 per six on Sister Robwah's roll. The test may be re-rolled for 1 additional DP. The blessed may use the modifier all on one dice roll, or divide it between several actions.

THE HASSASSIN'S THRUST: The Warriors of the Holy Light are specially trained to carry out kidnappings and assassinations. When they perform a sneak attack (page 85 in the Coriolis Core Rulebook) with a Small weapon, they get a +2 to MELEE COMBAT. Costs 2 DP.

THE HUNTER'S HOWL: At the cost of 1 DP, the hound can let out a primal howl that tears at the souls of victims within Short Range, driving them insane. All victims must test Empathy at -2. Failure results in 2 points of stress.

THE WAY OF THE MARTYR: Chabaun has been selected for an experimental augmentation program including blessed bionics and special training known as The Way of the Martyr. This has made him exceptionally tough – he gets 5 additional HP and MP.

THE WAY OF THE MARTYR: Salamah has been selected for an experimental augmentation program including blessed bionics and special training known as The Way of the Martyr. This has made her exceptionally tough – she gets 5 additional HP and MP.

THROAT ATTACK: Nekatra often go for the throat of their enemies. A throat attack has a CRIT value of 1 but can only be performed after the nekatra has spent a fast action to prepare. A successful throat attack pins the nekatra's opponent, who must pass a FORCE test to break free. For each turn pinned, the victim suffers 1 point of damage and 1 point of stress.

THROAT ATTACK: Nekatra often go for the throat of their enemies. A throat bite has a CRIT value of 1 but can only be performed after the nekatra has spent a fast action to prepare. A successful throat attack also pins the nekatra's opponent (see Grappling, page 87).

TOUGH: Akouba has survived the relentless elite training of the judicators and gets 2 additional HPs.

TOUGH: Some of the warriors are extra hardened to withstand torture. These warriors have 2 extra HP.

TOUGH: The Order's secret training programs have given Ataia 2 extra HP.

TOUGH: The life of a smuggler is tough, but Ramses is tougher. He has 2 extra HP.

TRAMPLE: The desdemodu can try to trample an enemy (Weapon Damage 3, CRIT 3). This attack can only be used directly after a movement action, in the same turn.

TRUE FORM: When a djinn is subjected to blessed talismans, sand from an abba or holy relics, it reverts to its true form, usually as invisible or in the form of a whirlwind. Someone with CULTURE will know this.

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TUNNEL CHILD: Althea grew up near the Stevedore Central and has kept away from the streets since the game show incident. She can find quick shortcuts and secret passages under and around the spaceport and in the station-wide network of maintenance shafts. This gives her a +2 to DEXTERITY when hiding or a -2 to OBSERVATION for her opponent (1 DP).

VOICE OF THE MERCHANT: When negotiating a trading contract, Artyr gets a +2 to MANIPULATION.

WARP ARMOR: At the cost of 1 DP, the hound can warp reality to protect itself from physical weapons. Each DP spent negates 2 points of damage.

WHIRLWIND STRIKE: The palace guards can swing their blades in a wide arc and hit two targets within Close range of each other with one attack (slow action). COST: 1 DP

ZENITHIAN BLOOD: The Kurahans are one of the few Zenithian clans who regard themselves as neutral in the schism between the hegemonists and the neo-Zenithians, although with hegemonist leanings. Her family expect a lot from Nigelia, but their influence can help Nigelia and her allies in the plantations and around the Monolith, something that could prove very useful during The Kuan connection.