FREE LEAGUE

CORIOLIS



QUICKSTART SET



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CHAPTER 1

INTRODUCTION

Zenith heralded the dawn of a new era – and the Horizon blossomed once again. Three dozen star systems, linked by fate and by the will of the Icons, wandered together towards a brighter future. But as the Emissaries arrived, the happy days drew to a close, and the dark between the stars slowly came oozing back.

THE REALM OF THE ICONS – a historical overview of the Third Horizon by Kaldana Mourir.

Welcome to the quickstart set for Coriolis – The Third Horizon! In this role-playing game, you take on the role of adventurers, travelling the stars.

ALONG YOUR JOURNEY, you will experience marvellous things. Ahead lies the greatest adventure of all – and who knows, maybe you will be the ones who change the fate of the Third Horizon for good?

PLAYERS

All players except for one will play adventurers, or Player Characters (PCs). You, the player decide what your PC does, thinks, and says – but not what challenges she needs to overcome. Your job as a player is to bring your PC to life. Imagine yourself in her position – how would you react, what would you do? The PCs are always the central characters of the story. The game is about you. Your decisions, your lives.

GAMEMASTER

The last player takes on the role of the Gamemaster (GM). He describes the world around you, he plays the other characters you encounter during your adventures, he controls the monsters and enemies standing in your way, and he decides what truths that lie behind the secrets you uncover.

It's the GM's job to put obstacles in your way, to challenge your PCs and to force them to show what they're truly made of. It's not his job, however, to decide everything that happens in the game – and certainly not how your story should end. Over the course of the game, this is what you play to find out.

WHAT DO YOU DO?

In Coriolis, the entire Third Horizon lies before you: a vast cluster of star systems containing exotic planets, space stations and strange artifacts. It is up to you to explore the game world and unearth its secrets. There are several things you will be doing while playing the game:

CREW A SPACE CRAFT

Your spaceship is your vessel, your base and your home. It is without doubt your most valuable possession and most important asset. Onboard your craft, you will experience both perilous journeys and violent conflicts that will test your mettle.

EXPLORE THE HORIZON

The Third Horizon is the game world of Coriolis, a gigantic cluster of stars linked together by mystical portals. Together, you will explore the stars and behold their grandeur.

UNRAVEL SECRETS

The world of Coriolis is full of mysteries and secrets. Who built the portals? From where did the strange Emissaries arrive? And what did really happen to the lost faction the Sacrifice of Nazareem? During your adventures, you will delve into the mysterious world that is the Third Horizon – and perhaps learn something about yourselves along the way.

PLOT & SCHEME ONBOARD CORIOLIS

The factions of the Third Horizon are wrapped up in a never-ending struggle for power and influence – a game that you sooner or later will be forced to engage in. The agents of the factions converge on the Coriolis space station, and this is where the lies and the scheming are most intense.

CARRY OUT MISSIONS

In order to survive and build yourselves a better future, you will have to take on missions. Whether it is hauling Dabaran wine to a colony out on the fringes of civilization, spying on a rival faction or acting as bodyguards to a wealthy merchant, you will have to work together to accomplish the mission in the best way you can.

PRAY TO THE ICONS

Icon worship is ever-present in the Third Horizon. Through faith, the people find strength, and so will you. When darkness surrounds you and all hope seems lost, a desperate prayer to the Icons can be what saves your lives.



CORIOLIS IN A NUTSHELL

Coriolis – The Third Horizon is a role-playing game set in space. There are ships, space stations and starry vistas, just like in any other space-themed RPG. What separates *Coriolis* from other sci-fi RPGs is first and foremost the social environment, which in *Coriolis* is strongly inspired by the Middle East. The unique features of the game are listed below.

ARABIAN NIGHTS – IN SPACE

The Coriolis world is inspired by Middle Eastern culture rather than the Western one. Food, music and fashion, as well as religion, philosophy and literature. Most importantly, myths and folk tales from the Middle East deeply entwine with the spirit of the game world. The Third Horizon is a world where ancient myth meets high technology.

THE OLD VERSUS THE NEW

A central theme to *Coriolis* is the conflict between the Firstcome, the Horizon's earliest settlers, and the Zenithians, descendants to the second wave of colonists arriving onboard the Zenith. Although the Firstcome had already established their culture throughout the Horizon when Zenith arrived, the Zenithians have grown to dominate more and more in the last decades, through trade, hostile expansion and colonization. The Zenithians' cultural imperialism is a key factor in the conflict between the Consortium – a Zenithian faction – and the Firstcome Order of the Pariah.

MYSTICISM AND ICON WORSHIP

Worshiping the Icons permeates everything in the world of *Coriolis*. The religion is the smallest common denominator for peoples of the Third Horizon. The faith is strongest with the Firstcome, especially so among the ranks of the Church of the Icons and the Order of the Pariah. But also the recently arrived Zenithians have in large numbers converted to worshiping

the Icons. The level of religious commitment varies of course, from the superstitious hauler crew praying to the Traveller before a portal jump, to missionaries zealously devoted to the holiest of struggles, saving the Horizon one soul at a time.

THE DARK BETWEEN THE STARS

The omens have foretold it, and the clergy preached it for a long time now: the Dark between the Stars – the unspeakable, corrupting force at work in the intersection between civilization and the endless nothingness of space – seems to be real. In *Coriolis*, the Dark between the Stars play roughly the role of the Devil in Earth's Christianity.

THREE TIPS FOR INSPIRATION

Watching a TV series or reading a book can help you to get into the right mood for an RPG. Here are three quick tips for Coriolis:

- Firefly, the TV series about the crew onboard a small freighter vessel, has a lot in common with Coriolis. Just trade the Western influence for Arabian Nights.
- Revelation Space and its sequels. These book by Alastair Reynolds are full of ancient mysteries and mythical ruins – just like Coriolis.
- Alien, by Ridley Scott. Dark, deep-space horror and retrofuturistic spaceships fits perfect with world of Coriolis.



THIS QUICKSTART PDF

This PDF is just a taste of the full game. Still, the material in it will be enough to play a complete scenario of *Coriolis – The Third Horizon*.

PLAYER CHARACTERS

At the end of this PDF, you will find five complete premade player characters, complete with filled-in character sheets. The full *Coriolis* rulebook of course includes rules for creating your own characters.

RULES

After this introduction follow two chapters with the core rules for playing the game. Chapter 2 explains skills and Chapter 3 describes combat. The full *Coriolis* rulebook includes rules for talents, for equipment and last but not least, for ship design and space combat.

DICE

You decide what your PC does, but if your actions are especially risky, the GM will ask you for a dice roll to determine if you are successful or not. *Coriolis* uses only normal six-sided dice, but you might need a fair number of them. We recommend at least 10.

DARK FLOWERS

This quickstart PDF contains a complete scenario, called Dark Flowers. It is designed to introduce new players to the rules of the game as well as the Third Horizon game universe.

THE THIRD HORIZON

The Third Horizon, commonly just "the Horizon", is 36 star systems joined through space and time by mystic portals. The Horizon of today is a melting pot of different cultures, peoples and factions.

ZENITH AND NADIR

Many hundreds of years ago, two colossal colonization vessels left Earth. Their names were Zenith and Nadir, and their destination the star Aldebaran. The crews lived their lives aboard the ships, through centuries of deep space. One of the ships, the Nadir, was lost somewhere in the darkness during the voyage. The Zenith continued, alone, and finally reached its destination. But the people onboard discovered that they were not the first to arrive.

They arrived in an already colonized cluster of star systems, linked by ancient portals. A long time after the departure of Zenith, the ruling powers of Earth had discovered one of these portals, and through it a shortcut to what became known as the Third Horizon.

THE PORTALS

Mankind had discovered a remnant from a highly advanced culture, which they named the Portal Builders. The portal opened the way for humanity to travel the stars, and a new golden age began. Colonization vessels sought out distant stars, establishing the First and Second Horizons. Finally, the Third Horizon was reached, and it became a haven for radicals and freethinkers from the first two horizons. Earth-like worlds were discovered and colonized, massive palaces and temples erected – civilization slowly spread across the Third Horizon.

THE PORTAL WARS

Eventually, the First Horizon wanted to reclaim the systems that had freed themselves. The newborn separatist powers, headed by the Order of the Pariah, resisted, and war broke out. The slaughter lasted for several years, but ended when the star fleets of the Third Horizon finally wiped out the First Horizon's lackeys – a faction called the Sacrifice of Nazareem – and closed all portals to the other horizons. The terrible war left in its wake remnants of once great armadas, rifts in the fabric of spacetime, and cities, whole planets even, scorched and destroyed.

ZENITH

When the silence after the war was at its deepest, Zenith finally



arrived in the Third Horizon. The massive arkship found its original destination already colonized – by the lords and emirs of Dabaran. After travelling the war-torn Horizon, Zenith decided on the cluster's central system, Kua, as its new home. However, a mutiny aboard soon divided the crew. The captain's family fled the ship and settled on the planet Kua's surface below. The remaining colonists cannibalized their ship, rebuilding it into the great space station Coriolis and declared a new era in the Third Horizon – a time for trade, reawakening and peace.

ZENITHIANS AND THE FIRSTCOME

Descendents of the crew of Zenith call themselves *Zenithians*, while the peoples of the first colonization wave call themselves the *Firstcome*, as they view themselves as the Horizon's original settlers. Among the latter however, many have begun identifying as Zenithians, despite not being blood related to the crew of Zenith. This is most common among those who regard themselves as progressive, and who share the Zenithians' practical take on the Icons and life in general.

CORIOLIS AND KUA

The center of the Third Horizon is the Kua system, where the space station Coriolis orbits the green jungles of the planet Kua. The system is also home to the burning hot planet Lubau, the acidified Jina, an asteroid belt, the gas giant Xene, the ice planet Surha and, farthest out, an outer asteroid belt where only one of the nine sectors is habitated. Most of the system's inhabitants live on the planet Kua. There, many dwell close to an ancient wonder left behind by the Portal Builders – a gigantic monolith, made habitable by the Zenithians, or in the industrial conglomerate that stretches along the planet's equator.

THE FACTIONS

When the Zenithians founded Coriolis, they sent word to all major powers in the Third Horizon to come to the space station and set up a council for peace and trade. The invitees became known as *factions*, and the Council a force for peace and commerce, albeit some conflicts remained unsolved. The council factions of today are *the Consortium*, a group of powerful corporations; *the Zenithian Hegemony*, the descendents of the captain family onboard Zenith; *the Free League*, the union of free traders; the mercenaries of *the Legion*; the secretive *Draconites*; the divine iconocrates of the *Order of the Pariah*; *Ahlam's Temple*, with its courtesans and philosophers; and

lastly the people's church, *the Church of the Icons*. Two additional groups are regarded as factions although they are not represented at the Council: the criminal network *the Syndicate*, and the nomads in *the Nomad Federation*. Tradition divides the council into Zenithian (the first four factions mentioned above) and Firstcome factions (the four latter). The Syndicate is usually considered Zenithian and the Nomad Federation Firstcome.

THE EMISSARIES

As the Third Horizon had just begun to blossom again, and harmony had returned to the Council of factions, the peace was suddenly broken. From the depths of the gas giant Xene rose the faceless *Emissaries*. Spectres from another world, Icons or Portal Builders? The theories about their origins are many. The Emissaries demanded a seat at the Council – and got one. One of the Emissaries claimed itself an incarnation of the Icon the Judge, to which the Order of the Pariah cried "sacrilege!" and closed their home system to all travel. A new age of shadows and suspicion has dawned, and the peoples of the Horizon all wonder: what is the true agenda of the Emissaries?

CONFLICT

Today, new conflicts are flaring up, and old ones are emerging again in the Horizon. The intrigue surrounding the factions thickens, and matters usually settled with a signature or a handshake are now taken to the battlefield. Firstcome revolts against the Zenithian factions, particularly the Consortium, are erupting everywhere. The factions fight each other in proxy wars, through rebel forces, mercenaries, corsairs and toll ships.

In the midst of all this chaos, a new phenomenon has come to light in the Horizon – people are suddenly showing signs of powers said to be reserved for the Icons themselves. They can tell the future, see things worlds away and even conjure up fire from empty air. These new mystics are a dangerous element to the rest of the population, as they are not yet in full control of their powers.

POSSIBILITIES

The new era does however bring with it many new opportunities for adventurers like you and your group: trading with far-off systems, solving conflicts with your trusty Vulcan carbine, spying on shady corporations or factions, escorting travellers and pilgrims, delivering important messages as couriers, or searching for secrets in the ruins of old, be it the remnants of the Portal Builders or the looming wrecks from the Portal Wars. All this and much more is at your feet in *Coriolis – The Third Horizon*!







CHAPTER 2
SKILLS

It has been said about the fourth sultan of Bahari that nowhere in the Horizon was there ever a speaker more eloquent. When the raiding parties of rivaling clans stood at the city gates, the sultan spoke so movingly to them that they turned their weapons against their leaders and swore eternal loyalty to the sultan instead – forming the now legendary Bahari bodyguard.

EARLY RULERS OF THE HORIZON – Sora Moradi

You have your alter ego in the Third Horizon, and soon you will depart on a great adventure in the Dark between the Stars. But first, you must learn how to overcome the obstacles you will encounter – by using your skills.

THERE ARE TWO kinds of skills: general skills, that anyone can use, and advanced skills, that require specialist training. All skills are described in detail further on in this chapter. Each skill is tied to one of your four attributes: **STRENGTH**, **AGILITY**, **WITS** and **EMPATHY**. These are listed on your character sheet.

Both attributes and skills are measured on a scale of 1 to 5. A higher score is better.

ROLLING DICE

When you are in danger and attempt to accomplish something difficult, your fate is in the hands of the Icons. It is time to bring out some dice! Any six-sided dice will do.

SIXES MEAN SUCCESS

When you perform an action, start by describing what your PC tries to accomplish. Then, take as many dice as your skill level in the appropriate skill plus its corresponding attribute. The dice total can be modified by your gear and other external factors. Then, roll your (modified) dice total, all dice at once. For your action to succeed, at least one die must come out a six. If you roll more than one six, you unlock bonus effects.

Advanced Skills: You can always test a general skill, even if your skill level is zero – simply roll a number of dice equal to the corresponding attribute only – this is called your Base Chance. To use an advanced skill however, your skill level must be at least 1, otherwise you can't roll for the skill at all.

LEVELS OF SUCCESS

One six is enough for your action to succeed, but it means you made it just barely. If you roll three or more sixes, you achieve what is called a critical success. Each skill lists its own results corresponding to your level of success later in this chapter.

GENERAL SKILLS

- DEXTERITY (Agility)
- FORCE (Strength)
- INFILTRATION (Agility)
- MANIPULATION (Empathy)
- MELEE COMBAT (Strength)
- OBSERVATION (Wits)
- RANGED COMBAT (Agility)
- SURVIVAL (Wits)

ADVANCED SKILLS

- COMMAND (Empathy)
- CULTURE (Empathy)
- DATA DJINN (Wits)
- MEDICURGY (Wits)
- MYSTIC POWERS (Empathy)
- PILOT (Agility)
- SCIENCE (Wits)
- TECHNOLOGY (Wits)

Example

Prospector Sabah hurls herself towards the closing airlock. The GM decides that, to make it in time, Sabah must successfully test **DEXTERITY**. *Sabah has* **DEXTERITY** *1 and* **AGILITY** *3, giving her a total of 4 dice for the roll.*

TABLE 2.1 LEVELS OF SUCCESS

NUMBER OF SIXES	LEVEL OF SUCCESS
1-2	Limited Success
3+	Critical Success

Example

Sabah rolls her four dice and gets a six. It's a limited success. She rolls through the airlock without a second to spare.

DESCRIBE YOUR ACTION

In Coriolis, you create your story together. Testing a skill should be a dramatic high point. Start by describing what you intend to do so that everyone knows what is at stake. Then roll the dice. Read the result and describe the outcome – what you do, what you say, what you think, how your enemy reacts. If you send a prayer to the Icons, describe your prayer. Take the dramatic initiative, don't wait for the GM – only if you overstep your dice result should he stop you.

Bonus Effects: Some skills, like **RANGED COMBAT**, **MELEE COMBAT** and **PILOT**, allow for bonus effects to be "bought" using your extra sixes (if you rolled more than one). These effects and how many sixes they cost are described in Chapter 3 (combat) or the core *Coriolis* rulebook (space combat).

THE ART OF FAILING

If you roll no sixes, something goes wrong. You are now in the hands of the GM, and he decides what happens to you. The only thing he cannot say is "nothing happens". Failure should always have consequences. In some cases, the rules outline what the failure means, but most times, the GM gets to decide. Maybe you hurt yourself, lose an important possession, are forced to take another route to your destination, or maybe a new threat arises. You have one last chance if you are truly desperate to avoid failing a roll – you can pray to the Icons (below).

Combat: In combat (Chapter 3), the GM doesn't have to give every failure too much of a consequence. The fact that your attack missed is usually enough, as it is now your enemy's turn to retaliate. The GM can of course penalize you with extra consequences in combat as well – maybe your missed shot hits someone else instead?

PRAYING TO THE ICONS

When your need is most dire, you can pray to the Icons for help. This means you get to reroll all dice not showing sixes. Which Icon you pray to depends on the skill you just tested (see the table on page 14) but it makes no mechanical difference. The prayer doesn't count towards your actions in the turn and takes no time to perform – you just open yourself up to the energy of the Icons. But this doesn't come without risk, see below. You will usually only pray to the Icons when your roll has failed, but you could pray even if there were sixes in your initial roll, to get more sixes and unlock more bonus effects. You can only pray to the Icons when testing a skill, not for any other roll. You can only pray once for each roll.

PREPARATORY PRAYER AND CHAPELS

If you make time for preparatory prayers to a specific Icon before lunging into the fray, you get a +1 modifier to rerolls when you pray to that same Icon anytime later during the session. If the prayer takes place in a chapel, your modifier



becomes +2. This is in effect for the rest of the session, but only when you pray to that specific Icon (see table 2.2).

THE DARK BETWEEN THE STARS

The Universe strives towards balance. If you use the power of the Icons to help you, you will sooner or later suffer the backlash, something represented in the game by Darkness Points (DP). Every time you pray to the Icons for a reroll, the GM gets 1 DP. He can use these in a number of ways – see the adjacent table.

You can use any token you like to keep track of DP – there are many types of gaming markers available in hobby stores, if you don't have access to those you can use coins for example. DP can be saved between sessions, so the GM should make a note of his pool at the end of each session. There is no cap on how many DP the GM can have.

Darkness Points Without Prayer: The GM can acquire DPs in other ways as well – at portal jumps, during travel in the Dark between the Stars, and when players use mystical powers. Read more in the full *Coriolis* rulebook.

USING DARKNESS POINTS

The Darkness Points are a drama tool for the GM. Using them, he can put obstacles in the PCs' way or help NPCs in a pinch. The DP also have a psychological effect on the players – seeing the growing pool of tokens becomes an omen that something bad is about to happen. The GM can use his DP whenever or however he wants, to create the most suspense possible. Here is a list of some ways to spend DP, and of how much each usage costs:

- **REROLL** – Just like when a PC prays and rerolls, the GM can reroll a skill roll for an NPC. Costs 1 DP.
- **TAKE THE INITIATIVE** – An NPC breaks the turn order and reacts before her slot in the turn. The GM chooses when. Costs 1 DP.
- **EMPTY CLIP** – A PC who is shooting runs out of ammo. The attack is not affected, but the weapon must be reloaded after it. Costs 1 DP.
- **MISFIRE** – A PC's firearm jams. The attack is lost, and a roll for Technology (a Slow action) is required to fix the weapon. Costs 3 DP.
- **REACTIVE ACTION** – Normally, NPCs cannot perform reactive actions in combat. To do so, the GM must spend 1 DP.
- **LOST POSSESSION** – A PC has dropped an important possession.

The GM decides which. Costs 3 DP.

- **REINFORCEMENTS** – The enemy receives unexpected backup. The GM decides the details. Costs 1-3 DP, depending on the reinforcements.
- **INNOCENT IN DANGER** – An innocent bystander is suddenly caught in the line of fire and needs help. Will the PCs intervene? Costs 2 DP.
- **PERSONAL PROBLEM** – A PC's personal problem affects her in a manner the GM chooses. Costs 1 DP.
- **NATURE'S WRATH** – Something dangerous in the environment around the PCs suddenly affects them. It could be collapsing beams or a landslide. Costs 1-3 DP, depending on the level of danger.
- **A DARK MIND** – A PC is suddenly stricken with a temporary dark madness. See the full Coriolis rulebook. Costs 1-3 DP.
- **THE POWER OF DARKNESS** – Certain talents or abilities can be activated by NPCs or creatures using DP. See the full Coriolis rulebook. The DP cost varies.

ONLY ONE CHANCE

As a rule, you only have one chance at succeeding with an action. When you have rolled the dice – and prayed to your Icon – you can't take another shot at doing the exact same thing again. You must change your approach to reaching the goal, or wait for the circumstances to change in some tangible way. Another PC could attempt to succeed where you failed, though.

In combat (Chapter 3), the GM should be more permissive. You can keep attacking the same enemy turn after turn, as long as you describe what you do differently to up your chances.

MODIFICATION

Sometimes, external factors help you reach your goal, giving you extra dice to roll. Sometimes, they work against you, lowering your dice total. These factors are called modifiers.

A +1 modifier means you get 1 extra die, a +2 modifiers means you get 2 extra dice, and so on. A -1 modifier means you roll 1 less die, a -2 modifier means 2 less dice, and so on.

There can be several active modifiers at once – add them together to get your modifier total. A +2 and a -1 equals a +1.

TABLE 2.2 ICONS AND SKILLS

Which Icon you pray to depends on which skill you just tested. This has no mechanical effect, but should be part of your narrative.

- **DEXTERITY:** The Dancer
- **FORCE:** The Deckhand
- **INFILTRATION:** The Faceless
- **MANIPULATION:** The Merchant
- **MELEE COMBAT:** The Dancer
- **OBSERVATION:** The Gambler
- **RANGED COMBAT:** The Judge
- **SURVIVAL:** The Traveler
- **COMMAND:** The Judge
- **CULTURE:** The Traveller
- **DATA DJINN:** The Messenger
- **MEDICURGY:** The Lady of Tears
- **MYSTIC POWERS:** The Faceless
- **PILOT:** The Gambler
- **SCIENCE:** The Messenger
- **TECHNOLOGY:** The Messenger

Example

Prospector Sabah raises her shaking hand and fires her Vulcan pistol against the assassin. She has RANGED COMBAT *1 and* AGILITY *3, so she rolls 4 dice but gets no sixes. She sends a silent prayer to the Judge and rerolls the dice. A six! Sabah closes her eyes and the shot hits. The GM gets a Darkness Point.*

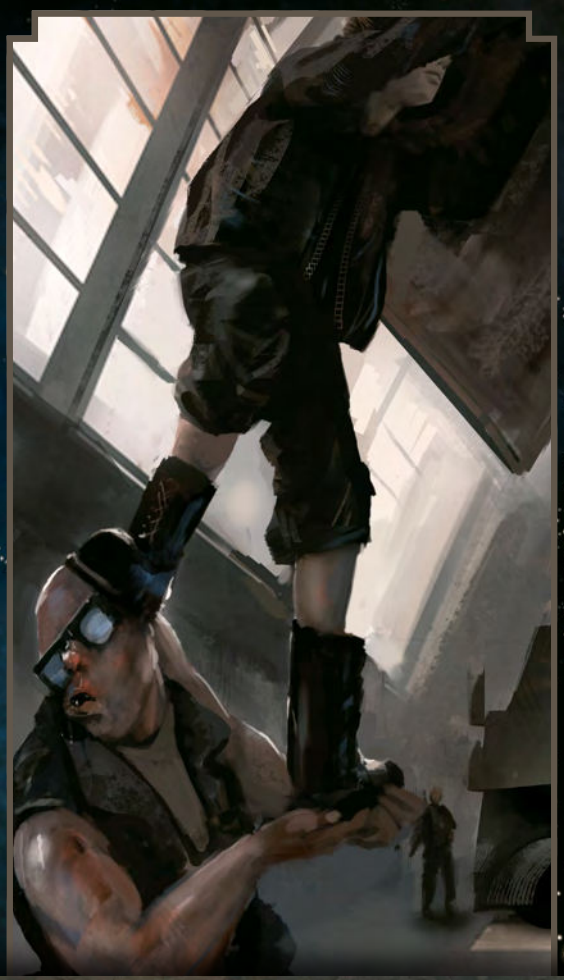
NPCS AND SKILLS

NPCs use Skills just like the PCs. The GM rolls dice for their actions, and can reroll by spending Darkness Points. But the GM should only roll dice when an action directly affects a PC – for example, when an NPC attacks or attempts to rescue a PC. When an NPC takes an action that doesn't directly affect a PC, the GM is free to decide what happens without dice rolls.

TABLE 2.3 SUCCESS CHANCE

When rolling many dice at once, it can be hard to estimate your chance of succeeding. The table below lists the chance of success when rolling 1-10 dice. The third column shows the chance modified by praying to an Icon.

DICE	CHANCE	WITH PRAYER
1	17%	29%
2	31%	50%
3	42%	64%
4	52%	74%
5	60%	81%
6	67%	87%
7	72%	90%
8	77%	93%
9	81%	95%
10	84%	96%



There are four things that can result in modifiers:

- Your gear
- The difficulty of your action
- Assistance from others
- Prayer and preparatory prayer

GEAR

Gear can give you positive modifiers – usually between +1 and +3. Weapons and other gear used in the quickstart scenario in this PDF can be found in the scenario itself. Modifiers to Medicurgy from medical gear are listed on page 38. Complete lists of gear and weapons can be found in the full *Coriolis* rulebook

DIFFICULTY

The exact difficulty of your action is often not that important – only challenging actions should at all demand dice rolls in the first place. But there may be situations when the GM wishes to emphasize that some circumstance or another either makes your action harder or easier to do. Use Table 2.4 for guidance.

In combat (Chapter 3), the rules often give you modifiers, for example, depending on the distance between your firing position and your target, or when you set up an ambush for your enemies.

HELP FROM OTHERS

Other PCs or NPCs with at least a level 1 in the skill you are about to test can help you succeed. They must state that they are helping you before you roll the dice. It must also fit with the story – the person assisting you must be where you are and have a reasonable chance of affecting your action. The GM has final say. For every person helping you, you get a +1 modifier. A maximum of three people can help with any one roll, which means that the highest modifier others can give you is +3.

Combat: Helping someone perform a slow action counts as a slow action for you as well. Helping someone with a normal or fast action counts as a normal action for you.

Command: The Command skill (page 20) can be used for more effective assistance. Instead of the automatic +1, a Commander provides a modifier equal to the number of sixes on her Command roll – given that you follow her order,

that is. Commanding is always a normal action in combat. **NPCs** can help each other just like PCs. Having NPCs act as groups rather than individuals is a good way to manage large groups of NPCs in combat.

SIMULTANEOUS ACTIONS

You and the other PCs cannot help each other when you are acting simultaneously, that is when you are performing the same action at the same time – for example when you are trying to sneak past a guard (**INFILTRATION**), or when you walk into an ambush (**OBSERVATION**). Then you must all roll separately.

If the outcome of your roll is really good, some skills allow you to share your success with a friend, who in turn does not have to roll. You can help someone this way even if that person has already failed her roll.

OPPOSED ROLLS

Sometimes, a six will not be enough to pass a skill test. If you also have to beat an enemy's roll – this is called an opposed roll. To win an opposed roll, you have to roll more sixes than your opponent. Each of your opponent's sixes cancels out one of yours. Only you (the attacker) can pray to the Icons on an opposed roll. Sometimes, you and your opponent will test different skills, sometimes the same. Opposed rolls are always used when you roll for **MANIPULATION** or **INFILTRATION**, and when someone uses these skills against you. The GM can also call for an opposed roll when he deems it appropriate, for example **FORCE** vs **FORCE** to resolve an armwrestle.

Combat: In combat (Chapter 3), an opposed roll only counts as an action for you (the attacker), not for your opponent (the defender).

GENERAL SKILLS

The following section will describe the eight general skills that all PCs and NPCs can use. Each skill lists examples of what a failure, a limited success and a critical success could mean – but the exact details are up to the GM. The combat skills **MELEE COMBAT** and **RANGED COMBAT** are exceptions to this – the effects of your level of success when testing these are detailed in Chapter 3.

ZERO DICE

If your modifiers put you at zero dice or fewer, roll two dice – but to succeed, both have to show sixes. Hard, but not impossible!

TABLE 2.4 DIFFICULTY

DIFFICULTY	MODIFIER
Child's Play	+3
Effortless	+2
Easy	+1
Normal	0
Demanding	-1
Hard	-2
Insane	-3

Example

A while later, Sabah is desperately trying to shake off a pursuing enemy, and attempts to climb over a wall. She must test **DEXTERITY** *again, but the GM deems the climb Hard (-2). Sabah has* **AGILITY** *3 and* **DEXTERITY** *1, but gets only 2 dice.*

Example

Sabah's friend, the prospector Wali, helps her over the wall. This gives Sabah 1 extra die to roll.



DEXTERITY (AGILITY)

When you jump, climb, sprint, or perform an action that demands speed or coordination, you test **DEXTERITY**.

FAILURE
You fall or stumble and fail to reach your goal. Depending of the circumstances, you run a high risk of taking damage. See page 40 for rules about damage from falling.

LIMITED SUCCESS
You manage to pull off the maneuver, but just barely.

CRITICAL SUCCESS
You succeed with flawless skill, and you achieve some unexpected, positive side effect, like helping a friend or creating an obstacle for an enemy. The GM decides the details.

FORCE (STRENGTH)

When you must lift something heavy, carry a wounded comrade or force shut an airlock by hand in a spaceship under explosive decompression, you test **FORCE**. If you are trying to overpower another person, for example when arm wrestling, it is an opposed roll.

FAILURE
You give it your all, but you are not strong enough. Is there another way?

LIMITED SUCCESS
You beat the challenge, but just barely.

CRITICAL SUCCESS
You beat the challenge, and receive some unexpected, positive side-effect – for example wounding an enemy, helping a friend or finding a new way ahead.

INFILTRATION (AGILITY)

Avoiding confrontation by sneaking around the enemy is often the wiser choice. Test **INFILTRATION** when you want to move unnoticed, perform a sneak attack, or set up an ambush (see Chapter 3). **INFILTRATION** tests are opposed rolls with your **INFILTRATION** score against the **OBSERVATION** score of our opponent.

FAILURE
The enemy spots you or hears you. The element of surprise is lost.

LIMITED SUCCESS
You avoid detection, but are forced to take a detour to your destination. An enemy might also sense that something is up and start looking for you.

CRITICAL SUCCESS
Like a shadow in the night you approach your oblivious enemies. You get a +2 on a sneak attack if you perform it directly after the **INFILTRATION** test.

MANIPULATE

Lies, persuasion, threats, charm or seduction – there are many ways to make someone see things your way. You must beat the opponent in an opposed **MANIPULATION** vs **MANIPULATION** roll (see above). Your Leverage (below) and your Reputation modify the roll.

FAILURE
Your opponent refuses to listen and won't accept your demands. She may even attack you if you provoke her.

LIMITED SUCCESS
Your opponent must make a choice – either do as you want, or attack you physically right now (with **MELEE** or **RANGED COMBAT**). Even if she agrees, she can demand something of you in return – the GM decides what. You can either accept the deal or back off.

CRITICAL SUCCESS
Your opponent is so moved by the strength of your personality that she accepts your demands without asking for anything in return. If you want to, you can also inflict stress points (page 35) equal to the number of sixes you rolled.

LEVERAGE

When testing **MANIPULATION**, you get a +1 for each of the following factors:

- You have more people on your side than your opponent does.
- What you are asking for doesn't really cost your opponent anything.
- Your opponent is injured.
- You have helped your opponent in the past.
- You present a strong case (GM's judgement).

You get a -1 for each of the following factors:

- Your opponent has more people on her side than you do.
- What you are asking for is expensive or risky for your opponent.
- Your opponent has nothing to gain from helping you.
- You and your opponent have trouble understanding each other.
- The distance between you and your opponent is Short or longer (page 27).

MELEE COMBAT (STRENGTH)

The Third Horizon is a violent place. At times you will have no choice but to fight for your life. Test **MELEE COMBAT** when either attacking someone or defending yourself in close combat. Rules and details are found under **MELEE COMBAT** in Chapter 3.

Weapons: You can use weapons in close combat – anything from simple shivs and blunt instruments to advanced weapons like Dura knives and Mercurium swords. Weapons will give you a bonus and inflict more damage than an unarmed attack. Read more in Chapter 3.

OBSERVATION (WITS)

An adventurer in the Third Horizon must always be vigilant, or she won't live long. You test **OBSERVATION** to spot someone sneaking up in you (opposed roll, see above). You can also test the skill when you spot someone or something at a distance if you wish to know more.

FAILURE
You can't make out what it is, or come to a faulty conclusion (The GM gives you false information).

LIMITED SUCCESS
You can see what it is, but can't tell much detail. The GM gives you correct but brief information.

CRITICAL SUCCESS
You see in detail what it is, and also discover a weakness (if enemy/obstacle) or a new route ahead.

REPUTATION

The Reputation score of you and your opponent will affect your **MANIPULATION** roll. If yours is higher, you get a +1 for each step you outrank your opponent. If your score is lower, you instead get a -1 for each step of difference. Reputation will, however, only affect your roll in situations where your social standing in the Third Horizon is relevant. The GM has final call on this.

MANIPULATING GROUPS

When you use MANIPULATION on a group of people, you normally engage with the group's leader or spokesperson. Remember that you get a -1 for being outnumbered by your opponent. If you reach an agreement with the leader, the group will usually accept this. If there is no clear leader, things will be harder – every one of your opponents will then act individually.

DON'T ROLL TO SPOT HIDDEN OBJECTS

In Coriolis, you don't roll dice to find hidden objects, secret doors or clues. If you describe to the GM that you are searching in the correct spot, he should let you find it, if it can at all be found. Roll no dice.

RANGED COMBAT (AGILITY)

With a Vulcan pistol, an accelerator carbine or a common throwing knife, you can stop an enemy at a distance, keeping the bloodstains off your caftan. Test **RANGED COMBAT** when firing a ranged weapon at an enemy, see Chapter 3. **RANGED COMBAT** is also tested when operating ship guns or launching torpedoes, read more on this in the full *Coriolis* rulebook.

Weapons: Firearms counts as gear, giving you a bonus to your roll, just like weapons in close combat. The difference is that a firearm is a direct necessity to even use the skill. Many different firearms are described in the full *Coriolis* game.

SURVIVAL (WITS)

Surviving in the harsh landscapes of the Third Horizon is not easy. The Horizon contains everything from steaming jungles and frozen tundras, to titanic mountains and bottomless oceans. **SURVIVAL** includes the knowledge about constructing shelters, finding food and water, and how to orientate oneself using only the stars in the sky, as well as how to construct simple traps, how to fish and how to hunt. Test **SURVIVAL** when you travel in uncharted terrain on a planet's surface.

⚙ FAILURE

You get lost, or are unable to find food or clean water.

⚙ LIMITED SUCCESS

You find your way, find clean water, find food, or create a simple shelter for yourself.

⚙ GREAT SUCESS

You find a shortcut to your destination, find clean water and food for yourself plus D6 others, or construct a sturdy shelter that can be used again later.



ADVANCED SKILLS

This section describes the eight advanced skills that require specialist training to use. If your skill level in an advanced skill is zero, you don't get to test that skill – you automatically fail. Just like with the general skills above, each skill below lists examples of what failure, limited success and critical success could mean. The GM decides the details.

COMMAND (EMPATHY)

You are the leader of a ship or maybe a troop of soldiers. In a crisis, you call the shots, but you know that you are never stronger than your unit. You task is to make sure your comrades perform at their best. Unity is strength.

COMMAND uses different rules during space combat, but can otherwise be used whenever you help others (page 15) – the positive modifier your help gives the other person is equal to the number of sixes on your **COMMAND** roll, as long as the other person follows your orders. **COMMAND** can also be used to help others recover Mind Points – read more in Chapter 3.

CULTURE (EMPATHY)

You are a person of wisdom, with insight into a wide array of subjects. You have studied the diverse cultures and peoples of the Horizon, and know of their traditions, faiths and superstitions. You are also familiar with their home planets' beings and animals. Test **CULTURE** to see if you can recall something advanced, like the proper greetings among the Sogoi of Kua, the trade routes across the Salam plains on Algol, or if bokor can be driven off through prayer. If you have access to old books, databases or the Foundation's infologs, you get a positive modifier.

FAILURE
You don't know, or you are mistaken (The GM gives you false information).

LIMITED SUCCESS
Your knowledge is limited. The GM gives you correct but brief information.

CRITICAL SUCCESS
You know the subject like the back of your hand, and come to think of something that gives you an extra bonus.

DATA DJINN (WITS)

Terminals, sensors and advanced data systems are all part of everyday life in the Third Horizon. Most computers are voice operated, but interaction through touchpads, data stylus or via the user's cybernetics is not uncommon. Most people in the Horizon can use basic data systems, but advanced operations require a **DATA DJINN** test – for example entering protected systems, modifying or writing new programs, or counteracting spyware and attack memes. **DATA DJINN** is also used to operate ship sensors (see the *Coriolis* rulebook).

FAILURE
Something goes wrong, and the result is the opposite of what you had hoped.

LIMITED SUCCESS
You reach your goal, but it takes longer than expected, and some sort of complication arises along the way.

CRITICAL SUCCESS
You reach your goal, and achieve some unexpected bonus effect (up to the GM).

MEDICURGY (WITS)

Having this skill means that you are trained in the healing arts, how to care for the ill and the wounded, and how to treat psychic maladies. Skillful medicurgs also perform cosmetic surgery and bionic sculpting. As a medicurg, you also know how to use special medical equipment like med labs, spider doctors and mobile trauma units.

The main use of **MEDICURGY** is stabilizing and treating wounded people – read more in Chapter 3. The skill can also be used to recover Mind Points and to make diagnoses, for example recognizing drug abuse or the effects of poison, and identifying injuries or psychic illnesses.

FAILURE
You have no idea as to what is ailing the patient, or make a wrong diagnosis (The GM gives you false information).



LIMITED SUCCESS
You have a good guess as to what the problem might be. The GM gives you correct but brief information.

CRITICAL SUCCESS
You make a correct diagnosis, and you remember something that gives you an extra bonus.

MYSTIC POWERS (EMPATHY)

In the last few of years, reports of mystics, people with special powers, have started to surface. The reaction didn't take long – among the religious cults, mystics have either been murdered or worshipped as heralds of the Icons, depending on the cult's beliefs. The Bulletin's newscasts on Coriolis have reported from council meetings on the highest political level debating the legitimacy of the mystical powers.

Each mystic power counts as a separate talent (see the full *Coriolis* rulebook). When activating a power, test **MYSTIC POWERS**. Each activation gives the GM one Darkness Point.

FAILURE
The power misfires somehow – giving you false information or some other undesired effect. The GM decides the details.

LIMITED SUCCESS
Through tremendous concentration and force of will, you activate the power.

CRITICAL SUCCESS
Mystical energies surge through your body, activating the power and triggering an unexpected but positive bonus effect. Details are up to the GM.

PILOT (AGILITY)

You are one with your ship. You pilot hundreds of tons of metal through the Darkness, you pierce ice winds and mile-high sandstorms and make sure you all live to tell the tale. Roll for **PILOT** when you operate a vehicle – anything from hoverbikes and ground loaders to gravships and space vessels. The rules for using **PILOT** in space combat can be found in Chapter 7. You will also test **PILOT** when you operate a normal vehicle and attempt a risky maneuver.

FAILURE
You fail. Depending on the circumstances, the outcome can be anything from embarrassing to fatal.

LIMITED SUCCESS
You perform the maneuver with the smallest margin possible.

⚙ CRITICAL SUCCESS
You perform the maneuver flawlessly, and you achieve an unexpected, positive side effect, such as creating an obstacle for an enemy. The GM decides the details.

SCIENCE (WITS)

You are an academic trained in the scientific tradition. You are well-read on everything from astrophysics and geochemistry to bionics and socio-arithmetic. Test **SCIENCE** to see if you can figure out something that requires advanced scientific knowledge, like how to calculate a portal jump or where to find xenon gas pockets on a frozen megaplanet. If you have access to relevant databases, you get a positive modifier.

⚙ FAILURE
You don't know, or are mistaken (The GM gives you false information).

⚙ LIMITED SUCCESS
Your knowledge is limited. The GM gives you correct but brief information.

⚙ CRITICAL SUCCESS
You know the subject like the back of your hand, and come to think of something that gives you an extra bonus.

TECHNOLOGY (WITS)

Others may view technical gadgets as almost magical, but you understand their inner workings. The skill is used when handling machines, mechanics, electronics and explosives. You can repair anything from a small gadget to a spaceship (Chapter 7). The skill is also used when blowing things up.

⚙ FAILURE
Something goes wrong, and the result is the opposite of what you wanted.

⚙ LIMITED SUCCESS
You reach your goal, but it takes longer than expected, and some sort of complication arises along the way.

⚙ CRITICAL SUCCESS
You reach your goal, as well as achieving some unexpected bonus effect.



UNDERSTANDING ARTIFACTS

You can come across strange artifacts on your adventures in the Third Horizon. All artifacts have a knowledge requisite – certain skills or talents you must have to understand the artifact. You must pass a SCIENCE test to understand how to use the artifact (even if you understand what it is, your PC may not). Each PC can make one attempt. If you fail, you must gather more information – or wait for another PC or the GM to explain the object to you.





CHAPTER 3
COMBAT

Who the soldier was, we don't know. We know no name, no age, no gender. Still, the Unknown Legionnaire is perhaps the most famous soldier in the Horizon. Killed during the infamous Tahura offensive, the Unknown Legionnaire represents the ultimate sacrifice. A holy symbol to some, a representation of the madness of war to others.

WAR AND CONFLICT, CC12-56 – Ebrahim Kaakraawala

The Third Horizon is a giant melting pot of different cultures and rivaling powers, all set on dominating the stars. Sometimes these conflicts lead to bloodshed. Sooner or later, someone will pull a gun on you – or you will pull yours first, seeing no other way out.

But remember, combat in Coriolis is dangerous and can get you killed. So, before resorting to violence, always ask yourself: is it worth it?

TURNS AND INITIATIVE

Combat begins when you attack an enemy, or when an enemy attacks you. Begin by determining your initiative score. Roll for initiative before testing any skills.

INITIATIVE SCORE

All participants in a fight, willing or unwilling, roll one die each. The result of each die is the initiative score for that person. Leave the dice showing your individual scores on the table during the fight. The GM rolls for NPCs. The scores of the combatants establish the turn order, where a higher score goes before a lower one. In case of a tie, let chance decide (roll another die, no modifiers). When all participants in the fights have acted, the turn is over and another begins. Initiative rolls are only made for the first turn of combat; you keep your original initiative roll for the whole fight, but it can be raised or lowered during the fight.

Time: One turn of combat in the game is approximately 10–20 seconds long.

NPC groups: For groups of NPCs sharing the same game stats, the GM can choose to make a single initiative roll for them all. They all act at the same point in the overall turn order, but the order in which the NPCs act at that point is up to the GM.

RAISING YOUR INITIATIVE

You never reroll your initiative score during a fight, but you can raise your score in a number of ways.

- A surprise attack (below) gives you a +2 to your initiative score, but only in the first turn of the fight.
- The talent Combat Veteran lets you make your initiative roll with two dice instead of one, and you choose the best result.
- You can use actions (below) to maneuver into a better position, raising your initiative score. Your new score takes effect in the following turn, and could change the turn order for the rest of the fight.
- Skill tests that you pass remarkably well can raise your initiative score.
- Weapons can give you an initiative bonus, but only a temporary one. To gain the bonus, you must attack with the weapon in question. If you apply a weapon's initiative bonus to your score in a turn, you are required to attack with that weapon in that turn – or perform no action at all.

LOWERING YOUR INITIATIVE

When it's your turn to act in the turn order, you can – instead of taking any action – lower your initiative score to any number below your current score. This has the effect that you simply wait to see how things unfold. When your new score is up, you can choose if you wish to act or to keep waiting, lowering your score further. Your new score is then in effect for the rest of the fight; you cannot "return" to your original, higher initiative score.

Some bonus effects for successful attacks allow you to lower an enemy's initiative score.

ACTIONS

When it's your turn to act, you can perform actions. There are four kinds of actions: slow, normal, fast, and free.

ACTION POINTS

You get 3 Action Points (AP) to spend each turn.

A slow action will cost you all 3 AP, a normal action will cost 2 AP, a fast action will cost 1 AP, and free actions are just that: free, costing zero AP.

In a turn, you can perform three fast actions, one normal and one fast action, or one slow action. You can make any

number of free actions. Usually, you will perform all your actions together during your position in the turn order, but reactions are exceptions to this (see below). Your AP are refreshed at the beginning of every turn, before anyone acts.

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 a vehicle
- Starting a vehicle
- Driving a vehicle

FREE ACTIONS (0 AP)

A free action is really no action at all: they are often passive dice rolls.

- Using your armor against an attack
- Defending in an opposed roll
- A quick shout to a comrade

THE ICON CARD DECK

Instead of rolling dice, you can choose to draw Icon cards from the Icon Card Deck (sold separately) to determine the turn order. The "tens" number on the cards will determine your initiative scores. The "ones" number will break ties. Keep the cards in front of you to remember your scores.

Example

Sabah attacks a Sogoi warrior deep in the jungles of Kua. She rolls an initiative score of 6, and then adds +1 (i.e. the initiative bonus of her Dura knife). Her total initiative score is 7, and she gets to act first in the turn. She must attack with the Dura knife this turn, because she claimed the initiative bonus from it.

TABLE 3.1 ACTION POINTS

ACTION	ACTION POINTS
Slow	3
Normal	2
Fast	1
Free	0

GROUP ROLLS FOR NPCS

Groups of NPCs working together can attack with only one dice roll, instead of each one making an individual attack. This works like Help From Others (page 15): each additional person, up to the maximum of three, means a +1 to the attack roll. This makes the GM's job a lot easier.

Example

Sabah has been broken, and her friend Wali attempts to administer first aid using his M-Dose. He is not a very good medicurg (MEDICURGY 2), so he asks the help of Cillah (MEDICURGY 2). When Wali tests his MEDICURGY, he gets a +1 for Cillah's help, and a +1 for the M-Dose. The effort counts as slow actions for both Wali and Cillah.

BATTLE MAPS

A battle map of a desert and a battle map of a bazaar are available as PDFs from the Free League website. Use these if you want to keep extra-detailed track of where all the combatants in a fight are positioned. Place tokens or miniatures representing each of the fighters on the white dots on the map. The white dots are two yards apart – that is, at Close Range from each other. Two people cannot occupy the same dot.

⚙ REACTIONS

Generally, all your actions must be made at your initiative score's place in the turn order, but there are exceptions to this. These exceptions are called "reactions." There are three different reactions in the game:

- Defending in close combat
- Attacks of opportunity
- Overwatch fire

How these reactions work are described below under Close Combat and Ranged Combat, respectively.

In order to perform a reaction, you still need to spend AP. If you perform reactions before your turn in the turn order, you will have less AP to spend on your regular actions when it is your turn. Further, to perform reactions after your turn in the turn order, you need to have saved some AP while performing your regular actions, and so have some AP left over for this turn.

NPCs cannot perform reactions, unless the GM spends Darkness Points (page 13).

⚙ HELPING OTHERS

Helping someone perform a slow action counts as a slow action for you as well. Helping someone with a normal or fast action counts as a normal action for you.

RANGE

In combat, the distance between you and the enemy is divided into four categories.

- **Close Range:** up to about 2 yards
- **Short Range:** up to about 20 yards
- **Long Range:** up to about 100 yards
- **Extreme Range:** up to about one mile

MOVEMENT

Moving around in combat requires actions. One fast action lets you move a number of yards equal to your Movement Rate, which typically means 10 yards. There are talents that increase your Movement Rate, and non-human creatures and vehicles can both have higher Movement Rates than a human PC. During combat, you will need to keep track of where the different combatants are positioned. You can keep this approximate, or you can use a battle map if you wish. The GM has the final say if there are any uncertainties.

Terrain: In difficult terrain like dense jungle, deep snow, or waist-high water, your Movement Rate is halved.

Crawling: If you crawl on the ground instead of running, your Movement Rate is halved.

Sneaking: Sneaking takes time; if you sneak, your Movement Rate is halved.

Darkness: If you are moving in complete darkness, you must move carefully, so your Movement Rate is halved.

SNEAK ATTACKS AND AMBUSHES

The key to winning a fight is often to attack when the enemy least expects it. There are several ways to do this.

Surprise: If you attack in a way that the GM deems surprising to your enemy, you get a +2 to your initiative score. This can only occur in the first turn of the fight.

Sneak attack: Sneaking up on someone and attacking without them knowing is called a sneak attack. First, test **INFILTRATION**. Roll only once, regardless of how far you are sneaking. Your roll will be modified depending on how close you want to get to your target (see table 3.2). If you want to attack in close combat, you have to get within Close Range.

If you fail the test, you are spotted; now roll initiative scores as you would normally. If you pass the **INFILTRATION** test, you get a normal action "for free" before rolling initiative.

You cannot "trade" your bonus normal action for two fast actions. If several people wish to make a joint sneak attack, they must test **INFILTRATION** individually. If one or more of the rolls fail, all the attackers are discovered; now roll initiative scores normally.

Ambush: An ambush is a special kind of sneak attack. You lie in wait for an enemy and then attack when she passes you. All participants in the ambush must test **INFILTRATION** individually, as above, but each roll gets a +2 modifier because it is the target that is moving, not the attacker.

MELEE COMBAT

When you are within Close Range of an enemy who is aware of your presence, you are engaged in close combat. It doesn't



TABLE 3.2 SNEAK ATTACKS AND AMBUSHES

RANGE	MODIFIER
Close	-2
Short	0
Long	+2
Extreme	+4

matter if you haven't attacked each other yet; as soon as you are within Close Range, you are engaged in close combat.

When engaged in close combat, you can attack. This is typically a normal action, and you test the skill **MELEE COMBAT**. The enemy then chooses if she should take the blow or attempt to defend, which she can do if she has enough AP left. For NPCs to defend, the GM also needs to spend 1 DP (below).

Standing up: To attack someone in melee combat, you must be on your feet. If you are lying down, you must first stand up (a fast action) before you can attack.

Weapons can give you extra dice to roll. The weapon's Gear Bonus tells you how many extra dice you get

⚙ BONUS EFFECTS

When your **MELEE COMBAT** roll is successful, your attack hits and you inflict your weapon's Weapon Damage on your enemy (see below). For each additional six rolled beyond the first one, you can choose one of the bonus effects below.



- **Increase Damage:** You inflict 1 extra point of damage. This effect can be chosen multiple times.
- **Critical Injury:** You inflict a critical injury on your enemy. This effect costs extra sixes (beyond the first one) equal to your weapon's Crit Rating. By adding even more sixes, you can increase the severity of the critical injury.
- **Strike Fear:** You strike fear into your enemy. She takes 1 point of stress (page 35). This effect can be chosen multiple times.
- **Raise Initiative:** You assume a better position for your next attack. Your initiative score is raised by 2, taking effect at the beginning of the next turn. This effect can be chosen multiple times.
- **Disarm:** Your enemy drops her weapon, or some other hand-held item of your choosing. Picking something up again is a fast action.
- **Grapple:** You pin your enemy in a tight clinch. See Grappling, below.

DEFENDING

Your enemy can attempt to defend against your attack, and you can of course do the same if you are attacked. You must state that you intend to defend before the enemy makes her attack roll.

Defending is a fast reaction (above). This means that you can defend even when it is not your turn in the turn order, so long as you have the AP required. Enemies can only defend if the GM also spends 1 DP.

When you defend, you test **MELEE COMBAT**. You and the enemy roll dice at the same time, and compare the results. For each six you, the defender, rolled, choose an effect below.

- **Decrease Damage:** You neutralize one of the enemy's sixes. If she is left at no sixes, the attack misses. This effect can be chosen multiple times.
- **Counterattack:** You perform a counterattack, dealing Weapon Damage. You cannot spend additional sixes to increase the damage of your counterattack.
- **Critical Injury:** You inflict a critical injury on your enemy (page 37). Your weapon's Crit Rating is considered 1 step higher when defending than when attacking. By adding even more sixes, you can increase the severity of the critical injury.
- **Disarm:** You disarm your enemy, but only after her attack has been resolved normally.
- **Raise Initiative:** Your initiative score is raised by 2, taking effect this turn if you have not yet acted. Otherwise, the effect applies at the beginning of the next turn. This effect can be chosen multiple times.

Note that you can perform a counterattack instead of stopping your enemy's attack. The outcome could be that you both hit each other at the same time.

Also note that each time you defend is considered as a fast reaction, costing you 1 AP. To be able to defend, you must have either not yet acted in the turn, or have AP saved up after performing your regular actions this turn. If you are attacked multiple times in the same turn, you will eventually not be able to defend against all of the attacks.

Weapons: If your enemy attacks you with a weapon, and you yourself are unarmed, you get a -2 modifier to defending.

QUICK MELEE ATTACK

You can perform a quick attack in melee combat. This is at the expense of accuracy; you get a -2 modifier to the attack roll, but the attack counts as a fast action (1 AP) instead of a normal one (2 AP). Quick melee attacks can only be performed with light weapons (or unarmed).

ATTACK OF OPPORTUNITY

If an enemy who is engaged in melee combat with you attempts to move away, you can, if you wish, make an attack of opportunity against her. This works like any other melee combat attack, but counts as fast (1 AP), and you get a +2 to your roll. Attacks of opportunity are reactions (see above).

Movement: You also get to make an attack of opportunity against an enemy who moves past you within Close Range. The enemy's movement must not start or end within Close Range of you – if she passes close enough during her movement, you get to strike.

GRAPPLING

As a bonus effect to a successful **MELEE COMBAT** attack, you can choose to pin your opponent. To break free, your enemy must beat you in an opposed **MELEE COMBAT** roll. The opposed roll counts as a normal action for the person in the clinch, but as a free action for you. Until your enemy manages to break free, she can perform no other actions.

Grapple Attack: While you are grappling with a pinned opponent, grapple attacks are your only available actions. A grapple attack is like any other **MELEE COMBAT** attack (a normal action),

Example

Sabah attacks a Sogoi warrior with her Dura knife, and she rolls two sixes. She inflicts 2 points of damage on the Sogoi with the first six (2 is her Weapon Damage), and she spends her second six on pinning the now-bleeding warrior. The Sogoi attempts to break the clinch through an opposed MELEE COMBAT *roll, but fails. In the following turn, Sabah makes a grapple attack, giving her a +2 modifier and a total of 8 dice to roll. She gets three sixes! The pinned Sogoi cannot defend. Sabah spends both her additional sixes on extra damage, and the Sogoi goes limp beneath her, broken after another 3 points of damage.*

TABLE 3.3 RANGED ATTACKS

DISTANCE	MODIFIER
Close	-3/+3
Short	0
Long	-1
Extreme	-2
Beyond Weapon Range	-3

but with the following exceptions:

- You cannot use weapons (you inflict your unarmed Weapon Damage, normally 1).
- You get a +2 modifier to the number of dice you roll for the grapple.
- Your enemy cannot not defend against the attack.

RANGED COMBAT

When attacking an enemy from a distance, test the skill RANGED COMBAT. You will need some form of ranged weapon, be it just a rock. Each weapon has a maximum range – i.e. how far away your target can be for your weapon to still be used effectively. You can fire your weapon at targets even farther away (up to one range step beyond the weapon's maximum range), but you will get a -3 modifier to your roll, on top of any other modifiers.

Cover: You cannot defend against ranged attacks. Instead, a smart move is to find cover (page 36) when the bullets start flying.

RANGE MODIFIERS

When your target is far away, she will be harder to hit than when she is close.

When your target is at **Long Range** away from you, you get a -1.

At **Extreme Range**, you get a -2.

Within **Close Range**, you either get a -3 if you are engaged in close combat with the target (the scuffle makes aiming very difficult), or a +3 if the target is immobile or unaware of you.

AIMED SHOT

If you take your time to aim carefully before squeezing the trigger, you get a +2 to your attack roll. This makes your attack a slow action (costing 3 AP) instead of a normal action (2 AP). You cannot make an aimed shot against an enemy with whom you are engaged in close combat – there is simply no time to aim.

QUICK SHOT

If there is no time for aiming, you can just shoot from the hip. You get a -2 to your attack roll, but the attack is a fast action (1 AP) instead of a normal action (2 AP). There are two special rules that apply to quick shots.

- You can only fire a quick shot attack against enemies at Close Range or Short Range.
- If you make three quick shots in the same turn, your clip is empty or your cell depleted. You must reload your weapon.

RELOADING

Most firearms have large enough magazines for you not to need to worry about counting shots during a fight – just reload when the fight is over. There are a few exceptions.

- Some primitive firearms like long rifles, bows, and rocket launchers require reloading after every shot.
- If you make three quick shots in the same turn, your clip is empty or your cell depleted (this does not apply for mounted weapons).
- When you shoot full auto fire (see below), you run a great risk of emptying your clip.

Reloading in combat is a normal action (unless you have the Rapid Reload talent).

BONUS EFFECTS

When your **RANGED COMBAT** roll is successful, your attack hits and you inflict your weapon's Weapon Damage on your enemy. For each additional six after the first one, choose one of the bonus effects below.

- **Increase Damage:** You inflict 1 extra point of damage. This effect can be chosen multiple times.
- **Critical Injury:** You inflict a critical injury on your enemy. This effect costs extra sixes (beyond the first one) equal to your weapon's Crit Rating. By adding even more sixes, you can increase the severity of the critical injury.
- **Suppressive Fire:** You force your enemy to keep her head down. She suffers 1 point of stress (page 35). If you are shooting full auto fire, she takes 1 additional point of stress. This effect can be chosen multiple times.
- **Raise Initiative:** You assume a better position for your next attack. Your initiative score is raised by 2, taking effect at the beginning of the next turn. This effect can be chosen multiple times.
- **Disarm:** Your enemy drops her weapon, or some other hand-held item of your choosing. Picking something up again is a fast action.

AUTOMATIC FIRE

Some firearms are capable of unleashing deadly bursts of fully automatic fire. Full auto fire differs from regular ranged



Example
In the Kuan Conglomerate, Sabah is suddenly attacked by a group of mercenaries firing at her from a rooftop. She returns fire with her Vulcan carbine and rolls 7 dice (3 for Agility, 3 for RANGED COMBAT*, and 1 for the Gear Bonus of the weapon). She rolls two sixes, inflicting her weapon's Weapon Damage (3) on one of the mercenaries. She uses her second six to disarm the mercenary, whose rifle drops to the street below.*

Example
Sabah is taking cover behind a wall when suddenly the mercenaries' firing stops. War-crying, four of them come running towards Sabah's hiding place, giving her no choice but to fire a deadly burst of full auto fire against them. She rolls 6 dice (3 for Agility, 3 for RANGED COMBAT*, 1 for the weapon's Gear Bonus, 1 for the support of leaning against the wall, and then -2 dice for firing full auto). She is out of luck – no sixes! She sends a quick prayer to the Icons, giving the GM a Darkness Point, and rerolls. Two sixes! She uses the two sixes to hit two of her enemies, and then starts rolling extra full auto dice. On the first one, she rolls a 4 – no hit, but she gets to keep on firing because it wasn't a 1. Next die shows another 4, but she keeps going. Third die shows a 6, which she uses to score a hit on a third mercenary. The fourth die shows a 1 – her clip is empty and she must reload. Three of the mercenaries were hit by Sabah's burst, each taking Weapon Damage. Time to see if their armor holds!*

attacks in the following ways:

- Your attack counts as slow (3 AP).
- Your target must be within Long Range or less.
- You get a -2 modifier to your attack roll.
- Regardless of whether your initial roll is successful or not, you can choose to keep rolling dice, one at a time. These extra dice are added to your first roll. However, as soon as you roll a 1, your clip is empty and you must reload (see above).

Mounted Weapons: Many large mounted weapons have magazines so big that they don't need to be reloaded in combat. Full auto fire with these weapons works the same as with other weapons, but a result of 1 on the extra automatic fire dice instead means that the shooter loses control over the weapon and must stop firing. No reloading is necessary.

Multiple targets: When you fire full auto, you can choose to distribute your dice – those in your original roll and/or the extra full auto dice – against new targets. You can do this after rolling. The first six you roll for a new target means that you inflict Weapon Damage on it. Additional sixes against the new target mean bonus effects as usual. Every new target you direct your fire against must be within Close Range of the previous target. You can fire at any number of targets, until the burst is cut off by you rolling a 1.

OVERWATCH FIRE

As a fast action (1 AP), you can assume an overwatch position, aiming in a specified direction. Your aim covers a 90-degree fire arc with your line of sight in the middle. You cannot assume an overwatch position when engaged in melee combat.

Effect: Overwatch means that you are ready to fire your weapon in the direction of your aim anytime during the coming turn (i.e. from now until your initiative score comes round again in the next turn). During this time, you can fire a normal shot (costing 2 AP) whenever you want to, before any other actions are performed – even after they have been declared.

For example, if an enemy within your fire arc wants to shoot at you, you can shoot him first. Your enemy cannot change her declared action after your overwatch attack. If you and an enemy both are in overwatch position and are in each another's fire arc, an opposed RANGED COMBAT roll (a free action for both of you) decides who goes first.



Broken Overwatch: As soon as you perform any action other than shooting at a target in your fire arc, your concentration breaks and your overwatch position is gone. This also immediately happens if:

- You become engaged in close combat.
- You take damage.

WEAPONS

Weapons make you more effective in close combat, and they are a direct necessity for ranged combat. The full *Coriolis* game lists and describes common weapons in the Third Horizon.

Bonus tells you what Gear Bonus modifier you get to your attack roll (i.e. to the number of dice you can roll for your attack). It can be positive or negative.

Initiative on a weapon modifies your initiative score – on the condition that you attack with the weapon in the turn. If you apply the weapon's initiative modifier to your initiative score, you must make an attack with the weapon during the turn. Other actions that somehow include the weapon in question don't count: to get the weapon's initiative modifier, you must attack with the weapon, or you must lose all AP for the turn.

Weapon Damage determines how many points of damage are inflicted on your enemy if your attack hits. Extra sixes on your attack roll can inflict more damage.

Crit tells you how many extra sixes beyond the first one you need on your roll to inflict a critical injury on your opponent (page 37).

Range is the maximum range within which the weapon can be used effectively.

Light Weapons require only half a row in the gear list on your character sheet.

Heavy Weapons require two rows in your gear list.

Automatic Weapons can fire in fully automatic mode.

Special means special features and modifications, which are found on some weapons.

STRESS

You start the game with a pool of Mind Points (MP) equal to your Wits plus your Empathy. When you are attacked in combat or when someone tries to use **MANIPULATION** on you, you might suffer stress (which lowers your number of MP) from the mental strain. Contact with the Dark between the Stars can also have this effect.

⚙ BREAKDOWN

If something puts you at zero Mind Points, you suffer a breakdown, collapsing from fear or anxiety. You can follow simple commands but not take any action that requires dice rolls. After D6 hours, you regain some control of yourself and 1 MP is restored; after that, you can begin to recover the rest of your MP normally.

Skills: You can use either **COMMAND** or **MEDICURGY** to treat someone who has suffered a breakdown. If your roll is successful, the person you are calming down regains MP equal to the number of sixes on your roll. Each attempt is a slow action, and each person can try only once.

⚙ RECOVERY

You automatically recover 1 MP per hour when resting. If you have suffered a breakdown, however (zero MP), you run a risk of permanent trauma. Roll one die. If the result is a one, your maximum total of Mind Points is permanently reduced by one. If you drop permanently to a zero MP total, you become a raving lunatic – time to create a new PC.

DAMAGE

You run the risk of being injured in combat. Everything from exhaustion to bleeding cuts and broken bones is summarized as damage. How much damage you can take is determined by your number of Hit Points (HP).

Starting Hit Points: You start the game with a number of HP equal to your Strength plus your Agility scores. Talents can modify your HP total.

⚙ ARMOR

To protect yourself from harm, you can wear armor. The effectiveness of a piece of armor is described by its Armor Rating. You can only wear one suit of armor at a time.

When you take damage from an attack, roll a number of dice equal to your Armor Rating. Each six you roll lowers the damage by 1. The armor roll is a free action. If the damage from the attack is reduced to 0, you escape any critical injuries as well.

COVER

In a firefight, taking cover behind something could save your life. Choose something sturdy, like a metal doorframe or a brick wall. Taking cover is a fast action, separate from any movement required to reach the cover itself. Covers also have Armor Ratings and work just like armor (above), but they only work against ranged attacks. Cover and armor can be combined: add the dice for the armor and the cover together.

Fire Support: If you are behind cover, you can also lean on it when shooting. This gives a +1 modifier, but not on quick shots.

BROKEN

If you drop to zero Hit Points, you are "broken" – unconscious or paralyzed with pain, and in no condition to keep fighting. You cannot perform any actions and may not test any skills. All you can do is writhe in pain and cry for help ("quick shout," which is a free action). Further normal attacks that would put you below zero HP have no effect, but you can still suffer additional critical injuries.

GETTING BACK UP

Being broken is not fatal: only critical injuries can actually kill you. There are two ways to get back up after having been broken.

First Aid: Someone can help you back onto your feet by administering first aid to you. This is a slow action demanding a **MEDICURGY** test of the helping player. The medical equipment at hand determines what modifiers apply to the dice the player rolls (see below). Without any medical equipment, the test cannot not be attempted at all – you need at least to improvise something. If the roll is successful (i.e. if the player rolls at least one six), you get back up immediately, regaining HP equal to the number of sixes on the **MEDICURGY** roll. Administering first aid to someone who isn't broken has no effect – no HP are restored.

TRACK YOUR DAMAGE

When your PC takes damage, tick the corresponding number of boxes next to the Hit Points section on the character sheet.

Example

A mercenary is firing a Vulcan carbine (Weapon Damage 3) at Sabah. The mercenary rolls three sixes and uses them all in order to maximize damage. Luckily, Sabah is wearing an armored suit (Armor Rating 3). She rolls 3 dice and gets two sixes, canceling 2 points of damage from the attack.

TABLE 3.4 COMMON COVERS

COVER	ARMOR RATING
Divan	2
Table	3
Door	4
Inner wall	5
Outer wall	6
Brick wall	7
Foxhole	8

Example

Sabah is sneaking through a corridor on a spaceship when a corsair suddenly fires at her. The first shot misses, and Sabah takes cover around a corner in the corridor (fast action) to return fire. In the next turn, the corsair shoots again, hitting Sabah with two sixes. Given Sabah is in cover behind the corner (an inner wall) she gets to roll 8 dice when testing her armor (5 for the inner wall and 3 for her armored suit).



Pushing on: When you have been broken and no one is around to treat you, you automatically recover 1 HP after D6 hours, and can then get back up on your own.

RECOVERY

When you are no longer broken, you recover 1 HP per hour until you are fully healed. Critical injuries can still affect you after all your HP are restored, however.

CRITICAL INJURIES

Normal damage can be fatigue, bruises or smaller cuts – painful, to be sure, but easily overcome. Critical injuries represent a much more dangerous form of injury – these can maim or kill you.

When attacking an enemy, in melee combat or from afar, you can spend any extra sixes you rolled beyond the first one to inflict critical injuries. How many sixes you need (beyond the first one) depends on the weapon you are using. You must spend sixes equal to your weapon's Crit value.

When you inflict a critical injury on an enemy, roll D66 on Table 3.6 to see which critical injury you inflict. Note that a critical injury won't necessarily make someone be broken.

SEVERITY

If you have even more sixes to spend than those which you need to score a critical injury, you can use them to increase the severity on the injury. For every extra six spent to increase the severity of the critical injury, you get to reroll the D66 crit roll once. You need to determine how many sixes you want to spend on this before you start rerolling. You are allowed to go back to an earlier result if you reroll.

Please note that the talents Executioner and Nine Lives also affect the crit roll.

EFFECTS OF CRITICAL INJURIES

Most critical injuries have two effects – one immediate (such as making you fall over or stunned), and one long term (usually giving you negative modifiers to one or more skills).

Stunned: The effect "stunned for one turn" means that you lose all your remaining AP in the current turn (if you have any left), or in the next turn (if you had none left this turn).

Modifier to Skill: The listed modifier is in effect until the

TABLE 3.5 MEDICAL EQUIPMENT

There are many kinds of medical equipment in the Third Horizon. The skill bonuses below are not cumulative.

EQUIPMENT	BONUS	COMMENT
Improvised	-1	No effect on critical injuries or radiation
Doctor's Bag	0	No effect on radiation
M-Dose	+1	
Ballistic M-Injector	+1	Requires a Vulcan firearm, Short Range
Medkit	+2	
Med Lab	+3	Ship module
T-Dose	+2	
Traumakit	+3	
Trauma Lab	+4/+5*	Ship module
C-Dose	+1	
P-Dose	+2/+3*	Automatically restores 2 HP with successful Medicurgy
Spider Doctor	-	Has Wits 5, Medicurgy 3
Healing Scarab	-	Automatically restores 2 HP

*When treating a critical injury

critical injury is completely healed (see below).

DEATH

If you suffer a critical injury described as fatal in Table 3.6, someone must give you first aid or you will die when the listed time runs out. First aid is a slow action and requires a successful **MEDICURGY** test, modified by the available medical equipment (Table 3.5).

Note that some critical injuries are so severe that a negative modifier is applied to the **MEDICURGY** test. As long as you are not broken (above), you can try to give yourself first aid, but you get a -2 modifier to the roll. Each person who attempts to treat you can try only once – to get a second chance, better medical equipment is needed.

Broken: If you are both broken and have sustained a fatal critical injury, two separate **MEDICURGY** rolls are needed: one to get you back on your feet, and one to save your life. You can take the rolls in whichever order you prefer.

Instant kill: There are two critical injuries in the table – numbers 65 and 66 – that simply kill you outright. If you roll one of these two, the Lady of Tears has come to claim you. Time to make a new PC!

HEALING

Each critical injury above lists its healing time in days (usually rolled with a number of D6). If someone gives you medical treatment during your recovery time, that person tests **MEDICURGY**, modified by the available medical equipment (see above). If the roll is successful (i.e. if the roll includes at least one six), the remaining recovery time is reduced by half. Earlier **MEDICURGY** rolls to stabilize a fatal injury or to bring you back on your feet from having been broken don't count – a new roll is required to shorten the recovery time.

ATYPICAL DAMAGE

There are many ways to get hurt in the Third Horizon, and they are not only through a direct attack. Some examples of "atypical damage" are described below. As a rule, atypical damage is determined through a dice roll where each six means you take 1 point of damage.

TABLE 3.6 CRITICAL INJURIES

D66	INJURY	FATAL	TIME LIMIT	EFFECT	HEAL TIME
11	Wind Knocked Out	No	-	Stunned for one turn.	-
12	Disorientated	No	-	Stunned for one turn.	-
13	Sprained Wrist	No	-	Drops held item, then -1 to RANGED COMBAT and MELEE COMBAT.	D6
14	Sprained Ankle	No	-	Falls down, then -1 to DEXTERITY and INFILTRATION.	D6
15	Concussion	No	-	Stunned for one turn, then -1 to all advanced skills.	D6
16	Bruised Lower Leg	No	-	Falls down, then -1 to DEXTERITY and INFILTRATION.	2D6
21	Broken Nose	NO	-	Stunned for one turn, then -2 to MANIPULATION.	D6
22	Broken Fingers	No	-	Drops held item, then -2 to RANGED COMBAT and MELEE COMBAT.	2D6
23	Broken Toes	No	-	Stunned for one turn, then -2 to DEXTERITY and INFILTRATION.	2D6
24	Teeth Knocked Out	No	-	Stunned for one turn, then -2 to MANIPULATION.	2D6
25	Groin Hit	No	-	Stunned for two turns, then 1 point of damage per FORCE, DEXTERITY, and MELEE COMBAT test.	2D6
26	Dislocated Shoulder	No	-	Stunned for one turn, then -3 to FORCE and MELEE COMBAT.	D6
31	Broken Ribs	No	-	Stunned for one turn, then -2 to DEXTERITY and MELEE COMBAT.	2D6
32	Broken Arm	No	-	Stunned for one turn, then -3 to RANGED COMBAT and MELEE COMBAT.	3D6
33	Broken Leg	No	-	Falls down, then Movement Rate halved, and -2 to DEXTERITY and INFILTRATION.	3D6
34	Shredded Ear	No	-	Stunned for one turn, then -2 to OBSERVATION. Permanent ugly scar.	3D6
35	Gouged Eye	No	-	Stunned for one turn, then -2 to RANGED COMBAT and OBSERVATION.	3D6
36	Punctured Lung	Yes	D6 days	Stunned for one turn, then -3 to DEXTERITY.	2D6
41	Lacerated Kidney	Yes	D6 days	Stunned for two turns, then 1 point of damage per FORCE, DEXTERITY, or MELEE COMBAT test.	3D6
42	Crushed Foot	Yes	D6 days	Falls over, then Movement Rate halved, and -3 to DEXTERITY and INFILTRATION.	4D6
43	Crushed Elbow	Yes	D6 days	Stunned for one turn, then -2 to FORCE and MELEE COMBAT. No use of two-handed weapons.	4D6
44	Crushed Knee	Yes	D6 hours	Stunned for one turn, falls over, then Movement Rate halved, and -3 to DEXTERITY and INFILTRATION.	4D6
45	Crushed Face	Yes	D6 hours	Unconscious D6 hours, then -2 to MANIPULATION.	4D6
46	Pierced Intestines	Yes	D6 hours	Stunned for one turn, then 1 point of damage per hour until first aid is administered.	2D6
51	Broken Spine	Yes	D6 hours	Unconscious D6 hours, then paralyzed from the waist down. Unless medical aid is given during the healing time, the paralysis becomes permanent.	4D6
52	Broken Neck	Yes	D6 hours	Unconscious D6 hours, then paralyzed from the neck down. Unless medical aid is given during the healing time, the paralysis becomes permanent.	4D6

TABLE 5.6 CRITICAL INJURIES

D66	INJURY	FATAL	TIME LIMIT	EFFECT	HEAL TIME
53	Bleeding Gut	Yes	D6 minutes	1 point of damage per turn until first aid is given.	D6
54	Internal Bleeding	Yes, -1	D6 minutes	Unconscious D6 hours, then 1 point of damage per FORCE, DEXTERITY, or MELEE COMBAT test.	2D6
55	Severed Artery (Arm)	Yes, -1	D6 minutes	Unconscious D6 hours, then -1 to DEXTERITY.	D6
56	Severed Artery (Leg)	Yes, -1	D6 minutes	Unconscious D6 hours, then -2 to DEXTERITY.	D6
61	Destroyed Arm	Yes, -1	D6 minutes	Unconscious D6 hours, then -2 to DEXTERITY. The arm is permanently lost. No use of two-handed weapons.	3D6
62	Destroyed Leg	Yes, -1	D6 minutes	Unconscious D6 hours, then -2 to DEXTERITY. The leg is permanently lost. Movement Rate is halved.	3D6
63	Severed Jugular	Yes, -1	D6 minutes	Unconscious D6 hours, then -1 to DEXTERITY.	D6
64	Severed Aorta	Yes, -1	D6 minutes	Unconscious D6 hours, then -2 to DEXTERITY.	2D6
65	Pierced Heart	Yes	-	Your heart beats one final time. Create a new PC.	-
66	Crushed Skull	Yes	-	You are instantly killed. Your adventure ends here. Create a new PC.	-
-	Atypical Damage	Yes	D6 days	Unconscious until death, or until first aid is given.	-

Atypical Weapon Damage: Atypical damage usually has a Weapon Damage of 1 – the first rolled six causes 1 point of damage – but in some cases the Weapon Damage can be 2 or more.

Critical Injuries: Atypical damage can result in critical injuries as well, but only if the attack leaves you broken. If you drop to zero HP and there are extra sixes left unused, check the Crit Rating of the atypical damage in question (below). If enough sixes are left, you suffer a critical injury. A critical injury from atypical damage is usually not rolled on Table 3.6 like regular critical injuries; instead, atypical damage has a special critical injury at the bottom of table 3.6. Roll no dice.

FALLING

A fall of three meters or more ending on a hard surface prompts an atypical damage attack roll. The GM rolls dice equal to the number of meters fallen -2. Armor may be tested. The Crit Rating of falling is 3.

DROWNING

Swimming on the surface works just like movement on land, but your Movement Rate is halved. If, however, you are underwater (by choice or not), you are "attacked" once every turn. The GM rolls the attack at your turn in the turn order, and before you get to act. He rolls a number of dice equal to double the number of turns you have been under water: two dice for the first turn, four dice for the second turn, and so on. As soon as you come up for air, the attacks stop. Armor has no effect. You will continue being attacked even after having been broken, which sooner or later will result in a critical injury. The Crit Rating of drowning is 2.

FIRE

If you are in, or within Close Range of, a large fire, you will suffer attack rolls once every turn. The GM rolls the attack at your turn in the turn order, and before you get to act. The size of the fire determines the number of dice on the roll and that is up to the GM to decide. The number of dice is then increased by one per turn. As soon as you suffer 1 or more

BROKEN NPCS

NPCs can get broken, just like PCs. An NPC can give first aid to a PC, and vice versa. When NPCs are treating each other, no dice roll is necessary: the GM can decide the outcome.

Example
Sabah has suffered the critical injury "Punctured lung" and has been brought back to the group's medlab onboard their ship. The medicurg Vasil (Wits 4, MEDICURGY *2) first manages to stabilize her wounds. Then he rolls again to shorten Sabah's healing time. He gets a +3 modifier for the medlab, rolls his nine dice, and succeeds. The recovery time for the punctured lung, 2D6 days, is halved.*

points of damage from the fire, your clothes catch fire, and you will continue to suffer the attack rolls even if you get out of the fire itself. Putting out burning clothes demands a successful **DEXTERITY** test (you or someone else within Close Range of you may attempt the **DEXTERITY** roll). Armor may be tested. You will continue being attacked by fire rolls even after having been broken, which sooner or later will result in a critical injury. The Crit Rating of fire is 1.

EXPLOSIONS

The strength of an explosion is measured in its Blast Power. When an explosive detonates, the GM rolls an attack with a number of dice equal to the Blast Power once for each person within Close Range of the explosion. Armor may be tested. The Crit Rating of normal explosions is 2 (but see Shrapnel, below). Critical injuries caused by explosions are rolled on Table 3.6, like regular critical injuries.

Blast Radius: Powerful explosives, with a Blast Power of 7 or higher, may wound people beyond Close Range of the explosion. Within Short Range, the Blast Power is lowered by 6. If a lot of victims are within Short Range of the explosion, the GM could make one attack roll against them all, for simplification.

Shrapnel: The Crit Rating of normal explosions is 2, but bombs containing shrapnel such as nails or ball bearings, as well as some forms of grenades, are more lethal. Explosives that spread shrapnel damage have a Weapon Damage of 2 and a Crit Rating of 1.

HUNGER AND THIRST

Coriolis is not mainly a game about survival, but you could well end up in situations where you don't have enough food or water. The GM decides when this is the case.

Thirst: If you lack sufficient water, you become dehydrated. You automatically suffer 1 point of damage per 12 hours (no attack roll is made). When dehydrated, you cannot heal any damage or critical injury. If you become broken from thirst, you immediately suffer a critical injury.

Hunger: If you lack sufficient food, you will starve. You automatically suffer 1 point of damage every 48 hours. In all other regards, see Thirst, above.

COLD

If you are in a cold environment without the necessary gear to stay warm (the GM decides), you suffer attack rolls with six dice – the frequency of those rolls is up to the GM. Around zero degrees Celsius, a roll per day should be enough, but on a blistering ice planet, you may have to roll once per hour.

VACUUM

The dark between the stars is a cold and unforgiving place. Without the protection of an exo shell or the hull of a ship, you won't last long in the black void. If your ship suffers explosive decompression or if you are thrown out of an air-lock, your life is in extreme danger. The absence of pressure creates gas bubbles in your blood, causing you whole body to swell up. This results in crippling pain, all while the raw UV radiation from the nearest star sears your skin. You can't hold your breath – if you do, your lungs will collapse – so after about ten seconds you lose consciousness from the lack of oxygen. After that, you are maybe a minute or two away from death.

Rules-wise, you must pass a **FORCE** test every turn you are without protection in a vacuum. The test is a free action, but you must pass it before doing anything else in the turn. The roll is unmodified for the first turn, but you get a -1 modifier for the second turn; in turn three you get -2, and so on. A failed roll means you directly drop to zero HP and become broken. You lose consciousness and die after D6 minutes, unless someone saves you before then.

Before becoming unconscious, you should put all your efforts towards getting an exo shell on, if one can be found nearby. Climbing into an exo shell in a single turn requires a successful **DEXTERITY** test.

RADIATION

The Dark between the Stars contains many places where you will be exposed to hard radiation; on a spacewalk near a dying star, for example, or when you try to repair your ship's leaking reactor core.

Radiation Level: When you are exposed to radiation, you suffer Radiation Points (RP) that accumulate in your body. Check off the RP boxes on your character sheet. The area's Radiation Level determines how often you get RP.

- **Weak Radiation:** 1 RP per day
- **Strong Radiation:** 1 RP per hour
- **Extreme Radiation:** 1 RP per minute

Effects: Every time you suffer an RP, you must roll a number of dice equal to your total current number of accumulated RP. For every six in the roll, you take 1 point of damage.

Recovery: When you leave the irradiated area, you heal one RP per day.

Permanent Radiation: There is a risk that the radiation will permanently stay in your body. Every time you are about to heal an RP, roll a die. If it shows a six, the RP is not healed but instead becomes permanent. Mark this with a line between the RP boxes on your character sheet. Permanent radiation can never be healed.

VEHICLES

The Third Horizon is home to many different kinds of vehicles (some of them are detailed in the full *Coriolis* rulebook).

Driving under normal circumstances requires no dice rolls, but more advanced maneuvers demand **PILOT** tests. Note that **PILOT** is an advanced skill; unless you have a skill level of at least 1 in **PILOT**, you don't get to roll for it and fail the test automatically. Entering or mounting a vehicle is a fast action. Starting a motorized vehicle is also a fast action.

Gear Bonus: The modifier you get to your PILOT tests when performing challenging maneuvers. Small, agile vehicles generally have higher bonuses than large and heavy ones.

Hit Points (HP): How much damage the vehicle can take before becoming wrecked.

Movement Rate: The speed of the vehicle – how many yards the vehicle moves per fast action from the driver.

Fuel: All vehicles require fuel, be it fusion batteries or bahtrol. Table 3.7 lists which vehicle needs which fuel type.

Passengers: Most vehicles can take passengers. The list below tells you how many people, including the driver, each vehicle fits.

TABLE 3.7 VEHICLES

NAME	BONUS	HP	MOVEMENT RATE	ARMOR	PASSENGERS	FUEL
Gravcraft	+1	20	20	3	4	Fusion unit
Grav Bike	+2	8	30	0	1	Fusion battery
Hovercraft	0	40	16	8	8	Fusion unit
Crawler	0	25	10	4	6–8	Fusion unit/bahtrol
Band Loader	0	20	7	2	8	Fusion unit

Armor: Most vehicles have an armored body. The list below describes the Armor Rating for the vehicle and all of its passengers.

VEHICLES IN COMBAT

Combat in a vehicle works just like combat on foot, but you use the vehicle's Movement Rate instead of your own.

Ramming Enemies: Most vehicles can be used as weapons – i.e. to simply ram your enemies. The attack itself takes place at Close Range. It counts as a melee combat attack, but you test **PILOT** instead of **MELEE COMBAT**. Don't forget the vehicle's Gear Bonus. The Weapon Damage is equal to the vehicle's HP divided by five, rounded up.

DAMAGE TO VEHICLES

Vehicles suffer damage just like people, each point of damage lowering the vehicle's total Hit Points by 1. When the vehicle's HP drop to zero, the vehicle is wrecked. Vehicles don't suffer critical injuries. Most vehicles have armor, which works just like armor does for people.

Ramming Vehicles: You can use your vehicle to ram other vehicles as long as your vehicle has at least as many HP (starting value) as the enemy's vehicle. Roll the attack like you would if you were ramming a person. The damage from your attack is inflicted on the enemy vehicle. Passengers in the vehicle are only hurt if the enemy vehicle's HP drops to 0, in which case all passengers suffer the same amount of damage as the vehicle did.

Example

Sabah is riding her grav bike through the Conglomerate slums. She wants to ram a mercenary from Short Range. She uses a fast action to get within Close Range (the bike's Movement Rate is 30 yards), and then her normal action to ram the enemy. She rolls 7 dice (Agility 3, **PILOT** *2, Gear Bonus +2). After a quick prayer, she finally gets two sixes. The mercenary is hit and takes 3 points of damage (Weapon Damage 2 – the bike's HP (8) divided by 5 and rounded up, +1 damage for the extra six).*

Example

An enforcer from the Syndicate fires a missile against Sabah's gravcraft. The attack hits and deals 4 points of damage. Sabah tests the gravcraft's armor (Armor Rating 3), and rolls one six. The gravcraft takes 3 points of damage.

VEHICLES IN THE THIRD HORIZON

Planetside vehicles in the Third Horizon normally run on wheels or graviton projectors. The former types of vehicle are commonly referred to as "crawlers" and the latter types as "gravs." Most vehicles are powered by small fusion units that run on water, or sometimes they run on rarer isotopes of water. Smaller vehicles may run on fusion batteries or cells. Older, more primitive vehicles sometimes run on alcohol, or on petroleum products like bahtrol.







CHAPTER 4

DARK FLOWERS

And the Messenger spoke: Go forth and find the seed of the Icons – the Flower of heaven. With it you shall bring prosperity to your dying world and save the people from starvation and poverty.

But beware good pilgrim, there are specimens that have been tainted by the Dark between the stars. These dark flowers bring not prosperity - but misery and death.

THE SEED OF THE ICONS – Suleiman the Elder

INTRODUCTION

Dark Flowers is a short introductory adventure for Coriolis – The Third Horizon. It tells the tale of a long lost space station, a search for a fabled plant, and a scientist obsessed with completing her mission - even unto death.

EVERYTHING NEEDED TO play this adventure is found in this document. You as the GM need to prepare by reading through the quickstart rules and this adventure in full. Use the premade player characters found at the end of the PDF and have at least ten six-sided dice and a dozen or so markers or beads to represent Darkness Points handy at the gaming table.

BACKGROUND

More than a hundred years ago, on the scorched, dusty plains of Dabaran there lived a mighty Emir in the city of Yehenna. The Emir was concerned for his land and his people. The crops were failing and food was scarce. While other cities worked on new technologies to fertilize the burning lands, the Emir of Yehenna turned to his library. He found a text by the famous scholar Suleiman that mentioned a blessed flower with the power of the Icons, said to bring prosperity to the most desolate of lands. The Emir set out to find this flower, and sent explorers all across the Dabarani system.

But the Emir was a wise and cautious man. The old text mentioned dark flowers, specimens of the fabled plant tainted by the Dark between the stars. He built a space station on the far edges of the system where the explorers deposited their findings. The station was the core of the project to find the Flower of Heaven. Hundreds of Dabarani scientists toiled through the years in an effort to find the sought after prize. The station was led by the chief scientist Wahina, a passionate scholar and a professor from the University of Dadah.

One day, an explorer returned with a strange story. He had found a beautiful and slender flower in the depths of the gas mines of Salamanx. The scientists knew that no known plant could possibly survive in such harsh conditions. Could this be it? Before they had their answer, disaster struck.

These were the last days of the Portal Wars. The Dabarani people had been spared most of the violence, but they were not so lucky this time. A rogue fleet from the First Horizon engaged a flotilla of Dabarani vessels in the blackness of space. In the confusion of battle, a stray torpedo hit the research station, knocking out its stabilizers and life support.

Most of the research staff died instantly. But Wahina and three of her assistants managed to survive. The station drifted off course, unable to contact anyone or bring it's thrusters to bear. It was reported as lost with all hands and the Emir of Yehenna conceded defeat. The project was cancelled. He died shortly thereafter.

But Wahina endured. And she continued her work. She soon found that the plant from the depths of Salamanx did indeed have special powers. It could sustain life in the most hostile of environments. While their supplies dwindled, she realized that salvation could only be found within the plant itself. She started to inject the plant's biomatter into herself and her assistants. First, there was no effect. But just when they were about to lose all hope, they noticed something.

They began to change.

RECENT EVENTS

One hundred years have passed and the Horizon has changed. The Portal Wars ended with the complete isolation of the Horizon. The Long Night followed. Economies faltered, cultures dissolved and the very fabric of civilization disintegrated. The emirs of Dabaran survived, but forgot about the old days before the war. The fate of the research station was buried in dusty archives.

Until one day when the astronic researcher Siyab Dahiljaba found something strange in the night sky. He discovered what seemed to be a manmade object at the far edges of the star system. After researching the matter, he was convinced that he had found something important: a long lost Dabarani research station.

With funding from The Foundation and The Zenithian Institute of Planar Research, Dahiljaba set out to visit and catalogue the finding in one of the institute's survey ships. This was two months ago. He has not been heard of since.

THE SITUATION

The courier ship Shamza and its crew of five, leased by professor Dahiljaba, arrived and docked safely at the station. The entire crew boarded the station and encountered the Growth immediately. At first the exploration was conducted peacefully. The party explored the station and began uncovering its secrets. However, when the ship's security officer – the former legionnaire Amirah – encountered one of Wahina's research assistants, now a mindless avatar of the Growth, the problems started. Amirah mistook the avatar's intentions as hostile and killed it, and with this single action the rest of the crew was doomed.

As the Growth and Wahina now considered the newcomers as hostile and a threat to the project, they answered with violence. One by one, the crew was killed by either the Growth or one of the avatars. The Growth also covered the Shamza, making it immobile. Soon, the only survivors were professor Dahiljaba and Amirah herself. Hiding in different parts of the station. Their only hope is that someone will answer the distress signal that they managed to send.

And this is where the crew of the Narzalus comes into the picture.

SHORT GLOSSARY

- **ASTRODIARIUM** - A database found on most space ships. Contains navigational and astronic data as well as a registry of known planets, vessels and stations.
- **CC** - Coriolis Cycle. The amount of years since the space station Coriolis was founded.
- **DABARAN** - A star system, and a planet with the same name.
- **ICONS** - The mystical entities worshiped as gods in the Horizon.
- **INSTITUTE, THE** - Short for The Zenithian Institute for Planar Research. An organization attached to the Zenithian faction The Consortium focusing on scientific research and exploration.
- **FLOWER OF HEAVEN** - A fabled plant said to have life giving powers. Mentioned by Suleiman the Elder.
- **PORTAL WARS, THE** – A catastrophic war spanning the entire Third Horizon. Ended with the collapse of the star portals and the complete isolation of the Horizon.
- **SALAMANX** - A vast gas giant. Famous for its deep gas mines.
- **SULEIMAN, THE ELDER** - A First come Dabarani scholar
- **STASIS** - A technology to put people in suspended sleep. Used for space travel and sometimes for medical purposes.

THE MISSION

The Player Characters are passing through the Dabaran system on a routine trade mission when they are contacted by The Foundation. They are asked to proceed to a set of coordinates and investigate the disappearance of a missing ship carrying one of its researchers, a professor Siyab Dahiljaba.

For valuable information about what has happened to the ship, they will be paid 10,000 birr. If they can return the ship or the researcher, they will be paid double that.

The scenario starts when the PCs ship arrives at the coordinates and find the old research station. Unfortunately for the PCs (and indeed for the crew of the survey ship), they have stumbled upon a century old secret, and will have to face the strange inhabitants of the station.

OVERVIEW

The adventure is divided into three parts. In the first, the PCs approach the station and try to find a way to enter it. In the second part - the meat of the adventure - the PCs will explore the station, encounter its inhabitants and find clues as to what has happened here. In the last part the PCs will be forced into the conflict between Wahina/The Growth and the surviving members of the research expedition. In the end they will have to choose if they will side with the living or help Wahina realize her century old dream of bringing the Seed of the Icons to Dabaran.

IMPORTANT NPCS	
Wahina	The chief scientist of IAR-18. The creator and first mind of the Growth.
Professor Siyab	The missing researcher. The person that the Foundation are asking the PC's to save.
Amirah	The second surviving member of the expedition ship. A former legionnaire and the security officer onboard the lost ship. A potential ally or enemy to the PCs.

BEINGS	
The Growth	The semi-intelligent system of flowers and plants sprung out of the flower from Salamanx and Wahina's experiments.
One, Two and Four	The three surviving research assistants. Now mindless avatars of the Growth.



ACT 1

The adventure starts just as the PCs ship approaches the last known location of the missing survey ship. Read aloud or paraphrase the text below.

The bridge of the Narzalus is quiet except for the steady hum of the ventilation system and the faint sound of the avionic sensors. You have been travelling through the depths of the Dabaran system for the last week. At first, it was just another mindless, routine job. Pick up and drop off. You have done this a hundred times before. But then something happened. A blurry signal from a representative for The Foundation. An offer of a lucrative mission if you found a missing ship - the Shamza - carrying a professor from Dabaran. They pay was too good to turn down, and the coordinates of the last known position of the ship were just a short detour from your route anyway. So you took it. That was two days ago. Now, suddenly the ship's sensors have come to life. Alerts and prompts warn you of something close by. It's not a ship. It's a station.

WHEN THE PCS ship closes in on the station they are met by a strange sight. Suddenly the biosensor panel lights up. Upon investigation the PCs can see that the station is surrounded by a cloud of unidentified biomatter.

SURVEYING THE STATION

The PCs have a few options to survey the station before seeking to enter it.

⚙ SENSOR SWEEP

The most obvious route of action is for the sensor operator to perform a sensor sweep of the station. This operation takes just a few minutes and requires a **DATA DJINN** roll. If successful, the sweep reveals the following:

- The station is powered down but the Core is still functioning.
- There are weak signs of life in the biodome.
- There is active gravity on the station.

If the roll is unsuccessful, the sensors are confused by the cloud of biomatter around the stations and show contradictory data.

⚙ DATABASE SEARCH

A database search in the ship's astrostradium reveals the following about the station:

- The name of the station is The Royal Dabaran Institute for Astronic Research Station No 18, or Royal Dabaran-IARS-18.
- It is an old Dabarani station design, built 146 years ago.
- The station was reported as lost with all hands 101 years ago, during the last stages of the Portal Wars.
- The station was part of a research program created by the last Emir of Yehenna on Dabaran. No further information is known about this program.

⚙ VISUAL SURVEY

A careful flyby and a visual survey of the station reveals the following:

- There seems to be no power on the station, everything is dark.
- There are signs of damage, both from asteroids but also what looks like explosive damage to the back of the station's top side.
- The station is rotating around its own axis once every two minutes.
- There are four visible airlocks, two seems to be covered by dark biomatter.
- A ship is docked to one of the airlocks, it's the Shamza - powered down and covered in biomatter.

ENTERING THE STATION

The PCs have two options. Either they can have their ship match the rotation of the station and do a space walk over to an airlock. Or they can attempt to dock the ship with the station properly.



VACUUM FLOWERS

Use the biomatter outside the stations as a tool to show the players that something is wrong with the station. The stuff is everywhere and gets stuck on the PCs' ship and exo suits clogging viewports and faceplates. Also consider hinting at the Growths dependency of light by describing the biomatter facing the star of Dabaran as more plantlike with small purple flowers. This is definitely something the PCs have not encountered before.

⚙ DOCKING WITH THE STATION

The ship's pilot needs to match rotation and do a manual lock down on the airlock to be able to operate it. This requires a roll for **PILOT**. If the roll fails, the pilot misses the airlock and can make another attempt. If this also fails, the ship suffers 1 HP in structural damage but manages to latch on to the airlock in the end.

⚙ SPACE WALKING

This maneuver is easier for the pilot but requires a daring space walk by one person who can then attach a cable to the station's hull so that the other characters can cross safely in their exo suits.

The first PC to cross needs to roll for **DEXTERITY**. Success means that the person reaches the hull without incident and can attach the cable. Failure means that the PC either loses grip of the cable or misses the station (the player chooses).

If the PC loses the cable, another PC needs to cross with it. If the PC misses the hull. He can make another attempt, but this time it's harder (-1 die). Failure means the PC hits the station too hard and takes 2 HP in damage (the exo suit can soak this damage).

Once the PCs are either docked to an airlock or have walked over safely, they can manually open the lock. This takes a few minutes but does not require any roll. The PCs can now enter the station.

THREATS

- **THE BIOMATTER.** While not exactly a threat to the PCs or their ship right now, the biomatter surrounding the station is an extension of the Growth, and therefore a possible future threat (if the Growth/Wahina considers the PCs hostile).
- **ENTANGLEMENT (COSTS 1 DARKNESS POINT).** If the PCs are space walking across to the station you can have one of them suddenly be tangled up in the strange weed-like biomatter. Have the player roll for **COOL**, if successful he manages to break free and can continue. However, if he fails the roll he loses 1 stress point and cannot move if not saved by another PC (an easy (+1) **DEXTERITY** roll).

ACT 2

The station is approximately 200 yards tall and 160 yards (at its widest point). The view of the station is dominated by the large macro sensor that stretches out 80 yards to the side of the station. The hull is made of metal with a slightly greenish hue and the top of the station contains the large glass bubble of the biodome.

THERE ARE SIGNS of damage to the station, in several places it has obviously been hit by small asteroids, leaving crater like shapes in the hull. In other parts, mainly in the living quarters module, the station seems to have been hit by explosive weapons. A large chunk of this section is open to the blackness of space.

Parts of the stations is covered in dark plant-like biomatter (see above).

THE AIRLOCK

You enter the airlock and close the outer hatch behind you. The beams from your suit lights cut through the darkness inside: dust, no something else – dark particles. Old symbols on the door to the station. A helmet rests on the floor. The only sound is that of your own breathing.

Upon entering the airlock, the PCs will see that the cycling chamber contains fragments of the plant-like biomatter they observed on the outside of the station. Otherwise it looks like a normal, though long unused air lock of old design. Large blast doors, panels with instructions written in old Dar, a helmet from some ill-fated crew member. The panels indicate that there is oxygen on the station, and indeed there is. After cycling the airlock their exo-suits sensors give the all clear to remove their helmets.

PEOPLE: No-one.

ITEMS: An old red exo helmet. A PC with the skill **SCIENCE** can detect something unusual in the helmet. On the inside there is a patch of dark biomatter. Identical to the matter observed outside the station.

THREATS: Nothing

THE CORRIDOR

Before you: an octagonally shaped corridor stretches into the darkness of the station. The air is humid and there is a strange smell of decay. Like rotten leaves. When you take the first step a crunching sound comes from under your boot. Your light beams shine on the floor and reveal a sight you have never seen before: the ground is covered by dark vines and gnarly weed.

The PCs first experience of the station's interior will be the corridor leading from the airlock. It's octagonal in shape with metal walls painted in drab grey. The roof contains light strips that haven't been lit up for a long, long time. More importantly: the floor is completely covered by The Growth. A dark tangled, thick undergrowth of wiry vines and strange dark leaves covers the floor and grows up onto the walls to almost half its height. The corridor is completely dark and there is no way to activate the light strips from here.

PEOPLE: No-one

THINGS: A glove. Partly hidden in the Growth. Obviously once a part of an exo suit. An examination reveals that the skeletal remains of a human hand are still contained in the glove.

THREATS: Nothing.

If the PCs analyze parts of The Growth using the skill **SCIENCE** or bring it back to the ship for analysis they will find out the following:

- It is indeed a biological plant
- This plant seems extremely resistant to tough conditions
- It shares the same core with the biomatter outside the station.
- It does not match any known catalogues plants.



OVERVIEW OF THE STATION

1. Large Array Macro Sensor
2. Airlock
3. Biodome
4. Living Quarters (Partly Destroyed)
5. Med Lab
6. Engineering Section
7. Airlock
8. Laboratory Section

THE LIVING QUARTERS

What was once quite sumptuous living quarters for the crew of the station is now just a sad shadow of what used to be. An alley, several yards wide and maybe five yards tall, stretches ahead. Obviously once the centerpiece of the living module, now a rotten monument to the people that lived here. Broken windows, a ceiling painted in the reddish color of Dabaran's sky, even a few balconies. All engulfed by the dark growth.

The living quarters are the area most affected by the catastrophe that doomed the station and its inhabitants. There are still signs of the crew scattered across the area: Clothing, odd jewelry and personal mementos. A table still set with what was once a meal for a family. An unmade bed. A room that served as a studio for a crewmember with artistic talents, filled with dusty paintings of a green and flourishing Dabaran. And everywhere: the dark growth. Its crooked vines clinging onto the walls, growing in unnatural forms. Reaching into every corner of what was once the domain of humans.

PEOPLE: Two. Once part of the crew. Now a vessel for The Growth. Surveying the PCs in the alley from one of the second story windows. Can be spotted by a Hard (-2) roll for **OBSERVATION**.

THINGS: Roll a D6

1. A still functioning memory stick with a recording of singer Dani Durrah. A once famous singer from Yehenna, Dabaran.
2. A dusty green jacket. On the back in old Dar: "IAR-18 Crew".
3. A food ration. "Kodh with rice and tomatoes". Still edible. Barely.
4. A holo-cube with a recording of what seems to be half a dozen of the crew fooling around in this very area. They laugh and smile and talk to the person behind the recording.
5. A notebook with old, moldy pages. The last few pages seems to indicate that some kind of disaster struck the station. "We are dying. May the Icons bless our souls. I love you mother."
6. A board game of some sort. In a plastic box with an insert to hold beautiful playing pieces. Soldiers, demon-like creatures and starships. There are no rules.

THREATS: The Growth avatar, Two.

THE LABORATORY SECTION

Row upon row of capsules in ceramic glass line the walls. Inside them, long dead plants of all kinds. Some of the capsules are broken, with the dark vines of the growth reaching inside, like spindly fingers. The growth is everywhere: it covers the floor, climbs up the walls and hangs down from the roof.

The lab section was once the heart of the station. It was here that the scientists collected all of the specimens brought back by explorers to experiment on and observe. There are thousands of different species collected here, all are now dead and mummified in their canisters. There are a dozen work stations here, with old terminals.

PEOPLE: The Growth avatar, One.

THINGS: A working terminal. Can be started and accessed with a successful roll for **DATA DJINN** or using the keycard found in the Engineering section. The ancient system reveals a huge database of indecipherable data. But also a message:

THREATS: One. Hiding behind the overgrown vats is One, one of Wahina's surviving assistants, now a mindless avatar of The Growth. It observes in the shadows. If spotted it will flee toward the biodome. If cornered or attacked it will use violence.

THE MESSAGE

- **TO: The Esteemed Royal Chief Scientist Wahina Adala**
- **FROM: The Honorable Royal Minister for Agricultural Affairs**

The Emir is not pleased with the effort of your team. He asks you to remember that this is a holy mission ordained by the Icons themselves and that the Emir expects to see some real results soon.

The future of the people of the emirate is at stake.
If you fail, history will not be kind.

May the Icons bless your work.



ONE, AVATAR FOR THE GROWTH

Once a member of the original crew of the station and part of the research team that worked directly with Wahina. The avatar known as One is tall and spindly. with a pale face and a blank but intense stare.

ATTRIBUTES: (SCORES IN BRACKETS ARE USED WHEN BIODOME IS LIT) **STRENGTH: 3 (6), AGILITY 3 (5), WITS 2 (3), EMPATHY 2 (3)**	
HIT POINTS: 6 (11)	**MIND POINTS:** 4 (6)
SKILLS: Melee Combat 2 (4), Observation 2 (4), Infiltration 2 (4)	
ARMOR: 2 (6)	
WEAPONS: Hands (Bonus 0, INIT +2, Damage 2, CRIT 2, Close Range)	

- **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.

THE BIODOME

The smell hits you hard. The stench of rotten leaves and foul water. It's hot and the air is almost too heavy to breathe. The growth is everywhere, covering the floor, walls and even the glass dome.

The biodome used to house the station's large oxygen garden. Since the disaster struck, Wahina has used it to house the Growth. The dark purple weed of the Growth is everywhere: covering the floor, climbing the walls and reaching across the ceramic glass dome. The top layer is covered by small dark flowers, all turned towards the dome, reaching for what little light from Dabaran that is let through.

PEOPLE: Wahina.
THREATS: The Growth.
THINGS: Nothing of importance.

WAHINA ADALA, FIRST-COME SCIENTIST AND SURVIVOR

Once a brilliant scientist from the University of Dadah, Wahina became obsessed with the search for the Seed of the Icons. She did believe, and still does, that bioengineering of already tough plants could be the key to a better life for the people of the Horizon. But when the disaster struck and most of the crew of the station were killed, everything changed. She managed to cling to life and found redemption in the strange plant from the gas mines of Salamanx. She survived, but in the process she became part of the bioengineering experiment herself. Today Wahina is still human, but also something else. She is one with the Growth.

ATTRIBUTES: (SCORES IN BRACKETS ARE USED WHEN BIODOME IS LIT) **STRENGTH 3 (5), AGILITY 3 (5), WITS 4 (6), EMPATHY 4 (5)**	
HIT POINTS: 6 (10)	**MIND POINTS:** 8 (11)
SKILLS: Science 5, Manipulation 3, Culture 2, Ranged Combat 2	
ARMOR: 0 (4)	
VAPEN: Accelerator pistol (Bonus +1, INIT 0, Damage 2, CRIT 1, Long)	

- **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.

THE ENGINEERING SECTION

The corridors are different here. The roof is lower, the walls are full of pipes and cables and panels are full of writings in old Dar. It's almost as if you have stepped inside a gargantuan machine.

A labyrinthine maze of pipes, panels and gravity generators. This was once the engineering section of the station. Now its dusty corridors lie abandoned and unused. The heart of the engineering section is the reactor core, an oval and three stories deep chamber that houses the station's fusion reactor. It is running on low output mode. The automatic systems are still functioning after all these years.

PEOPLE: The Growth avatar, Four.
THREATS: Four. The last avatar for the Growth is hiding in this section. It is very familiar with the layout of the hallways and corridors and will shadow the PCs in this area. If spotted it will try to escape, or attack depending on circumstances.
THINGS: Control panels from which you can control the power, gravity generators and lighting of the station. To operate these a PC has to succeed in a roll using **DATA DJINN**. Every operation of a system needs a separate roll. If failed, the PCs need to study the controls in D6x10 minutes before they can try again.

THE REACTOR CORE. The reactor is still working, but a century without maintenance of its control systems has taken its toll. With a hard (-2) roll for **TECHNOLOGY** the PCs can overload the reactor and start a meltdown process. The station will destruct in D6x10 minutes.

FOUR, AVATAR FOR THE GROWTH

Once a member of the crew. Now a mindless avatar for the Growth. Four is short and well built. With a shaved head, dark eyes and a torn old crew uniform.

ATTRIBUTES: (SCORES IN BRACKETS ARE USED WHEN BIODOME IS LIT) STRENGTH: 4 (8), AGILITY 3 (5), WITS 2 (3), EMPATHY 2 (3)	
HIT POINTS: 7 (13)	**MIND POINTS:** 4 (6)
SKILLS: Melee Combat 2 (4), Observation 2 (4), Infiltration 2 (4)	
ARMOR: 2 (6)	
WEAPONS: Hands (Bonus 0, INIT +2, Damage 2, CRIT 2, Close Range)	

- **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 critital injury.
  COST: 1/2 Darkness Points

THE MEDLAB

A large circular room with two raised platforms full of what seems to be medical machinery. At the far end of the room you can make out a number of stasis beds, some of them are destroyed but a few seem intact. Rubble is propped up against one of the doors. It's almost like someone tried to keep something out.

The medlab once housed the station's advanced medical facilities. Since the disaster, it has been left unused to decay. Built as a dome roughly 8 yards high at its highest point, the walls are lined with old medical machinery, some of it more advanced than what is used in the Horizon today. The medlab is currently powered down but can be activated from the engineering section.

There are 8 stasis beds in an alcove, of which three are completely destroyed and the rest in various stages of disrepair. In one of these, professor Sayib is hiding, cowering in fear. If the PCs investigate the stasis beds and peer through the face plates, they will look straight into his horrified eyes.



PEOPLE: Siyab Dahiljaba
THREATS: Nothing
THINGS: Various medical equipment. If the medlab is powered some of it can be used by a PC with **MEDICURGY** skill.

SIYAB DAHILJABA, ASTRONIC RESEARCHER AND PROFESSOR

A competent but unremarkable academic from the University of Dabaran. Dahiljaba sees the discovery of the lost station as a way to rise in status and impress his peers. He did not however take into consideration that the station could still be manned. The violence that erupted when Amirah killed one of the avatars and the crew of the Shamza was subsequently killed has shaken him to the core. He hides in the medlab, hoping and praying for rescue to come.

ATTRIBUTES:
STRENGTH 2, AGILITY 2, WITS 5, EMPATHY 4

HIT POINTS: 4 **MIND POINTS:** 9

SKILLS: Science 5, Culture 4, Observation 2, Manipulation 2

WEAPONS: None

FEELING THE PRESSURE

It's key to make the players feel increasingly uncomfortable when exploring the station. Use the creepy avatars and the sneaky mercenary amirah to create scenes of tension. There is always someone watching or following them. The growth is also an effective device to spook the PCs, make them get stuck, have spores in their clothes and make it cover areas that was previously clean. The growth is a living everchanging organism that changes the layout of the old station. Doors are covered and forgotten, corridors are almost unpassable. It can be extra effective to block the way back to the PCs' ship and make them figure out at different way back. Use the events on the next page as inspiration.



THE MEDLAB

1. Control Panel
2. Operating Area
3. Biodome
4. Rubble
5. Medical Apparatus
6. Stasis Beds

ACT 3

The final part of the adventure is about the events that will unfold when the PCs, the surviving members of the Shamza, clash with the plans of Wahina and the strange Growth that is dominating the station.

THE GROWTH IS a biological system of connected plants spread throughout and outside the station. It is not intelligent by itself, but the integration with Wahina has connected them. She is still human, but also part of the Growth. Her old assistants did not manage to integrate with the Growth and keep their minds intact. They are living and breathing, but not independently thinking human beings. This makes them dependent on the Growth and Wahina for taking swift actions.

THE LIGHT CYCLE

The Growth craves sunlight. It needs it to be able to properly maintain the link between Wahina and the avatars. As the station is rotating around its own axis, the biodome is filled with red light from faraway Dabaran only every few minutes. When the dome is lit up with light, the Growth and its avatars are stronger and quicker. Attentive PCs might notice the correlation between the aggressiveness and speed of the Growth and the avatars and the turning of the station towards the star of Dabaran. If they move through the station during the periods when the biodome is in darkness, they will find their path much easier. As a GM, you can use the shifts between the red light of the star and the darkness of the void outside to create tension.

EVENTS

These events can be used whenever the GM thinks it would make the adventure more exciting.

⚙ STUCK!

One or more of the PCs suddenly gets stuck in the undergrowth. They are unable to move unless they manage to struggle free. This can happen in the middle of a conflict with Wahina or one of the avatars. To break free, the stuck PCs have to succeed with a Hard (-1) **FORCE** roll.
COST: 1 Darkness Point.

⚙ RED LIGHT

As the station is rotating around its axis, the GM can choose to spend two Darkness Points to turn the station towards the light of the star Dabaran. When that happens the Growth is quickened by the surge of light and can use its avatars much more effectively.
COST: 2 Darkness Points.

⚙ AMIRAH'S AMBUSH

The ex-legionnaire Amirah is the person who caused the conflict with the Growth and is very eager to end it once and for all. She plans to destroy the station and flee in either the Shamza or in the PCs' ship. To do this she will wait in ambush and suddenly reach out and grab one of the PCs to hold him as a human shield. She will tell her story (in her mind, the Growth is an abomination and needs to be destroyed) and ask the PCs to help her blow the station up. She will do this pointing a Vulcan pistol to the head of her hostage.
COST: 1 Darkness Point

AMIRAH TASCH, EX-LEGIONNAIRE AND SECURITY OFFICER

Once one of the Legion's elite forces, a captain of the feared Shiayms Wrath company. Amirah left the Legion after she went too far in the line of duty and killed a guardsman on Coriolis. Now she makes a living as a soldier for hire currently serving with the motley crew of the Shamza. Tough, aggressive and fearless - she is a soldier to the bone. Her ruthles-

sness and lack of empathy makes her appear cold and hostile. Her goal is to make it out of the station alive and destroy the Growth in the process. She is not going to let anyone stand between her and this.

ATTRIBUTES:
STRENGTH 4, AGILITY 5, WITS 3, EMPATHY 2

HIT POINTS: 9 **MIND POINTS:** 5

SKILLS: Ranged Combat 5, Close Combat 4, Force 3, Command 2.

ARMOR: 6

WEAPONS: Thermal carbine (Bonus 1, INIT 0, Damage 4, CRIT 2, Long, Thermal Sweep), Mercurium Sword (Bonus 2, INIT 0, Damage 3, CRIT 2, Light, Mercurium), Satchel charges

⚙ COORDINATED ATTACK

The avatars will work in tandem to attack the PCs. They will use the cover of darkness, the Growth and their knowledge of the layout of the station to try and corner the PCs where they are at their weakest.

COST: 2 Darkness Points

⚙ WAHINA'S PLEA

The station's century old speakers will suddenly crackle and come to life. A female voice can be heard across the station. She will tell the PCs the tale of the Seed of the Icons and the holy project she is running on the station and warn them not to interfere. She will warn them not to follow the example of the murderous crew of the Shamza. If they do, she will kill them. Nothing is more important than her work.

COST: free

⚙ CHILDREN OF THE GROWTH

The corpses of the killed crew of the Shamza have been placed in capsules in the laboratory section. They are slowly turned into new avatars for the Growth. If three Darkness Points are spent this process is rushed and three new avatars are let loose on the station.

COST: 3 Darkness Points

THE END

How this tale will end is up to the PCs. Will they bring a definite end to Wahina's dream of bringing the Seed of the Icons to Dabaran's scorched plains or will they choose to believe in her dream and stop the crew of the Shamza before they can destroy the station? In the end, only the Icons can tell if they made the right choice or not. If they do help Wahina survive the threat and let her use the Shamza they will not hear from her again. However, sometime after their time on the old station, they will hear of strange events in an old emirate on Dabaran. Fields of a dark purple plant have fertilized the soil around the old palaces of its capital. Some say it's a miracle, others claim it is an ill omen from the Dark between the Stars.

AMIRAH'S REVENGE

Ammirah has but one goal in this adventure, to destroy the growth no matter the cost. Before the PCs arrive on the station she has kept her head down, realising that she is outnumbered. That has not stopped her from preparing her revenge. She has set a number of traps and explosive devices around the station. It is up to you as a gm where they are and when they are triggered (use a darkness point for this). She is so determined that she is not afraid to perish in the process. If the PCs are not inclined to help her overload the reactor she might have to do it herself, even though she has no chance of survival.

WAHINA'S DREAM

The ultimate goal of wahina is to bring the growth to the old emirate on dabaran and bring prosperity to the people living there. She is not fully ready to do this yet, but the arrival of the shamza and the PCs' ship has made her realise that it is time to act. She needs to get to dabaran, and to do that she needs a ship. One possible solution to the adventure could be that Wahina steals a ship and leaves with her precious cargo.



DR WANA

Expelled archeologist and captain

The search for truth is everything. You have dedicated your life to unraveling the mysteries of the Third Horizon. Sure, you might not always have used the most conventional means, and you've made more than your fair share of enemies along the way. But in the end, you know that getting results is everything that counts, and no-one is better than you in that regard.

DR ARMITA WANA

- **CONCEPT:** Scientist (Archeologist)
- **POSITION:** Captain
- **ICON:** The Dancer
- **PROBLEM:** Rival (artefact hunter from Algol)

ATTRIBUTES:
STRENGTH 2, AGILITY 4, WITS 4, EMPATHY 3

HIT POINTS: 6

MIND POINTS: 7

REPUTATION: 7

SKILLS: Culture 3, Science 3, Observation 2, Manipulation 2, Ranged Combat 1, Command 1

TALENTS: Truth Seekers (group talent), Wealthy Family, The Dancer's Talent

WEAPONS: Accelerator pistol (Bonus +1, INIT 0, Damage 2, CRIT 1, Long Range, Silent)

EQUIPMENT: Proximity sensor, portable lab, library database, medkit, exo shell.

RELATIONS TO OTHER PC'S

- **Zebo**: Clearly a skilled engineer, but he takes your orders too lightly.
- **Rouya**: You are unsure about her moral compass, but she's invaluable in tough situations.
- **Samioh**: A manipulator to the bone. You are not completely immune to his charms.
- **Nima**: Trustworthty and someone you listen to, though it's clear that his mind is somewhere else from time to time.

BACKGROUND

You were once of the most prominent archeologists in the Kua sphere, and holder of a lucrative contract with The Foundation. But during a posting in the Frontier Rim, your curiosity got the better of you. You snuck past the Legion's blockade of an old Firstcome ship graveyard in the name of science. But the expedition went horribly wrong. You were caught, your findings destroyed and you were placed under arrest. This misstep cost you everything. You lost your sponsors, your tenure and your colleagues shunned you, Now, you command a crew of outcasts on the light freighter Narzalus. This time you no-one will tell you what to do.

ZEBARAIMAS "ZEBO" HUTUL

- **CONCEPT:** Ship worker (Machinist)
- **POSITION:** Engineer
- **ICON:** The Gambler
- **PROBLEM:** Addicted to arrash

ATTRIBUTES:
STRENGTH 4, AGILITY 3, WITS 4, EMPATHY 4

HIT POINTS: 7

MIND POINTS: 8

REPUTATION: 2

SKILLS: Technology 3, Melee Combat 2, Force 2, Data Djinn 1

TALENTS: Truth Seekers (group talent), Exo Specialist, The Gambler's Talent

WEAPONS: Power sledge (Bonus 0, INIT 0, Damage 4, CRIT 3, Close Range, Heavy)

EQUIPMENT: Tools, environment sensor, exo shell, hyper rope, arrash.

RELATIONS TO OTHER PC'S

- **Dr Wana** - The akbar of the ship. Smart and tough, but sometimes too demanding...
- **Rouya**: Competent and deadly, needs to relax!
- **Samioh**: Vain and silly, with a heart of gold. Like an extra brother for you.
- **Nima**: Still believes he's a fighter jock. Something to gently poke fun at.

BACKROUND

Born in the faraway Ehad in the Ehadu system, you were once a smuggler - a petty criminal. You don't like to talk about it, it's all in the past. But the scars are there. The crimes you witnessed put a mark on your soul. For a while ,you were almost lost to the Darkness. But the Icons became your relief and salvation. Now, you know that you have a calling and an obligation to never let your friends down. You will fight darkness with jokes, love and happiness. And you will never ever return to your old ways.



ZEBO

Deeply devout machinist

You thank the Icons for your life. You once choose the wrong path in life, and almost lost yourself in the process. Now, you are on the right path. You take pride in looking after the ship's graviton projector as well as your comrades. The greatest mission of them all is to make sure that your friends walk in the holy light of the Icons.



SAMIOH AMIN

Adventurous courtesan

You are a social chameleon. Equally at home in the elegant boudoirs of Coriolis as in the shady bars of the Mulukhad. But although you fully master the craft of the courtesan, it is the rush of adventure that is your drug of choice. This is the reason why you have joined the motley crew of this starship. You are all different, but the search for something else unites you.

SAMIOH AMIN

- **CONCEPT:** Artist (Courtesan)
- **POSITION:** Sensor operator
- **ICON:** The Messenger
- **PROBLEM:** Powerful enemy (dignitary from Coriolis)

ATTRIBUTES:
STRENGTH 2, AGILITY 4, WITS 3, EMPATHY 5

HIT POINTS: 6

MIND POINTS: 8

REPUTATION: 8

SKILLS: Manipulate 3, Observation 2, Infiltration 2, Culture 1, Data Djinn 1, Ranged Combat 1

TALENTS: Truth Seekers (group talent), Seductive, The Messenger's Talent

WEAPONS: Vulcan cricket (Bonus +1, INIT +2, Damage 2, CRIT 2, Short Range, Light)

EQUIPMENT: Tabula, dabaran wine, elegant clothes, comlink, exo shell.

RELATIONS TO OTHER PC'S

- **Dr Wana**: Sharp and brave, though not your type.
- **Rouya**: Secretlive and edgy. You like!
- **Zebah**: The heart of the ship. You would die for him.
- **Nima**: Quirky and mostly interested in machines. You never clicked.

BACKGROUND

You were the most talented of your class at the Propaganda Lyceum of The Bulletin. If you parents had their way, you would probably have been a governor in some faraway jungle province by now. But your appetite for life and curiosity got the better of you. You are not only sharp as a mercurium blade, you are more beutiful than a sunset over Mira.. After a time of intense socialising and discrete affairs you knew your destiny. You were meant to be a courtesan, and you do it well.

ROUYA GHALLAB

- **CONCEPT:** Soldier (Legionnare)
- **POSITION:** Gunner
- **ICON:** The Judge
- **PROBLEM:** Hunted by the Legion

ATTRIBUTES:
STRENGTH 4, AGILITY 5, WITS 3, EMPATHY 2

HIT POINTS: 9

MIND POINTS: 5

REPUTATION: 3

SKILLS: Ranged Combat 3, Melee Combat 2, Force 2, Command 1, Dexterity 1, Observation 1

TALENTS: Truth Seekers (group talent), Combat Veteran, The Judge's Talent

WEAPONS: Legionnare carbine (Bonus +1, INIT 0, Damage 3, CRIT 2, Long Range, Automatic fire), Dura knife (Bonus 0, INIT +1, Damage 2, CRIT 1, Close Range, Light)

EQUIPMENT: Light armor (4), comlink, exo shell.

RELATIONS TO OTHER PC'S

- **Dr Wana** - Competent, but not boss material. You know what it takes.
- **Zebo**: Means well, talks too much.
- **Samioh**: More than meets the eye. Someone you trust.
- **Nima**: Haunted by the past. The one you're closest to.

BACKROUND

You grew up in the slums of the Conglomerates on Kua. Early on, you learnt that strength is everyting. You learnt to survive. You enlisted in the Legion and quickly rose through the ranks. If that one incident had not happened you would probably still be serving the Legion. But it did happen, and you saw too much innocent blood be spilled. You deserted, and left your old life and the Legion behind. Now you are hunted by your former comrades, always on the run. But at least you are free.



ROUYA GHALLAB

Disillusioned ex-legionnaire

You are the rock in this crew, the only one with an ounce of leadership in you. You have led troops in forgotten jungle battles, over remote plains and across vast ice fields. But now you are here: with this crew of misfits and outcasts that know no discipline.



NIMA DOL-SOUFI

Fighter pilot haunted by the past

You were once someone to look up to. A pilot in the Black Swallows. But you must have angered the Icons somehow, because you lost it all. Now you are a mere shadow of your former self, but you still have the love of your craft. And you are flying, that is all that counts.

NIMA DOL-SOUFI

- **CONCEPT:** Pilot (Fighter pilot)
- **POSITION:** Pilot
- **ICON:** The Deckhand
- **PROBLEM:** Intense nightmares

ATTRIBUTES:
STRENGTH 3, AGILITY 5, WITS 3, EMPATHY 3

HIT POINTS: 8

MIND POINTS: 6

REPUTATION: 6

SKILLS: Pilot 3, Data Djinn 3 , Ranged Combat 2, Technology 1, Survival 1

TALENTS: Truth Seekers (group talent), Zero-G Training, The Deckhand's Talent

WEAPONS: Vulcan pistol (Bonus +1, INIT +1, Damage 2, CRIT 2, Short Range, Light)

EQUIPMENT: Flight suit, talisman, hand jet, comlink, exo shell.

RELATIONS TO OTHER PC'S

- **Dr Wana**: The boss, smart enough to realize that she does not always know best.
- **Rouya**: A good person. Reminds you of your old wingmen in the Swallows.
- **Samioh**: Sneaky. You do not like him.
- **Zebo**: If he only could keep his mouth shut.

BACKGROUND

Life was good. You graduated as top of your class at the Pilot Academy of Zenith, and were hand picked to the Black Swallows. You loved every minute in the cockpit of your slender fighter. You were one of the elite, what could possibly go wrong? Everyting, it turned out.. One bad call, a fraction of a second of doubt - and two of your comrades died. You were dismissed and defamed. In shame, you left for Coriolis to drink your sorrows away in the foggy dens of the Mulukhad. The time that followed is a haze. Now you are flying again, but this bucket is no Swallow. Yet, then and again you forget yourself, and you are still the young ace roaring through the blessed Dark of the Icons.

CHARACTER SHEET

CORIOLIS

ATTRIBUTES	
STRENGTH	4
AGILITY	3
WITS	5
EMPATHY	3

NAME: **Zebaraimas**	BAKGROUND: **Firstcome**
CONCEPT: **Ship worker**	ICON: **The Gambler**
GROUP CONCEPT: **Explorers**	REPUTATION: 2
PERSONAL PROBLEM: **Addicted to arrash**	

TRAUMA	
HIT POINTS (STRENGTH + AGILITY)	7
CRITICAL INJURIES:	
MIND POINTS (WITS + EMPATHY)	8

APPEARANCE	
FACE:	**Golden earrings, warm eyes**
CLOTHING:	**Tattoed arms, vest**

RELATIONSHIPS	BUDDY
PC 1: **Dr Wana-** The akbar of the ship. Smart and diamond hard, but maybe sometimes a bit too demanding...	
PC 2: **Rouya:** Competent and deadly, needs to relax!	
PC 3: **Samioh:** Vain and silly, with a heart of gold. Like an extra brother for you	X
PC 4: **Nima:** Still believes he's a fighter jock.	

RADIATION

EXPERIENCE

TALENTS
Truth Seekers (Group)
Exo Specialist
The Gambler's Talent

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

GEAR	BONUS
1 **Tools**	+1
2 **Environment sensor**	
3 **Exo shell**	
4 **Hyper rope**	
5 **Arrash**	
6	
7	
8	
9	
10	

WEAPONS	BONUS	INIT	DAMAGE	CRIT	RANGE	COMMENTS	RELOADS
Power sledge	0	0	4	3	Close	Heavy	

ARMOR	RATING	COMMENT
Exo shell	2	**Bulky**

CHARACTER SHEET

CORIOLIS

ATTRIBUTES	
STRENGTH	2
AGILITY	4
WITS	3
EMPATHY	5

TRAUMA	
HIT POINTS (STRENGTH + AGILITY)	6
CRITICAL INJURIES:	
MIND POINTS (WITS + EMPATHY)	8

NAME: **Samioh Amin**	BAKGROUND: **Zenithian**
CONCEPT: **Artist (Courtesan)**	ICON: **The Messenger**
GROUP CONCEPT: **Explorers**	REPUTATION: 3
PERSONAL PROBLEM: **Powerful enemy (dignitary from Coriolis)**	

APPEARANCE	
FACE:	**Beutiful face, swirling tatto**
CLOTHING:	**Algoian silk**

RELATIONSHIPS	BUDDY
PC 1: **Dr Wana:** Sharp and brave, though not your type.	X
PC 2: **Rouya:** Secretly and edgy. You like!	X
PC 3: **Zebo:** The heart of the ship. You would die for him.	X
PC 4: **Nima:** Quirky and mostly interested in machines. You never clicked	X

RADIATION

EXPERIENCE

TALENTS
Truth Seekers (group)
Seductive
The Messenger's Talent

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

GEAR	BONUS
1 **Tabula**	
2 **Dabaran wine**	
3 **Elegant clothes**	
4 **Comlink**	
5 **Exo shell**	
6	
7	
8	
9	
10	

WEAPONS	BONUS	INIT	DAMAGE	CRIT	RANGE	COMMENTS	RELOADS
Vulcan cricket	+1	+2	2	2	Short	Light, Small	X

ARMOR	RATING	COMMENT
Exo shell	2	**Bulky**

CHARACTER SHEET

CORIOLIS

ATTRIBUTES	
STRENGTH	4
AGILITY	5
WITS	3
EMPATHY	2

NAME: **Rouya Ghallab**	BAKGROUND: **Firstcome**
CONCEPT: **Soldier (Legionnaire)**	ICON: **The Judge**
GROUP CONCEPT: **Explorers**	REPUTATION: **3**
PERSONAL PROBLEM: **Hunted by the Legion**	

TRAUMA	
HIT POINTS (STRENGTH + AGILITY)	9
○○○○○○○○○○○○	
CRITICAL INJURIES:	
MIND POINTS (WITS + EMPATHY)	5
○○○○○○○○○○○○	

APPEARANCE	
FACE:	**Steely eyes, scar**
CLOTHING:	**Black**

RELATIONSHIPS	BUDDY
PC 1: **Dr Wana -** Competent, but not boss material. You know what it takes.	○
PC 2: **Zebo:** Means well, talk too much.	○
PC 3: **Samioh:** More than meets the eye. Someone you trust.	○
PC 4: **Nima:** Haunted by the past. The one your closest to.	X

RADIATION
○○○○○○○○○○

EXPERIENCE
○○○○○○○○○○

TALENTS
Truth Seekers (group)
Combat veteran
The Judge's Talent

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

GEAR	BONUS
1 **Comlink**	
2 **Exo shell**	
3	
4	
5	
6	
7	
8	
9	
10	

WEAPONS	BONUS	INIT	DAMAGE	CRIT	RANGE	COMMENTS	RELOADS
Legionnaire carbine	+1	+0	3	2	Long	Automatic	X X X ○○○
Dura knife	+0	+1	2	1	Close	Light	○○○ ○○○
							○○○ ○○○
							○○○ ○○○

ARMOR	RATING	COMMENT
Light armor	4	

CHARACTER SHEET

CORIOLIS

ATTRIBUTES	
STRENGTH	3
AGILITY	5
WITS	3
EMPATHY	3

NAME:	**Nima Dol-Soufi**	BAKGROUND:	**Zenithian**
CONCEPT:	**Pilot (Fighter pilot)**	ICON:	**The Deckhand**
GROUP CONCEPT:	**Explorers**	REPUTATION:	6
PERSONAL PROBLEM:	**Intense nightmares**		

TRAUMA	
HIT POINTS (STRENGTH + AGILITY)	8
CRITICAL INJURIES:	
MIND POINTS (WITS + EMPATHY)	6

APPEARANCE	
FACE:	**Tired green eyes**
CLOTHING:	**Pilot's uniform**

RELATIONSHIPS	BUDDY
PC 1: **Dr Wana:** The boss, smart enough to realise that she does not always know best.	
PC 2: **Rouya:** A good person. Reminds you of your old wingman in the Black Swallows.	X
PC 3: **Samioh:** Sneaky. You do not like him.	
PC 4: **Zebo:** If he only could keep his mouth shut.	

RADIATION

EXPERIENCE

TALENTS
Truth Seekers (group)
Zero-G Training
The Deckhand's Talent

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

GEAR	BONUS
1 **Flight suit**	
2 **Talisman**	
3 **Hand jet**	
4 **Comlink**	
5 **Exo shell**	
6	
7	
8	
9	
10	

WEAPONS	BONUS	INIT	DAMAGE	CRIT	RANGE	COMMENTS	RELOADS
Vulcan pistol	+1	+1	2	2	Short	Small	X X

ARMOR	RATING	COMMENT
Flight suit	1	

CHARACTER SHEET

CORIOLIS

ATTRIBUTES	
STRENGTH	2
AGILITY	4
WITS	4
EMPATHY	3

NAME: **Dr Armita Wana**	BAKGROUND: **Zenithian**
CONCEPT: **Scientist**	ICON: **The Dancer**
GROUP CONCEPT: **Explorers**	REPUTATION: 7
PERSONAL PROBLEM: **Rival**	

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

APPEARANCE	
FACE:	**Intense dark eyes**
CLOTHING:	**Old Foundation field uniform**

RELATIONSHIPS	BUDDY
PC 1: **Zebo**: Clearly a skilled engineer, but he can take take your orders a bit lightly.	
PC 2: **Rouya:** You are unsure about her moral compass, but she's invaluable in tough situations	
PC 3: **Samioh:** A manipulator to the bone. You are not completely immune to his charms.	
PC 4: **Nima:** Someone you listen to, though he **is**	X

RADIATION

EXPERIENCE

TALENTS
Truth Seekers (Group)
Wealthy family
The Dancer's Talent

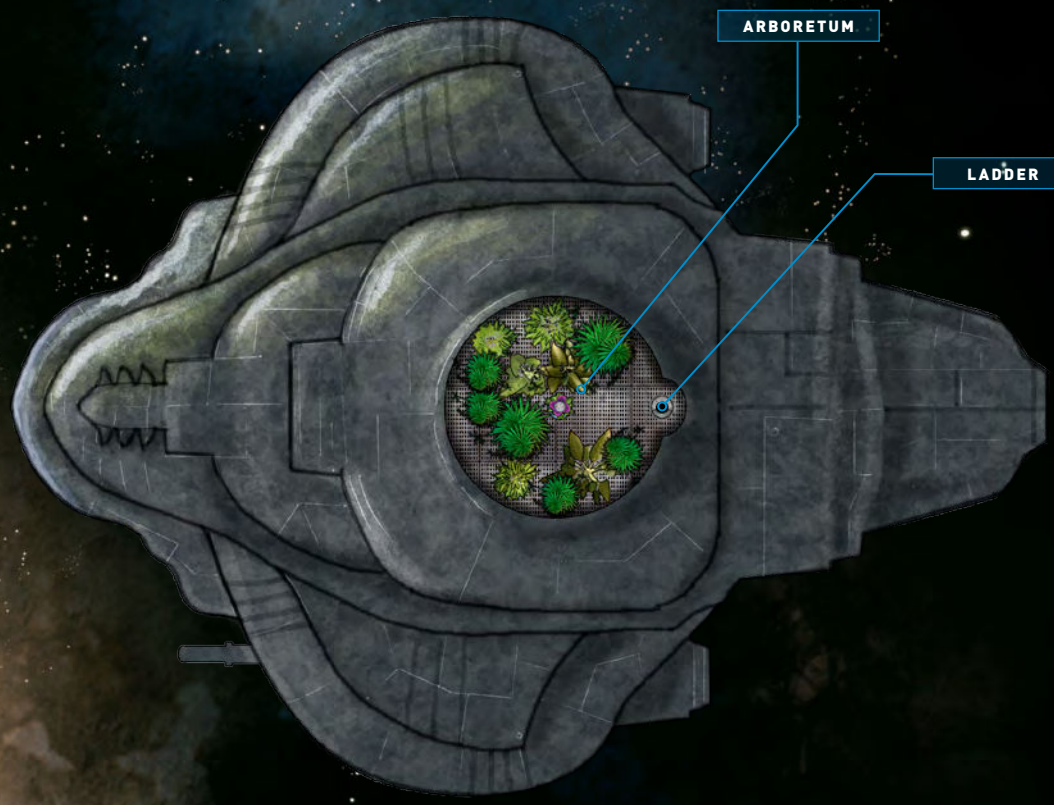
SKILLS	GENERAL	ADVANCED
DEXTERITY (AGILITY)		COMMAND (EMPATHY) 1
FORCE (STRENGTH)		CULTURE (EMPATHY) 3
INFILTRATION (AGILITY)		DATA DJINN (WITS)
MANIPULATION (EMPATHY)	2	MEDICURGY (WITS)
MELEE COMBAT (STRENGTH)		MYSTIC POWERS (EMPATHY)
OBSERVATION (WITS)	2	PILOT (AGILITY)
RANGED COMBAT (AGILITY)	1	SCIENCE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

GEAR	BONUS
1 **Proximity sensor**	
2 **Portable lab**	
3 **Library database**	
4 **Medkit**	
5 **Exo shell**	
6	
7	
8	
9	
10	

WEAPONS	BONUS	INIT	DAMAGE	CRIT	RANGE	COMMENTS	RELOADS
Accelerator pistol	+1	0	2	1	Long	Silent	X

ARMOR	RATING	COMMENT
Exo shell	4	Heavy

LEVEL 4



THE NARZALUS, LIGHT FREIGHTER, SCARAB MODEL

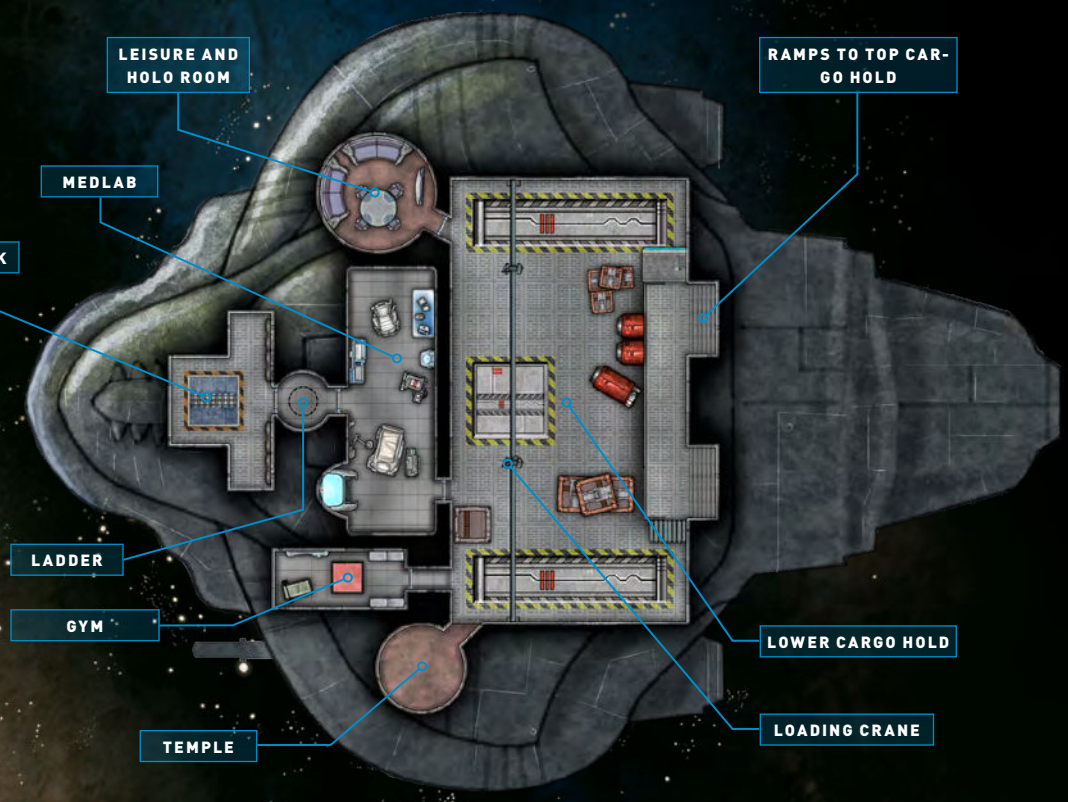
FACTS:

- **SHIP YARD:** Cheleb
- **CONSTRUCTION YEAR:** CC 46
- **CREW:** 2 (4)
- **LENGTH:** 49 m
- **PROJECTOR:** Cheleb Kamitron VI



The beetle-like Scarab model light freigther with its characteristically round shape is a common sight in the Horizon. A favourite among many captains due to its spacious hull, reliable projectors and flexibility. The latest model introduced a beautiful and useful garden module that made the Scarab even more popular among free trader crews.

LEVEL 1



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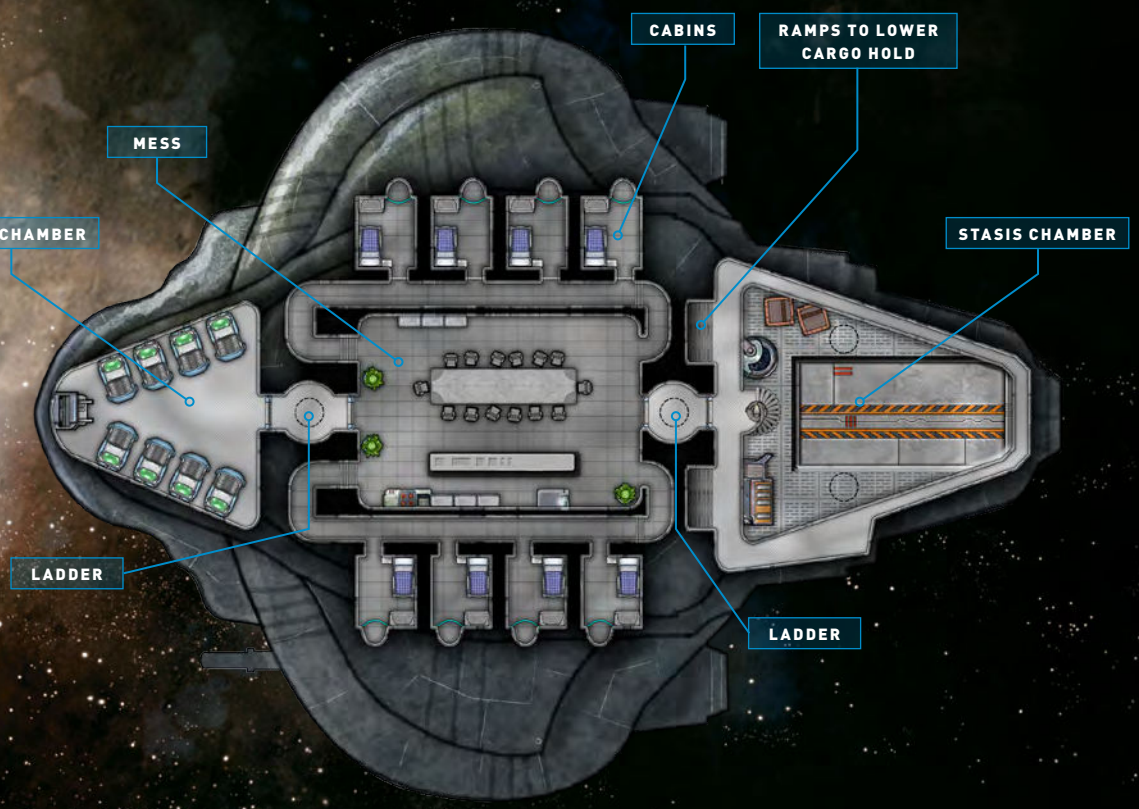
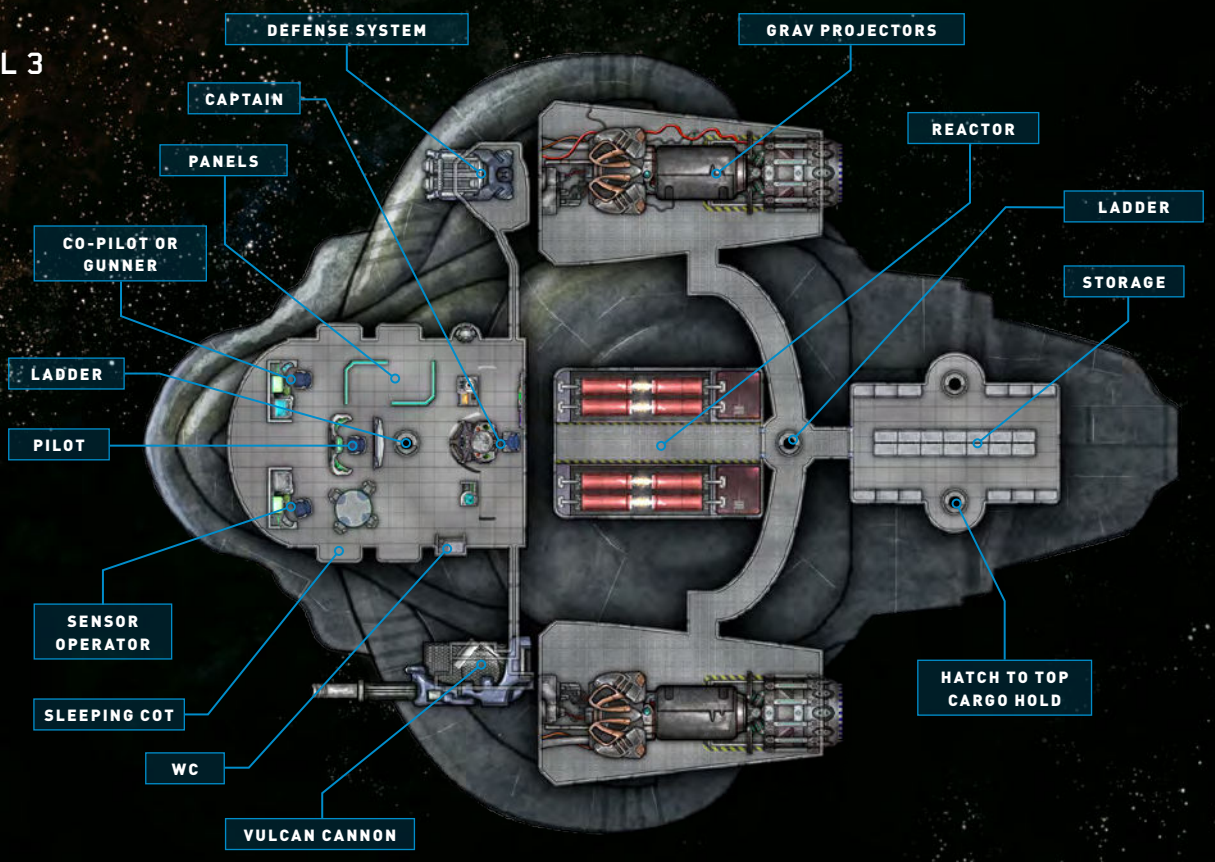


LEVEL 3



CHARACTER SHEET

CORIOLIS

ATTRIBUTES

STRENGTH	
AGILITY	
WITS	
EMPATHY	

TRAUMA

HIT POINTS (STRENGTH + AGILITY)	
CRITICAL INJURIES:	
MIND POINTS (WITS + EMPATHY)	

NAME:	BACKGROUND:
CONCEPT:	ICON:
GROUP CONCEPT:	REPUTATION:
PERSONAL PROBLEM:	

APPEARANCE

FACE:
CLOTHING:

RELATIONSHIPS

	BUDDY
PC 1:	
PC 2:	
PC 3:	
PC 4:	

RADIATION

EXPERIENCE

TALENTS

SKILLS

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

GEAR

	BONUS
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

WEAPONS

	BONUS	INIT	DAMAGE	CRIT	RANGE	COMMENTS	RELOADS

ARMOR

	RATING	COMMENT