



CORIOLIS
GAMEMASTER SCREEN

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 is 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 is permanent.	4D6
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	Varies	Unconscious until death, or until first aid is given.	-

NPC GENERATOR

D66	FIRST NAME	LAST NAME	PROFESSION	CHARACTERISTICS	ACTIVITY
11.	Awadah	Soleymani	Guard	Fat	Searching
12.	Yousseuf	Motiwala	Baker	Skinny	Making friends
13.	Arib	Subedar	Pilot	Good-looking	Rambling tediously
14.	Mojiz	Shahidi	Peddler	Seductive	Flirts
15.	Loubna	Akalay	Tailor	Smells bad	Looking for a fight
16.	Lila	Sagqat	Medicurg	Smells good	On a stroll
21.	Zinah	Maadawi	Soldier	Tall	Working
22.	Ghina	Mansouri	Street urchin	Short	Chasing something
23.	Ayham	Serhane	Homeless	Always smiling	Is lost
24.	Aziz	Bourkia	Chef	Moping	Guarding something
25.	Abdelmajid	Ben Jelloun	Stevedore	Brat	Drinking
26.	Jihane	Chafik	Deckhand	Depressed	Partying
31.	Nihale	Abdessalam	Officer	Always joking	Eating
32.	Jasmin	Ghallab	Noble	Hums	Bickering
33.	Hayyan	Salama	Agent	Clicks mouth	In a discussion
34.	Zitane	Mallak	Courtesan	Fiddles with something	Studying
35.	Mimoun	Ammar	Artist	Tired	Reading
36.	Hamza	Niazi	Poet	Lovesick	Resting
41.	Younes	Mahdi	Writer	Elegant	Mending something
42.	Aisha	Arinites	Student	Bejeweled	Showing something
43.	Alina	Khalaf	Child	Tattooed	Staring
44.	Amira	Halaby	Mystic	Grand hairstyle	Hanging out
45.	Jaul	Gupta	Priest	Bearded	Smoking
46.	Fayaaz	Ahantem	Scientist	Bio sculpted	Writing
51.	Badria	Chanda	Archaeologist	Cyber eye	Preaching
52.	Fadma	Sabharwal	Academic	Cyber arm	Hiding
53.	Yara	Kamath	Thief	Always eating	Sleeping
54.	Mehrak	Saha	Gang member	In despair	On a delivery
55.	Nivrod	Mahar	Assassin	Hateful	Looking to sell something
56.	Davood	Hamadani	Waiter	Walks with a limp	Using a tabula
61.	Noushineh	Karra	Prospector	Broken nose	Collapsing
62.	Mava	Karali	Pilgrim	Sweaty	Stealing something
63.	Sima	Rega	Judicator	Perfumed	Praying to an Icon
64.	Shervan	Maroun	Samaritan	Drunk	Threatening someone
65.	Taba	Shalhoub	Captain	Slow	Helping someone
66.	Parvaneh	Irides	Criminal	Suspicious	Getting into trouble

ACTIONS

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 meters)
Taking cover
Hitting the ground (makes you harder to hit, see page 88)
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. Most are passive dice rolls.
Using your armor against an attack
Defending in an opposed roll
A quick shout to a comrade

RANGE

Close Range	up to about 2 meters
Short Range	up to about 20 meters
Long Range	up to about 100 meters
Extreme Range	up to about one kilometer

RANGED ATTACKS

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

SNEAK ATTACKS AND AMBUSHES

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

DIFFICULTY

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

LEVELS OF SUCCESS

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

ARMOR AND SHIELDS

ARMOR	ARMOR RATING	COMMENT
Light Primitive armor	2	Bulky
Heavy Primitive armor	3	Bulky
Flightsuit	1	Thermostatic suit
Protective clothing	3	-
Exo shell	2	Bulky, Thermostatic suit, Vacuum suit, Oxygen supply
Reinforced exo shell	3	Bulky, Thermostatic suit, Vacuum suit, Oxygen supply
Light armor	4	-
Heavy armor	6	-
Ablative pads	-	Reduces damage from one hit by 3
Ablative armor	8	Reduces damage from one hit by 3
Armored exo	9	Thermostatic suit, Vacuum suit, Oxygen supply, Reinforced exo servos
Battle exo	10	Thermostatic suit, Vacuum suit, Oxygen supply, Reinforced exo servos

SHIELDS

SHIELD	ARMOR RATING	COMMENT
Riot shield	2	HEAVY
Combat shield	4	Heavy

COMMON COVERS

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

RANGED WEAPONS

WEAPON	BONUS	INIT	DAMAGE	CRIT	RANGE	FEATURES	TECH TIER
Vulcan cricket	+1	+2	2	2	Short	Light	0
Vulcan pistol	+1	+1	2	2	Short	Reliable	0
Accelerator pistol	+1	0	2	1	Long	Silent	0
Thermal cricket	+1	+2	3	2	Short	Light	A
Thermal pistol	+1	+1	3	2	Long		A
Stun gun	+1	+1	2	stun	Short	Stun	A
Vulcan carbine	+1	0	3	2	Short	Automatic fire	0
Twin carbine	+1	0	4	2	Long	Armor-piercing, Silent	0
Thermal carbine	+1	0	4	2	Long	Thermal sweep	A
Saladin grape gun	+2	0	2	2	Short	Single-shot	P
Long rifle	0	0	2	2	Long	Single-shot	P
Accelerator rifle	+1	0	3	1	Extreme	Armor-piercing, Night sights, Silent	0
Vulcan machine gun	+1	0	4	2	Short	Heavy, Bulky, Automatic fire, High capacity	0
Flamethrower	1	0	3	1	Short	Heavy, Fire 3	0
Grenade launcher	0	0	Grenade	Grenade	Long	Single-shot	0
Throwing spear	+1	+1	2	2	Short		P
Spear-thrower	0	0	2	2	Short	Heavy, Single-shot	P

MELEE WEAPONS

WEAPON	BONUS	INIT	DAMAGE	CRIT	RANGE	FEATURES	TECH TIER
Knife	0	+1	2	2	Close	Light	P
Dura knife	0	+1	2	1	Close	Light, Cell-powered	0
Dura sword	+1	0	2	1	Close	Heavy, Cell-powered	0
Mercurium sword	+2	0	3	2	Close	Light, Mercurium, Cell-powered	A
Dura axe	0	0	3	1	Close	Heavy, Cell-powered	0
Dura halberd	0	+1	3	1	Close	Heavy, Long, Cell-powered	0
Baton	+2	0	1	3	Close		P
Staff	+1	+2	1	3	Close		P
Power sledge	0	0	4	3	Close	Heavy, Cell-powered	0
Power glove	+1	+1	2	3	Close	Light, Small, Cell-powered	0
Shock stick	+2	0	1	stun	Close	Stun, Cell-powered	0
Energy staff	+2	+2	2	3	Close	Stun, Heavy, Cell-powered	A
Hand fan	+1	+2	2	1	Close	Light, Cell-powered	A
Unarmed	0	+2	1	3	Close		P
Brass knuckles	0	+2	2	3	Close	Light	P
Claws	0	+2	1	2	Close		P *
Spear	+1	+2	2	2	Close	Long	P