Coriolis Cheat Sheet

Sneak Attacks and Surprise

- Get a free 2AP action
- Surprise   +2 Initiative
- Ambush: +2 to INFILTRATION

Common Melee Modifiers

- Blinded/Complete Darkness: -2
- Grappled Opponent: +2
- Opportunity Attack: +2
- Quick Attack: -2
- Unarmed Defence: -2

Common Ranged Modifiers

- Aimed Shot: +2
- Automatic Fire: -2
- Blinded/Complete Darkness: -3
- Fire Support   +1
- Quick Shot: -2
- Target Prone: -1

Melee Bonus Effects

- Increase Damage (+1)
- Critical Injury
- Strike Fear (MP damage)
- Raise Initiative (+2)
- Disarm
- Grapple

Defending Bonus Effects

- Decrease Damage (-1)
- Counterattack (no increase dmg, Crit rtg +1)
- Disarm
- Raise Initiative (+2)

Ranged Bonus Effects

- Increase Damage (+1)
- Critical Injury
- Suppressive Fire (1-2 MP damage)
- Raise Initiative (+2)
- Disarm

Gaining Darkness Points

- 'Bad Stasis'   1 DP
- Use a Mystic Power   1 DP
- Jump out of stasis   3 DP
- Pray for a re-roll   1 DP

Space travel routes, cost per week:

- Well-trafficked   1 DP
- Lonely   2 DP
- Uncharted   3 DP

Traumatic Events

- Encounter the Dark   1-3 DP
- Kill an Innocent   3 DP
- Suffer Torture   2 DP
- Torture Someone   3 DP
- Unnatural Events   1-3 DP

Spending Darkness Points

General

- Innocent Endangered   2 DP
- Nature's Wrath   1-3 DP

Non-Player Characters

- Use Darkness Power   Varies
- Reaction   1 DP
- Reinforcements   1-3 DP
- Reload   1 DP
- Reroll   1 DP
- Takes Initiative   1-3 DP

Player Characters

- Dark Mania   1-3 DP
- Empty Clip   1 DP
- Lost Possession   3 DP
- Personal Problem   1 DP
- Weapon Jam   3 DP

Player Characters' Ship

- Broken System   3 DP/1 DP
- Ship Problem   2 DP
- System Overload   1 DP

Coriolis Ship Cheat Sheet

In-System Travel and Communication

- AU/Ship Speed = days travel time
- Comms Delay: 8 mins per AU

Portal Jumps

- Station-Calculated: +3
- Tagging a Bulk Hauler   +1
- Solo Jump   -1
- Blind Jump   -3
- Prayer & Sacrifice   +1
- Chapel Onboard   +1
- Priest Onboard   +2

Failed Jump **PILOT** Rolls: p.140

Detecting Ships

Sensor Range

- Passive: Medium
- Active: Long, costs 1 EP, +2 Signature
- Extreme: Extreme, requires Feature

Sensor Detection Modifiers

- Contact Range: +4
- Short Range: +2
- Medium Range: +0
- Long Range: -2
- Extreme Range: -4
- No Radio Silence: +2
- Reactor Shutdown: -3
- Signature of Target: Variable
- Weapons Fire: Auto Detect
- Transponder On: Auto Detect

Success: Distance, current course

Critical: Plus class, weapons

Range

- Contact: 0 CU
- Short: 1 CU
- Medium: 2 CU
- Long: 4 CU
- Extreme: 8 CU

Damage to Crew

- 6D attack on crew occupying module
- 9D if a torpedo or mine
- Damage and Critical stats as weapon.

Explosive Decompression

- **FORCE** test each round
- Cumulative -1 penalty each round after 1st
- Failure = HP dmg and Crit D6 interval

Climbing into an Exo Shell: **DEXTERITY** test

Critical Ship Damage p.172

- 2 – Decompression Risk: Occurs on a 6
- 3 – Structural Hit: -2 Armour, +2 Sig
- 4 – Sensor Hit: -2 Sensors
- 5 – Thruster Hit: -2 Manoeuvrability
- 6 – Power Coupling Hit: -2 EP
- 7 – Random Module Destroyed
- 8 – Random Weapon System Disabled
- 9 – Graviton Projector Disabled
- 10 – Bridge Destroyed
- 11 – Chain Reaction: Roll again twice
- 12 – Reactor Detonates