

**Show Title:** RFP 05 - Journey Through the Dark Between the Stars: An Introduction to Coriolis

**Hosts:** Terry Jachimiak and Evelyn Jachimiak

**Co-Host:** N/A

**Guest(s):** Erik Andrews

**Total length:** 58 mins and 35 seconds

**Uploading Service:** Captivate

**Date to air:** 07/30/2024

## Show Outline

**Pre-Music Intro:** *Should be about 10 seconds at most.*

- Short intro that includes the show name, Episode Number and Episode Title.

**Intro Clip/Music:** *Should be no more than 7 to 10 seconds.*

- Regular Intro Clip

**Vocal Intro:** *15 – 18 seconds.*

**TERRY:** It is time once again to

**BOTH:** Role for Percepticast!

**TERRY:** I am Terry, your forever GM and lover of all things roleplay

**EVELYN:** And I am Evelyn, roleplayer, GM, and unrepentant dice goblin

**TERRY:** Join us as we roll our dice

**EVELYN:** and talk in strange voices

**TERRY:** And bring to you our excitement and joy for all things tabletop roleplaying.

**EVELYN:** For more on Role for Percepticast, head over to [www.roleforperception.com](http://www.roleforperception.com)!

**Today's Highlights:** *30-45 seconds.*

**TERRY:**

*PRERECORDED EPISODE HIGHLIGHTS*

**EVELYN:**

**Commercial:** *30 seconds.*

- None For Today

**Segment 1 (10 minutes):** *Guest Introduction and What is Coriolis?*

- Brief description of the game and its unique setting.
- Explanation of the themes and atmosphere of Coriolis.
- Information on Free League Publishing

**Segment 2 (15 minutes):** *The Setting of Coriolis*

- The Third Horizon:
  - Detailed description of the Third Horizon and its significance.
    - History of the Third Horizon.
    - The role of the portal builders.
  - Explanation of key locations:
    - The Coriolis Space Station.
    - Important planets and systems.
  - Overview of key factions:
    - The Zenithian Hegemony.
    - The Consortium.
    - The Order of the Pariah.
    - The Nomad Federation.
    - The Free League.
- Culture and Society:
  - Overview of the culture, technology, and daily life in the Coriolis universe.
    - Technological advancements.
    - Everyday challenges and societal norms.
  - Discussion on the influence of mysticism and religion in the game.
    - The Church of the Icons.
    - The significance of Icons in the game world.

**Segment 3 (15 minutes):** *Core Mechanics and Gameplay*

- Basic Rules Overview:

- Explanation of the core mechanics of the game.
  - D6 system and basic dice rolling mechanics.
- Description of character creation and key attributes.
  - Key attributes (Strength, Agility, Wits, Empathy).
  - Skills and talents.
  - Backgrounds and origins.
- Unique Mechanics:
  - Discussion on the unique features of Coriolis, such as the Darkness Points system.
    - The Darkness Points system and how GMs can use them.
    - Space travel and ship combat mechanics.
  - Explanation of space travel, ship combat, and other key gameplay elements.
    - Stress and recovery.
    - Handling mystic powers.

#### **Segment 4 (15 minutes): Narrative and Storytelling**

- Creating Compelling Stories:
  - Tips for game masters (GMs) on crafting engaging narratives within the Coriolis setting.
    - Incorporating the mystery and intrigue of the Third Horizon.
    - Using the factions and politics to drive storylines.
  - Discussion on incorporating the themes of mystery, exploration, and intrigue.
    - Exploration missions.
    - Political intrigue and espionage.
    - Mystical encounters and Icon-related quests.
- Player Engagement:
  - Strategies for players to create dynamic and interesting characters.
    - Choosing interesting backgrounds and motivations.
    - Role-playing interactions with other characters and factions.
  - Tips on how players can immerse themselves in the game world and collaborate on storytelling.
    - Embracing the cultural and religious aspects of the game.
    - Collaborating with other players to enhance the story.

#### **Segment 5 (15 minutes): Tips and Tricks for New Players and GMs**

- Getting Started:
  - Advice for new players:
    - Reading essential rulebooks and resources.
    - Creating a first character.
  - Recommendations for beginners:
    - Starting with pre-generated characters.
    - Playing a few introductory sessions to get a feel for the game.

- GM Advice:
  - Tips for GMs on running their first Coriolis game:
    - Preparing a simple introductory adventure.
    - Balancing narrative and combat encounters.
  - Common pitfalls to avoid:
    - Overloading players with too much information.
    - Focusing too heavily on mechanics over story.

**Segment 6 (15 minutes): Community and Resources**

- Free League Publishing:
  - Overview of the publisher and their other games.
  - Information on where to purchase Coriolis and related materials:
    - Official website.
    - Major retailers.
- Community Involvement:
  - Importance of community in tabletop gaming.
  - Suggestions for online communities and resources:
    - Forums and discussion groups.
    - Social media pages and fan sites.
    - Online tools for virtual play.

**Closing: 15-20 Seconds**

- Final Rating

**TERRY:** As always I want to thank you for joining us for this week's podcast. We hope we inspired you to continue your TTRPG journey, however that may look.

**EVELYN:** Make sure to stop by [www.roleforperception.com](http://www.roleforperception.com) and leave a comment on our podcast page. We're always looking to answer questions and discuss new TTRPGs!

**TERRY:** So, make sure to have your D20 ready,

**EVELYN:** And your goblin voice rested,

**TERRY:** As you head out into the world of TTRPGs with Role for Percepticast!

**Postlude: 7-10 seconds.**

Same as intro music.