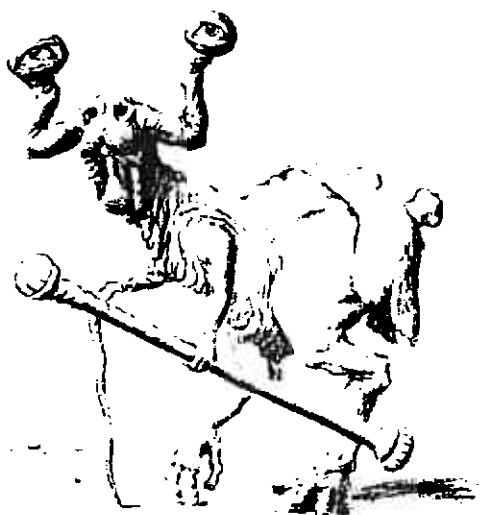


NOTES & QUERRIDS

I'd planned to have some fun with this piece, but the response was a little disappointing. Still, enough of you replied for the continuation of the series, and I think we have resolved some of the points from Issue 1. Thanks to the chin strokers who wrestled with the problems presented in the inaugural 'Notes and Querrids'.

For those new to the feature this is a Q&A section on just about anything that springs to mind about Jorune - rules, people, places, funny hairstyles, anything. I've paraphrased the original queries and then added the replies, followed by additional comments by me. Quite often I've been sent scurrying back into the rules myself.



Q: There is a baffling lack of scale on the 3rd edition maps. Has anyone come up with their own or extrapolated travelling distances from the text?

Owen Smith: "I'm glad I'm not the only complainer - lack of scale on maps seems to be a 3rd edition disease. I've already asked Joe for all 4th edition maps to have a scale, and in fact the map in "The Sobayid Atlas" does have one. I can also offer some help. Although the maps are redrawn it is possible to derive rough scales from the 2nd edition maps, cross checked from the Sobayid map. The error on this seems to be about 10% since things have shifted around. Anyway, we have: page 27 world map is 1mm = 22.3 miles; page 216 Burdoth and Heridoth map is 1mm = 2.35 miles."

● *Hurrah!*

Q: Parrying with a shield seems less effective than a parry/dodge with a weapon, since shields act as extra armour while a parry/dodge negates all damage. I'm not sure I buy this.

Owen Smith: "Under the 2nd edition rules a shield is just like a weapon parry except (a) you can do it on an Advantage of 1-5 whereas a weapon parry needs a 6 or more and (b) the damage is rolled anyway to see how badly it damages your shield. Are you sure this damage to the shield isn't confusing your interpretation of the 3rd edition rules? I can't believe that 3rd edition shield parries have changed to so great an extent."

● *Let's see just how much the explanation of shield parries has changed in SoJ rule versions.*

2nd edition: "The number needed to block an attack is the same as 'defend with no weapon'. Shields can be used with an Advantage roll 1 through 5. Shields penalise a character's Advantage by 1 due to their bulk." *

2nd edition supplement: "Defending with a shield greatly reduces the chance of being hit, but it also reduces a character's Advantage by 2 points. A shield can be used every round regardless of Advantage."

3rd edition: "Characters with a shield may use it for their defence roll. Only a single defence may be made per combat round, so if a character uses a shield he cannot also roll against Defend Without Weapon. Shields count as armour. If the weapon penetrates the shield, injury is taken to a random location."

Quite a hodge-podge isn't it? The 3rd edition omits the Advantage rules completely, simply adding on a table that shields give a +3 to Defence (why? Isn't the shield skill enough?). Even more heinous is the fact that shields are not mentioned in the Combat chapter once - they are in the skills section of Chapter 2! The "Sholari Pack" lists shields in the index only in relation to various dysha shields, but does have an entry on 'tower shields' that says these hugh shields penalise Advantage by 3.

Taken as a whole we can glean something from these rules; shields reduce Advantage but can be used despite low rolls, they defend against attacks at +3 but can be penetrated according to the type of material they are made from (this is an assumption). The trade-off is between the use of the shield at any time and the fact that a successful defence may still result in damage to the defender. Hmmm. It is still implicit that weapons take no damage from parries, and remember that Jorunis without the 2nd edition will be without the general rules on Advantage.

In fact the 3rd edition combat chapter is 5 pages shorter than the 2nd edition, omitting rules on mounted combat, helmets (thrusts and lunges ignore them), and other bits 'n bobs. Is there any interest in a summary of these omitted rules?

Q: Isho sensitivity skills for non-dysha users still need clarification.

⊕ I gleaned some stuff on this in the 2nd edition supplement. Mask Signature dumps your isho to 0, so the cost is self evident and I guess the range is irrelevant. False Signature costs 3 isho points per point of Defence Size of the imitated creature, with a minimum of 3 points. The 2nd edition equivalents of Race Signature and Signature Spectrum cost 1 isho point, or Range/10 in isho points. So I'd suggest that when range is a factor for False, Race, and Spectrum, that the cost is 1 isho point for every 10 yards of effective range. However, 3rd edition Signature Spectrum already penalises the success roll based on range so you'd have to have some sort of happy medium between chance of success and Isho cost.

I still think that Signature Skills should be emphasised a little more. For example, a character could perhaps discern who/what was hiding in a darkened room with Race Signature. You need an isho cost to stop players abusing this ability of course. By reminding non-maudra players that they effectively have two modes of sight (one much weaker than the other) the feeling that isho permeates everything and everyone on Jorune should be strengthened.

Q: Thriddle are the only race capable of distinguishing between male and female Ramiam, but who distinguishes between male and female Thriddle?

⊕ No-one ventured a text reply on this, but the "Sholari Pack" glossary lists 'kee'. It's the neuter term used by thriddle to indicate members of their race, so either they don't want anyone to know what sex they are or they don't know themselves! Since thriddle are such good mimics and linguists, voice identification wouldn't help. In fact the more I think about it the more similarities I see between thriddle and Larry Niven's 'Puppeteers' - both are genderless, natural linguists, cowardly, susceptible to a certain form of madness, and attempt to manipulate human affairs. Coincidence?

Below is Dominic Green's representation of an alluring female thriddle. As Dominic himself says "If you ain't got it, flaunt it!"



Q: Bronth are listed as, on average, 6' 4" and 450 lbs, while Corastin are 10' and 450 lbs. Bronth are usually drawn with Apollonian bodies, but wouldn't they be more like Winnie the Pooh?

I hear this caused some amusement. Decent scale in Jorune art isn't that common, though the cover of the 2nd ed boxed set is very good on the relative size of shantha, maudra, and corastin. There's also the 2nd ed height comparison (reprinted below). Bronth still don't look too wide though, and they can weigh as much as 1000 lbs!

Such variability in size would strongly affect architecture I would think, and I can't see some non-humans riding thombo. To be fair, the picture we have of bronth is riding on the larger lothern.

