

JORUNE AND A HALF CHARACTER GENERATORS

The following options are provided as possibilities to apply to your Jorune game. If you have similar materials for your games, you are invited to share them with us.

A caji crystal reader offers to tell your fortune for a few gemules in almost any alley in Ardoth.



ILLUSTRATION BY JOE COLEMAN

RACES

with distribution in a given area (roll 1d6 and 1d20)

1d6 City	1 Ardoth Burdoth	2 Aylon Jasp	3 Kirlan S. Khodre	4 Rhodu Anasan	5 Laindis Burdoth	6 Dowsen Heridoth
1	Muadra	Muadra	Muadra	Muadra	Muadra	Muadra
2	Human	Cygra	Human	Human	Muadra	Boccord
3	Woffen	Human	Human	Human	Human	Human
4	Bronth	Boccord	Cygra	Woffen	Boccord	Bronth
5	Boccord	Muadra	Muadra	Bronth	Human	Human
6	Human	Cygra	Muadra	Woffen	Woffen	Boccord
7	Bronth	Muadra	Boccord	Woffen	Human	Human
8	Woffen	Human	Woffen	Muadra	Cygra	Woffen
9	Human	Boccord	Human	Woffen	Human	Muadra
10	Boccord	Cygra	Bronth	Boccord	Muadra	Human
11	Boccord	Muadra	Boccord	Boccord	Boccord	Boccord
12	Muadra	Woffen	Woffen	Woffen	Human	Bronth
13	Bronth	Human	Human	Bronth	Muadra	Human
14	Woffen	Muadra	Cygra	Cygra	Boccord	Human
15	Muadra	Cygra	Boccord	Woffen	Muadra	Woffen
16	Cygra	Boccord	Muadra	Human	Woffen	Human
17	Human	Human	Human	Human	Human	Muadra
18	Boccord	Bronth	Boccord	Muadra	Muadra	Human
19	Muadra	Human	Human	Woffen	Human	Boccord
20	Bronth	Human	Muadra	Woffen	Cygra	Cygra

OCCUPATIONS (ROLL 1D6 AND 1D20)

1d6 City	1 Ardoth Burdoth	2 Aylon Jasp	3 Kirlan S. Khodre	4 Rhodu Anasan	5 Laindis Burdoth	6 Dowsen Heridoth
1	Caji	Caji	Caji	Caji	Caji	Caji
2	Condrij	Iscin	Condrij	Condrij	Condrij	Condrij
3	Dyte Punk	Dyte Punk	Dyte Punk	Dyte Punk	Dyte Punk	Dyte Punk
4	Entris	Entris	Entris	Entris	Entris	Entris
5	Ex-Militia	Merchant	Ex-Militia	Ex-Militia	Ex-Militia	Ex-Militia
6	Githerin	New §	Githerin	Githerin	Githerin	Githerin
7	Iscin *	Iscin *	Iscin *	Jer	Iscin *	Iscin *
8	Learsis	Learsis	Learsis	Learsis	Learsis	Learsis
9	Merchant	Merchant	Yord	Merchant	Merchant	Merchant
10	Military	Military	Military	Condrij	Military	Military
11	New §	New §	New §	Jer	New §	New §
12	Military	Caji	Sherja	Sailor	Jer	Condrij
13	Querrid	Querrid	Yord	Querrid	Querrid	Querrid
14	Shadow Warrior	Sailor	Sailor	Sailor	Sailor	Sailor
15	Shast	Shast	Shast	Shast	Shast	Shast
16	Sherja	Sailor	Sherja	Jer	Sherja	Jer
17	Thomboc	Thomboc	Thomboc	Thomboc	Thomboc	Thomboc
18	Toth **	Toth **	Toth **	Toth **	Toth **	Toth **
19	Yiordeh	Yiordeh	Yord	Yiordeh	Yiordeh	Yiordeh
20	Yord	Condrij	Merchant	Sailor	Jer	Ex-Militia

* Roll 1d6; 1-3 means Outdoor Iscin; 4-6 mean Classical Iscin.
 ** Roll 1D6; Odd means City Toth, even means Country Toth.
 § Roll on New Occupations table

NEW OCCUPATIONS (ROLL 1D6 AND 1D20)

1d6 City	1 Ardoth Burdoth	2 Aylon Jasp	3 Kirlan S. Khodre	4 Rhodu Anasan	5 Laindis Burdoth	6 Dowsen Heridoth
1	Servant	Daijic	Acolyte	Bounty Hunter	Servant	Chattel
2	Archivist	Archivist	Archivist	Guide	Archivist	Guide
3	Ardan	Ardan	Ardan	Ardan	Ardan	Ardan
4	Bounty Hunter	Bounty Hunter	Bounty Hunter	Bounty Hunter	Bounty Hunter	Bounty Hunter
5	Archivist	Chattel	Chattel	Chattel	Chattel	Chattel
6	Daijic	Ardan	Daijic	Servant	Daijic	Daijic
7	Guide	Guide	Guide	Guide	Guide	Guide
8	Servant	Servant	Servant	Servant	Servant	Servant
9	Guide	Bounty Hunter	Chattel	Slash	Slash	Archivist
10	Bounty Hunter	Guide	Bounty Hunter	Bounty Hunter	Guide	Bounty Hunter

NEW OCCUPATIONS

ACOLYTE COST: 10

Follower of Ca-Du shantha. These people have more access to Jorune history than any other occupation, including querrid. They must perform ebidu successfully once each day to maintain their bonuses for Advantage and Injury. Acolytes take a -3 to Social and -2 to Education, but gain a +2 to Advantage and +3 to Injury.

Minimums	11 Con, 10 Isho, 11 Agility	
Additional Points	3 Character, 2 Rank	
+3d6 Isho		
+4d6 Color		
Ebidu *	Experienced	V Hard
Fauna Recognition	Experienced	Easy
Flora Recognition	Experienced	Easy
Geology (Adv.)	Familiar	Hard
Geology (Basic)	Seasoned	Easy
Language (Shanthic)	Familiar	V Hard
Lore (Jorune)	Experienced	V Hard
Lore (Shanthic)	Familiar	V Hard
Sword, One-Handed	Familiar	Combat

ARCHIVIST COST: 11

This is a librarian or museum clerk. They know a great deal, but the sedentary lifestyle takes its toll: -2 to Constitution, -2 to Strength, and -2 to Advantage.

Minimums	12 Education, 13 Learn	
Additional Points	1 Character, 2 Rank	
Bargain	Familiar	Easy
Geography (Adv.)	Familiar	Hard
Geography (Basic)	Seasoned	Easy
Getting Around (Local)	Experienced	Easy
Information Search	Seasoned	Easy
Knife	Familiar	Combat
Lore (Burdoth)	Experienced	Easy
Lore (Jorune)	Familiar	V Hard
Lore (Shanthic)	Familiar	V Hard
Underground Info	Experienced	Hard

ARDAN COST: 9

This is the Jorune equivalent of a reporter and public crier. While flatbed press technology is available to higher cultures (the thriddle,

Burdoth, Jasp and perhaps Heridoth and Thantier), most common folk get their news from these criers who trade information, then make their rounds to call out the latest news (or gossip) and collect the bits and yules of passersby who think the information is worth the money. These folks don't have an easy life and spend a lot of time tracking down stories. (If Jorune doesn't have libel laws, there are assassins if you offend the wrong people!)

Minimums	12 Ed., 11 Learn, 12 Listen	
Additional Points	2 Character, 3 Rank	
Bargain	Experienced	Easy
Fauna Recognition	Familiar	Easy
History (Local)	Seasoned	Easy
History (World)	Familiar	V Hard
Information Search	Experienced	Easy
Knife	Familiar	Combat
Literature	Experienced	V Hard
Oration	Experienced	Hard
Story Telling	Seasoned	Hard
Underground Info	Seasoned	Hard
Writing (Entren)	Seasoned	Hard

BOUNTY HUNTER COST: 8

Jorune has a problem with pests: beagre, scragger and people who take anti-social actions. Bounty hunters may earn a meager living by turning in the bodies of dead vermin to the kimmit or they may track down an individual or object for a reward.

Minimums	12 Con., 10 Aim, 12 Agility	
Additional Points	2 Character, 3 Rank	
1 Weapon	Seasoned	-
2 Weapons	Experienced	-
Bargain	Experienced	Easy
Bribe	Familiar	Easy
Bureaucracy	Experienced	Easy
First Aid	Familiar	Easy
Getting Around	Experienced	*
Set Traps	Seasoned	Moderate
Tailng	Experienced	Easy
Tracking	Experienced	Easy
Wilderness Travel	Familiar	Easy

CHATTEL COST: 3

Chattel have signed their lives away for a set period of time. They are, in effect, slaves. By surrendering their free choice and submitting to

a master under a written contract, they receive food, shelter, clothing, medical care and some instruction in exchange for their labors. Chattel contracts are usually one, three, five or seven year agreements with a cash payment at the end of the term of service. Some chattel then become hired servants and live apart from their employer. In nations that do not permit slavery, they are seen as contract employees. Being a slave, however, has its costs: -2 to Education, -3 to Learn, -2 Constitution, +2 Listen, +2 Spot.

Minimums	5 Education, 9 Constitution	
Additional Points	None	
Bargain	Experienced	Easy
Conceal Self	Familiar	Easy
Cook	Experienced	Easy
Getting Around (Local)	Familiar	Easy
Information Search	Familiar	Easy
Stealth	Familiar	Easy

DAIJIC COST: 9

Human fear of the muadra has led to two types of "isho-police" - true daijic (who eat the flesh of the daij fish to enable them to see isho), and crystal daijic (who use powdered charged crystals to detect the flow of isho from spent dyshas). In recent years boccord, woffen and boccord have become daijic for cities outside the borders of Burdoth. Burdoth permits only human daijic. Training gives them +2 to Spot and +2 to Learn.

Minimums	12 Con., 11 Isho, 12 Color	
Additional Points	2 Character, 1 Rank	
1 Weapon	Familiar	-
Bureacracy	Seasoned	Easy
Contacts	Experienced	Easy
Crystal Reading *	Seasoned	Moderate
Geography (Local)	Experienced	Easy
Getting Around	Experienced	-
History (Local)	Experienced	Easy
Lore (Caji)	Familiar	Moderate

GUIDE COST: 7

Guides have become familiar with a particular area - city, jungle or desert - and hire out to show travellers their way.

Minimums	9 Learn, 11 Spot, 11 Listen	
Additional Points	2 Character	
1 Weapon	Experienced	-
Bargain	Familiar	Easy
Bribe	Familiar	Easy
Bureacracy	Familiar	Easy
Fast Talk	Experienced	Easy
Fauna Recognition	Familiar	Easy
Flora Recognition	Familiar	Easy
Geography (Local)	Seasoned	Easy
Getting Around (Local)	Seasoned	Easy
History (Local)	Experienced	Easy
History (World)	Familiar	V Hard

SERVANT COST: 5

A hired servant. It's mind-numbing, but honest work. The player needs to name his employer and their occupation. -2 to Education, -4 Social.

Minimums	None	
Additional Points	None	
Arithmetic	Experienced	Easy
Bargain	Experienced	Easy
Conceal Self	Familiar	Easy
Cooking	Familiar	Easy
Fast Talk	Experienced	Easy

SLASH COST: 5

Low ranking military employee who clears jungle and growth. A slash will go into the jungle with a team of other slashes for up to ten weeks. With machetes (treat damage as sword) they hack their way through the brush to keep open land between Burdoth and the jungle, and to keep the trails wide and passable. -3 to Social, -2 to Learn.

Minimums	12 Strength, 12 Constitution	
Additional Points	3 Character, 1 Rank	
2 Weapons	Familiar	-
Cooking	Experienced	Easy
Fishing	Experienced	Easy
Flora Recognition	Seasoned	Easy
Geography (Local)	Familiar	Easy
Hunting	Experienced	Easy
Machete *	Experienced	Combat
Set up Camp	Experienced	Easy
Tracking	Experienced	Easy
Wilderness Travel	Seasoned	Easy



SECOND OCCUPATIONS

If, after deducting the cost of your occupational skill from your education, you have enough education points to qualify for another occupation, roll 1d20 on Learn. A successful roll will add four years to your age and allow you to gain the skills basic in the second occupation. NOTE: If you buy a second occupation, you receive only the base skills and you no longer have Education X3 points to distribute to your occupation skills, but must rely on your Education X3 Practical and Common points to improve existing skills.

VARIANT SKILLS

Lore and Getting Around - Simply having the skill is insufficient. Getting Around should indicate the exact area familiar to the character - a city or region. For Lore you should indicate the type of lore: national (Easy), shanthic (Very Hard), colony (Hard), racial/cultural (Moderate) or the Very Hard "Jorune" skill.

BASIC VS. ADVANCED SKILLS

If you are given a skill (such as Earth-tec, bio-tec, geology, geography, history, etc.) that has a specific or implied prerequisite skill, you must spend points to bring the basic skill up to Experienced in order to use the advanced level of the skill. For example, someone with "Mathematics" must be experienced in "Arithmetic" to do the calculations. It is unlikely that you will be Seasoned in World History and not know who your town was named for.

* NEW SKILLS

Crystal Reading (Moderate) By using powdered crystals of the seven color groups, a daijic can read the strength and direction of a discharge of isho. A crystal daijic will use sets of hand held tuned crystals to find an isho discharge.

Unfamiliar - User can tell that a certain color crystal tingles.

Familiar - User can associate tingle with a specific direction.

Experienced - User can identify direction and, on a second successful roll of 1d20, can triangulate dysha discharge.

Seasoned - The exact combination of crystals responds will reveal the dysha used and the direction to the source of the discharge. A roll of 1 indicates knowing the freshness of the discharge.

Note: A fraudulent form of "crystal readings" is practiced by some non-isho using muadra and a few humans to "read the future." These use an isho weather circular chart and pinches of tossed crystal dust to form a pattern in the seven segments of the circle. The reader will then tell his customer's fortune.

Ebidu (Hard) - A shanthic martial art. The daily exercise consists of seven movements, corresponding with the length of the lunar orbits. By the time the practitioner reaches Movement Tra, he become a blinding flash of steel and muscle. This must be successfully accomplished once each day to maintain bonuses of ebidu. There are no level differences; one succeeds or not. (See the section on Ebidu on in the Ca-Du article.)

Machete (Combat) - A sword-like jungle weapon with a large flat curving blade. Treat as sword for damage. Machete confers no advantage to offense and a -1 to defensive advantage.

SURVIVING MINIMUMS

If you use random rolls for an occupation, before you begin calculating points, redistribute up to 8 points in each column to qualify for the occupation. Use the bonus character points after you have qualified for the occupation.

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