
Heroes of Jorune

Conversion Notes

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Chapter 1 Characters

CHARACTERISTICS

PRIMARY CHARACTERISTICS

Base Value	Primary Characteristic	Cost per pt.	Max Value
10	Isho (ISHO)	2	20
10	Color (COLOR)	2	20

Isho (ISHO)

“Isho” is the shanthic word for life, energy and vitality. it is the energy that permeates everything on Jorune. This characteristic helps determine how quickly a character regains expended Isho Points, and how much Isho he or she can store, manipulate or affect. It is most important to creatures that can manipulate Isho energy directly with their bodies (like Muadra, who use large amounts of Isho Points to weave Dyshas).

Color (COLOR)

This is a character’s aptitude with Isho energy, which is the natural energy that permeates everything on Jorune. A high Color allows characters to use shanthic technology with greater ease. This is most important to creatures that can manipulate Isho energy directly with their bodies (like Muadra), but is also important to those who can interfere with Dyshas.

FIGURED CHARACTERISTICS

Base Value	Figured Characteristic	Cost per pt.	Max Value
(20)	Color Points (CPTS)	(3 ¹)	*
(20)	Isho Points (IPTS)	1/2	50
(4)	Isho Recovery (IREC)	2	10
(2)	Isho Speed (ISPD)	5	7

¹ CPTS primarily increase by draining crystals (see text and reference in Chapter 2: Isho). The listed cost per point is used only to determine the effect of Adjustment Powers like Aid, Drain or Transfer (i.e. – 3 Character Points as rolled on the effect dice per Color Point). When used on CPTS, Adjustments Powers have no return rate – the effect is “permanent”.

CHARACTERISTIC FORMULAS

Color Points	=	2 x (COLOR)
Isho Points	=	2 x (ISHO)
Isho Recovery	=	2 x (ISHO/5)
Isho Speed	=	(COLOR/5)

Color Points (CPTS)

Color Points represent a character’s purity of Isho. Interacting with Isho-disrupting devices and opening up one’s being to new ways of Isho reduce clarity and hence Color Points. Character Points may not be spent directly to increase this characteristic – only Adjustment Powers (during game play) can affect this value. The base value represents the character’s CPTS at the start of game play.

Isho Points (IPTS)

This is a measure of the character’s Isho capacity. For Muadras (and other Isho manipulating creatures) it is the maximum amount of Isho the individual’s body can store for later use. For Boccord and Humans (and other creatures who can interfere with Isho) it is the maximum amount of Isho the individual can effect without recovery. Each time a character attempts to manipulate, influence or otherwise affect Isho energy (i.e. – when a Muadra weaves a Dysha, or a Boccord interferes with a Dysha), IPTS are expended.

Isho Recovery (IREC)

This characteristic represents how fast a character can regain capacity after manipulating Isho energy. Each point of IREC allows the character to regain one point of expended IPTS every 6 hours. Current Isho weather & geographical conditions can aid or hinder this recovery rate. Note that the average individual recovers less IPTS in a day than their capacity (e.g. – a character with base values in IREC (4) and IPTS (20) may expend 20 points of Isho, but only recovers 16 points in a 24-hour period).

Isho Speed (ISPD)

This represents the number of varieties of Isho (known as Moons) a character can manipulate at the same time. Higher ISPD means the character can weave or interfere with more complex Dyshas (usually, though not necessarily, more powerful than simpler Dyshas composed of fewer Moons).

SKILLS

EVERYMAN SKILLS

The following standard list is for regular inhabitants of the realm of Burdoth. Every Burdothian has free Familiarity (8-) with these skills.

- Climbing
- Concealment
- Conversation
- Crowd Maneuver
- Deduction
- Shadowing
- Stealth
- Trading
- 4 points of Language with native tongue² (usually Entren)
- Area Knowledge: Home region
- 1 pt. With Professional Skill of choice (8-)

² Literacy is the norm for Burdothians.

SKYREALMS OF JORUNE SKILL LIST

Skill	Availability	Skill (continued)	Availability
Acrobatics	Common	Languages*	Common
Acting†	Common	<i>Limilate Preparation</i> *	Common
Animal Handler†	Common	Lipreading	Common
<i>Bio-Tec Operation</i> *	Uncommon	Lockpicking	Common
Breakfall	Common	Martial Arts*	Common
Bribery	Common	Mechanics*	Common
Bugging (Eavesdropping)†	Uncommon	Mimicry	Common
Bugging (Earth-Tec)*	Uncommon	<i>Moon Skill Levels</i> *	Common
Bureaucratics*	Common	<i>Naull Reading</i> *	Common
Combat Driving (Earth-Tec)*	Uncommon	Navigation*	Common
Combat Piloting (Earth-Tec)*	Uncommon	Oratory	Common
Combat Skill Levels	Common	Paramedic*	Common
Computer Programming*	Uncommon	Persuasion	Common
Concealment	Common	Professional Skills*	Common
Contortionist	Common	Range Skill Levels	Common
Conversation	Common	Riding†	Common
Criminology*	Not Available	Science*	Common
Crowd Maneuver*	Common	Security Systems (Mechanical)*	Common
Cryptography*	Uncommon	Security Systems (Earth-Tec)*	Uncommon
<i>Crystal Cutting</i> *	Common	Seduction	Common
Deduction	Common	Shadowing	Common
Demolitions*	Uncommon	Skill Levels	Common
Disguise†	Common	Sleight of Hand†	Common
<i>Dysha Weaving</i> *	Common	Stealth	Common
<i>Dysha Disguise</i> *	Common	Streetwise	Common
<i>Earth-Tec Operation</i> *	Uncommon	Survival†	Common
Electronics*	Not Available	Systems Operation (Earth-Tec)*	Uncommon
Familiarity	Common	Trading†	Common
Forensic Medicine*	Uncommon	Transport Familiarity*	Common
Forgery†	Common	Ventriloquism	Common
Gambling	Common	Weapon Familiarity*	Common
High Society	Common	Weaponsmith†	Common
Interrogation*	Common		
Inventor*	Common		
Knowledge Skills*	Common		

* See explanation in the text
 † See explanation in Fantasy Hero (pp. 36 – 40)

Animal Handler

Characters with this skill are highly valued on Jorune. When selecting this skill, a complementary Knowledge Skill should be selected for each animal the character wishes to be able to train and handle. A more general skill in the type of animal (e.g. – Riding Animals, Domestic Companions, Working Animals, etc.) could be selected, but would not apply as well when working with a specific creature.

Characters which can Falsify Signature (see Signature Skills in Chapter 3: Isho) are generally more effective when handling native Jorune life, since it can provide clearer feedback to the animal.

Note that this skill does not automatically allow the character to ride the creature effectively. Transport Familiarity and/or Riding is still required. This skill applies more for training and commanding the animal.

The most common animals Animal Handlers tend to specialize in are:

Thombo – Thombo Handlers are skilled in keeping these skittish beasts under control during tense moments (such as when a Tarro screeches nearby).

Talmaron – Though difficult to learn to ride, the Talmaron is relatively docile (unlike their larger relative, the undomesticated Duradon).

Bochigon – These temperamental giants are a serious menace when angered. Being thrown or trampled by a Bochigon can result in permanent injury, even death.

Horse – These rare beasts are highly prized. Only the best handlers are trusted with them.

Tarro – The most common need for a Tarro Handler is to calm a specimen that has begun screeching. Bronth Tarro Handlers are called “Bosins”.

Pibber – Most of a Pibber Handler’s energy is directed toward keeping them from bounding about or from thisting.

Bio-Tec Operation

This General skill is a must for anyone who wants to be able to manipulate Bio-Tec. The character is familiar with the care and handling of corks, incupods, and recos.

Bugging (Earth-Tec)

Only agents trained in the courts of the Kesht may learn this rare and unusual skill. The small Earth-Tec devices employed in this craft are a closely guarded secret. Even most Drenn have not heard of them.

Bureaucratics

The political structure of Burdoth is complex, especially when dealing with Kesht – who command a great deal of influence without necessarily a clear title or role. This skill is particularly useful for understanding and manipulating the

complex webs of power in Burdothian institutions (Kims, the Dharsage, Klades, the Military, etc.). High Society is a Complementary Skill.

Combat Driving (Earth-Tec)

An extremely rare skill, since combat vehicles are in such short supply. Generally only members of elite cavalry squads in the Burdothian Military are given even the opportunity to learn this skill. After mustering out, a trained driver may never get another chance to exercise his skill. Access to combat vehicles is very strictly controlled.

Combat Piloting (Earth-Tec)

This skill is even more rare than Combat Driving, above.

Computer Programming

Based on a highly adaptive and self-modifying technology, Earth-Tec is not extremely difficult to program, given the proper training – it actually assists the programmer. Most Earth-Tec devices are programmable in limited ways (via subtronics), though only devices with central cortex controls are capable of advanced functions.

Criminology

Most Yords and Yiordeh rely on instinct and human nature when pursuing a criminal. In the minds of Burdothians, the discipline and techniques of the Iscin have nothing to do with criminal investigation. It is not yet recognized that scientific principles could be applied to the analysis of clues left by criminals.

Crowd Maneuver

This DEX-based skill represents the character’s ability to move quickly through a crowd, such as a marketplace, a crowded street or an illidge.

Generally, the Sholari sets a base movement rate through the desired area, based on the density of the crowd. The character should roll every phase while moving through the specified area. For every 2 points the skill roll is made by, the character may add 1” of movement to their rate (up to their full move).

If the character fails the roll, then they must move at the base rate. If they fail badly, then the Sholari may decide that the character is briefly stalled, or a sudden shift in the crowd actually pushes the character backwards (or a similar result).

The Sholari may apply modifiers for the situation – clutter, crowd activity, size, encumbrance, etc.

Crowd Movement Table	
Density	Base Movement
Crowded	Move
Packed	° Move
Blocked	1”

Cryptography

Agents of the Dharsage and Ardothian Council frequently employ sophisticated ciphers in their sensitive communications. Codes are also frequently used, but these do not fall under this skill. Each code a character wants to learn should be treated as a separate language. (If using the Language Chart – see p. 1 – each code is considered as a 1-point similarity with each other and with Entren).

Crystal Cutting

This DEX-based skill is very important for characters who wish to pick up crystals while traveling. Most crystals exposed through the ground are large and unusable. It takes a character skilled in crystal cutting to remove sections of crystals that are stable.

Demolitions

Explosives are quite rare – being either Earth-Tec (both in thrown or plastic form) or Cleash capsules. Even rarer is the skill of handling and setting explosives.

Dysha Weaving

This COLOR-based skill is used to manipulate the ebb-and-flow of Isho and is required to weave Dyshas (as in the Power Limitation: Requires a Skill Roll).

Dysha Disguise

This COLOR-based skill allows a Caji to add unnecessary IPTS to a Dysha in an attempt to confuse those who would unweave it or interfere with it. The general idea is to add enough of an extraneous kind of Isho (not already in the Dysha) to change the appearance of its highest ranking Moon.

First, the Caji determines which Moon not already present in the Dysha he wishes to add. He may add a number ranks up to a maximum of his Skill Level for that Moon. Each Moon rank added in this way increase the IPTS cost of the Dysha by 1 point. This extra Isho counts against the number of Moons the Caji can weave together (see Isho Speed – p. 1). In order to be effective, the extra IPTS must be greater than the highest natural Moon Rating of the Dysha.

If a successful Dysha Disguise roll is made, then the extra Isho appears integral to the Dysha and will fool the naked eye. Apply the Dysha Disguise roll versus the Perception rolls of those attempting to perceive the Dysha using Signature Sense or Tra-Sense. Characters who exceed their Perception roll by a greater amount see the extraneous Isho for what it is.

If the Dysha Disguise roll fails, then the extra Isho is not properly bound and dissipates as the bolt or orb leaves the Caji’s hands. If the character fumbles his Dysha Disguise roll (i.e. rolls an 18), then the instability of the extra Isho disrupts the entire weave and the Dysha itself fails.

Earth-Tec Operation

Most people of Jorune know that Earth-Tec exists (largely due to the Energy Weapons War), but few understand it's capabilities or limitations. A character with this General skill is familiar with the function, purpose and use of Earth-Tec devices. He understands the role of power cells and function cells, and knows the basic uses for buttons and switches on Earth-Tec devices (safeties and on/off switches).

Note that this is not a substitute for Weapon Familiarity in Earth-Tec Weapons. In order to fire an Energy Pistol accurately, you still need the appropriate Weapon Familiarity.

Electronics

Earth-Tec does not operate using any electronic components. This skill is unavailable.

Forensic Medicine

Only a few Learsis have learned this unusual skill. Most of them live and practice in Ardoth, performing their services for wealthy Kesht or the Dharsage.

High Society

A character with this skill is able to interact comfortably with Kesht. Characters without this ability are as distinctive to a Kesht as a screeching Tarro. Bureaucrats often applies as a Complementary Skill.

Interrogation

The application of this skill generally involves fairly brutal applications of torture. Burdothian society does not recognize any of the trappings of our modern justice system. Confessions are often extracted using torture – especially from Toth. Yorlissen are very, very careful about torturing a Kesht.

Inventor

The rate of technological change on Jorune is quite slow by 20th century standards. Nevertheless, many Iscin can't resist the urge to tinker. Mechanics is the most common field of research applied. The use of this skill will be closely monitored. Unless it is part of the campaign itself, no truly groundbreaking inventions will be accepted (i.e. gunpowder, the internal combustion engine, etc.).

Knowledge Skills

Groups: Klades (Githerin Klade, Gauss Valley Associates, etc.); Shanthic Sects (Ca-Shal, Ci-Ebba, Ca-Du, Ca-Gobey, Ca-Desti, Ca-Launtra, Ca-Tra); Maustin Caji, Seytra, Drawkis Order, Mah Vens, etc.

People/Creatures: Thriddle Madness Etiquette, Caji Etiquette, Military Etiquette, Shantha, Iscin Races (Blount, Bronth, Crugar, Woffen, Tologra), Ramian, Each Moon Skill Level gives a +1 modifier to rolls involving one or more moons. The number of moons is determined by the cost of the Moon Skill Level:

Cleash/Scarmis, Thriddle, Acubon/Salu, Local Kim/Kimmit members, city Chells, etc.

Places: Realms of Jorune (e.g. the Doben-al, East Trinnu Jungle Lands, Sillipus, etc.); cities & realms of Burdoth (e.g. the Gauss Valley, Heridoth, the Glounda Forest, Ardoth, etc.); neighborhoods & locations in Ardoth (i.e. kerning bays, North Cryshell, Ald, Thaynes, the "Open Isho Area", the Dich, etc.); Getting around (in specific city).

Things: Bio-Tec, Burdothian History, Human History, Fables & Lore, Earth-Tec, Flora, Fauna, Limilates, Literature, Moons of Jorune (Shal, Ebba, Du, Gobey, Desti, Launtra, Tra), Muadra History, Philosophy, Way of Gends, etc.

Languages

All human characters will know Entren. Children of Iscin will know their native language and Entren at the 2-point level.

Limilate Preparation

With this General Skill, characters can prepare limilates from basic herbs and plants found on Jorune.

Lipreading

Note that this is very difficult to perform while observing Shantha (much of their language involves Isho and their lips move almost imperceptibly). Even if the lipreader has Tra-Sense or Signature Skills he is at a -6 penalty.

Martial Arts

Burdoth has two major advanced fighting styles: the thike fighting technique taught to pit fighters in South Khodre, and Sis-Naun – the legendary unarmed style of the Gloundan Shadow Warrior.

Shanthas also have an art of their own, but this fact is largely unknown to humans on Jorune.

Mechanics

Humanity has been able to recover much lost ground in this area in the last century or so. This skill is the applied version of the Classical Iscin discipline of Physics.

Moon Skill Levels

Moon Skill Levels represent the character's ability to grasp and manipulate each of the seven forms of Isho, named after the seven moons of Jorune: Shal, Ebba, Du, Gobey, Desti, Launtra & Tra. They are purchased separately for each moon and are applied in weaving, unweaving and interference rolls. They are also used when controlling Shanthic devices and using crystals.

Moon Skill Levels	
Cost	Number of Moons
2	One moon

3	Two moons
5	Four moons
8	All seven moons

The moon(s) to which a Moon Skill Level applies must be chosen at the time of purchase and may not be changed.

Moon Skill Levels are considered to a single Power for the purposes of Adjustment Powers (such as Drain, Aid, Transfer, etc.). Characters must keep track of the exact of Moon Skill Levels they have purchased, and how each is divided among the Moons.

The effect of an Adjustment Power should be spread as evenly as possible between the character's Moons. Aid should generally supply 8-point Moon Skill Levels only. Drain and Suppress should affect the highest cost levels first. The Sholari makes the final decision regarding the effect of an Adjustment Power on Moon Skill Levels.

Naull Reading

This INT-based skill represents the character's ability to interpret the swirls of a Caji's naull orb (or copra). A penalty is applied (-1 to -3) if the reader is unable to inspect the orb closely (as described in the Tauther Guide p38). Note that a successful perception roll using Signature Sense or Tra-Sense are required to attempt this skill.

If the Caji weaving the naull orb attempts to alter it in anyway, characters reading the naull gain a +5 bonus to detect the fact.

Navigation

Humans on Jorune have mastered the ability to navigate the oceans using the stars. Using an accurate timepiece and a compass (both fairly recent discoveries), Burdothian sailors are able to navigate accurately even when the stars cannot be seen.

Paramedic

Burdothian surgical techniques and medical knowledge are relatively sophisticated – especially with the aid of limilates (used extensively in the treatment of wounds and disease).

However, advanced scientific fields like bacteriology, virology and biochemistry are barely germinating in the minds of the realm's best Iscin, so the diagnosis, prevention and treatment of disease is still quite primitive in comparison to the treatment of wounds.

Professional Skill

Most Burdothian occupations are controlled by Klades. They determine standards of workmanship and prices for the professions or crafts in their domain, and protect their members from competition.

Common occupations include: armorer, beaster, bladesmith, breeder, cabinet maker, candy maker, carpenter, caterer, cobbler, condrij, cook, crystal cutter, durlig harvester, entris, farmer, fisherman, furniture maker, githerin, glass blower, groomer, horse trainer, jungle-runner (jer), learsis, limilate maker, locksmith, maid, merchant, paper maker, performer, perfumer, porter, potter, querrid, rope and net maker, sail maker/mender, sailor, sculptor, shast, shipwright, tailor, tanner, thomboc, vintner and wine-maker, weaver, writer, yiordeh, yord.

Science

Sciences are the realm of the Iscin. With the discovery of Earth-Tec, humanity has begun to relearn the disciplines that were lost after the war against the Shanthas. Common sciences include: Astronomy, Biology, Bio-Tec, Cartography, Earth-Tec, Geography, Geology, Isho Weather, Mathematics, and Physics.

The level of human understanding varies from field to field. With the help of the Thriddle, humanity has learned a great deal of Mathematics (such as complex analysis, differential topology & geometry and abstract algebra). However, the understanding of Physics has still not progressed beyond basic Newtonian mechanics.

Security Systems (Mechanical)

The character is able to detect, set and disarm mechanical traps, hidden panels, and other mechanical defenses.

Security Systems (Earth-Tec)

The character can identify and deploy Earth-Tec security devices such as holocams, alert pods, and force walls. Disabling these systems are more difficult – humans generally lack the tools and technical skills to understand their operation. Apply a -1 to -3 general modifier (in addition to modifiers applied by the situation) whenever the character attempts to bypass Earth-Tec security.

Systems Operation (Earth-Tec)

Represents the ability to operate advanced sensors and communication devices.

Transport Familiarity

See chart.

Weapon Familiarity

See chart.

SKILL ENHANCERS

LINGUIST

Linguist automatically receive literacy in their native tongue (if it has a written form). Classical Iscin are almost always literate in Entren.

LIAISON

The character learns how to interact with other groups and cultures easily. He learns etiquette-related Knowledge Skills at -1 Character Point to the cost. The minimum cost of the skill is still 1 Character Point, but for that 1 point the character is able to make an 11 or less roll. Liaison costs 3 points, and may only be purchased once.

LANGUAGES OF JORUNE

Acubon

This language is made of clicks and pops. It sounds garbled to speakers of Entren.

Blount

Anahth is their language. It is a mixture of lizard sounds and gurgles.

Bronth

Boru is the Bronth language. It has a thick and solid sound. Most words are short in Boru. This language is a favorite of historians.

Cleash

The Cleash language has no name that humans can pronounce. Their words are clicky-clacky and require

Transport Familiarity Categories	
Riding Animals	Thombos Horses Bochigons
Flying Mounts	Talmaron
Water Vehicles	Small Boats Sailing Vessels
Unusual Vehicles*	Jaspian Crystal Schooners Hover Cars Heavy Work Vehicles (i.e. – Aerators, etc.) Eels Gliders Repulpeds Rocket Packs
* A character must buy Transport Familiarity separately for each group in the Unusual Vehicles category. The 2-point category may not be selected.	

Weapon Familiarity Categories	
Common Melee Weapons	Unarmed Combat Clubs Axes, Maces, and Picks Pole Arms Swords Two-handed Weapons
Uncommon Melee Weapons	Flails Lances Quarterstaff Whip Thikes
Common Missile Weapons	Bows Crossbows Javelins Thrown Knives/Axes Cleash Capsules
Uncommon Missile Weapons	Slings Staff Slings Throw Explodes
Earth-Tec Small Arms	Energy Pistols Energy Rifles Photo-Sonic Pistols Photo-Sonic Rifles Electrostatic Weapons (Taser, Stunner)
Earth-Tec Heavy Weapons	Vehicle Weapons Emplaced Weapons

tremendous effort to duplicate. Scarmis are the best at speaking Cleash, next are the Thriddle.

Corastin

The native Corastin language is dying in favor of Entren. It is not hard to learn, but it doesn't convey very complex ideas. It is made up of short, exhaled sounds.

Croid

Their language is mainly grunting sounds. Humans can learn it with difficulty. The sounds of this language are used to frighten children.

Crugar

Their language is called Chuan-Tse. It is made of chewy, snarled syllables. Pronounce your "ch" sounds as "sh" around Crugar. They take offense easily.

Entren

This is the human language, and is based upon English. The grammar has remained intact, but many of the meanings of words have changed.

Ramian

Their language is spoken in deep, low tones. Speaking it hurts the throat of Entren speakers. The language is called Rorch-ko.

Salu

There is no specific Salu language. They speak a garbled Entren. It is moderately difficult for humans to learn this language, but most of the words are the same.

Scarmis

They speak a language that sounds a lot like the Cleash language, but is different. All Scarmis speak the Cleash language fluently.

Shantha

The Shanthic language is very complex. It is melodic and flows with sound and Isho. The spoken part of the language only conveys part of the content. A constant stream of Isho adds life to the words. Humans can never gain a truly seasoned ability with the Shanthic language, but it is possible for Muadra, given many, many years.

Thriddle

The language Triddis is very complex. It is spoken by Thriddle all over Jorune. Humans often learn it to gain favorable responses from Thriddle. Most of the books at the Mountain Crown of Tan-Iricid are written in Triddis.

Thivin

Their language is soft and graceful, but has a grammar like that of the Ramian. Those who live in human areas speak Entren fluently.

Trarch

The Trarch language is called Troffa. It includes many gestures and motions that can only be duplicated when holding a club.

Woffen

Thowtis is their language. The words are longer than those in Boru (the Bronth language), but the grammars are similar.

MARTIAL ARTS STYLES OF JORUNE

THIKE FIGHTING

A gladiatorial art taught to Sherja involving the use of Thikes (vicious blades worn on the wrist). It is a two weapon art that consists of lightning-quick slashes coupled with evasive maneuvers. The most impressive technique against an opponent armed with a single weapon is to bind the opponent's weapon with one Thike, then deliver a deadly Junn-Ga with the other Thike. Against another Thike Fighter, the technique involves binding both weapons, then using Bi in the hope of stunning the opponent long enough to deliver the Junn-Ga. Few Sherja survive long enough to become a master in this art.

Thike Fighting					
Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Weapon Bind (Shis)		4	+1	+0	Bind
Power Thrust (Junn-Ga)	1+	5	+0	+2	STR +4d6 Strike, Must Follow Bind, Extra Segment
Sacrifice Throw (Bi)		5	+1	+2	STR +3d6 Strike, Must Follow Bind, You Fall, Target Falls
Slash (Siyn)		4	+1	+1	STR + 2d6 Strike
Thrust (Jouss)		4	+0	+2	STR +2d6 Strike
Block		4	+2	+2	Block, Abort
Evade		4	-	+5	Dodge, Affects all Attacks, Abort
Forearm Smash (Chasi)		4	+2	+0	STR +2d6 Strike
Skills KS: Thike Fighting Ambidexterity Talent Breakfall Acrobatics WF: Thikes* WF: Off-Hand*					
Elements Used with Thikes Weapon Group; Thikes Weapon Element is free					
Style Disadvantage					-10
Optional Rules Weapon Bind and Sacrifice Throw have no specific location roll; Power Thrust, Slash, Thrust and Forearm Smash have a location roll of 2d6+1					

SIS-NAUN

An unarmed fighting style taught in the Gloundan Forest and to the Ardothian Elite Troops.

Sis-Naun					
Maneuver	Phs	Pts	OCV	DCV	Damage/Effect
Block		4	+2	+2	Block, Abort
Choke Hold		5	-2	+0	Grab, 2d6 NND*
Dodge		4	-	+5	Dodge, Affects All Attacks, Abort
Escape	var.	4	+0	+0	+15 STR vs. Grabs
Nerve Punch		4	-1	+1	2d6 NND†
Punch/Kick		4	+0	+2	STR +2d6 Strike
Hand Chop		4	-2	+0	HKA (2 DC)
Takeaway		5	+0	+0	Grab Weapon, +10 STR to Take Weapon Away
Takedown		3	+1	+1	STR Strike, Target Falls
Skills KS: Sis-Naun WF: Common Melee Weapons WF: Off-Hand Breakfall Concealment Stealth					
Elements +1 Use Art with Swords/Blades (knives such as the Sis-Ganj & short swords are preferred)					
Style Disadvantage					-10
Optional Rules The Kick maneuver takes a location roll of 3d6; the Nerve Punch, Hand Chop, and Punch take location rolls of 2d6+1; the Choke is automatically a head shot (no extra damage).					

EBITRA (SHANTHIC MARTIAL ART)

A Shanthic fighting technique in which they use Isho to direct their limbs into deadly implements. It is the preferred method of disabling close opponents due to the difficulty of unweaving in melee. Most humans don't even know of this art's existence. Player Characters may not select it.

In Hero System terms, it is not a true Martial Art, but a collection of Powers. This is due to it's unique basis in Isho manipulation.

Isho Leap

By channeling Ebba Isho through the legs, the Shantha is able to hurl his body over greater distances. This is frequently used to perform Move By/Move Through maneuvers.

Superleap: 5" w/Moon Skill Roll: Ebba

Active Cost: 5 Real Cost: 5 END: 1

Isho Swiftess

Similar to the Isho Leap, this maneuver channels Ebba Isho through the legs. In this case, it increases the Shantha's running speed.

+4" Running

Active Cost: 8 **Real Cost:** 8 **END:** 1

Isho Vitality

Directs Ebba Isho into the Shantha's body itself, amplifying his inner strength and repairing damaged tissue. The Shantha must concentrate for an entire Phase, allowing the Isho to flow through him before the Aid takes effect.

2d6 Aid; Any Physical Characteristic (+°); Self Only (-); Extra Time: Full Phase (-); Concentrate: 0 DCV (-); 2x END (-)

Active Cost: 25 **Real Cost:** 8 **END:** 5

Whirling Isho Evasion

Harnesses the power of Isho to hurl the body in an unpredictable spinning evasive maneuver.

+3 Combat Skill Levels: H-to-H; Requires Moon Skill Roll: Ebba (-)

Active Cost: 15 **Real Cost:** 10 **END:** 2

Painful Isho Defense

This allows the practitioner to block an incoming strike and simultaneously deliver a deadly burst of Isho to the attacker. The practitioner must prepare for a moment beforehand, gathering energy and bracing for the attack. For this reason, it is usually used only in the initial exchange of blows.

4d6 Physical EB; Damage Shield (+); Requires Successful Block Roll (-); Extra Time: Full Phase (-); Concentrate: DCV Throughout (-)

Active Cost: 30 **Real Cost:** 12 **END:** 3

Pushing Isho Hands

The practitioner using this maneuver grabs his opponent and sends a hammering shock wave of force through the body, hurling the opponent through the air for several meters (and frequently into another object – such as a stone wall). The opponent usually ends up prone as well as bruised.

+18 STR; Only to Throw Opponent (-); Must Follow Successful Grab Maneuver (-)

Active Cost: 18 **Real Cost:** 9 **END:** 4

Isho Storm Attack

This maneuver is accomplished by channeling Isho through both arms, hurling them about at incredible speed. This allows the practitioner to strike an opponent with several blows at once, or to strike more than one opponent in the same hex.

2d6 Physical EB; Auto-fire: 5 strikes (+); No Range (-)

Active Cost: 15 **Real Cost:** 10 **END:** 2

Thailiers of Isho

Uses a shaped cone of coherent Isho energy around the hand (or foot) to shatter the opponent's defenses and deliver a deadly strike.

1d6-1 HKA; Armor Piercing (+)

Active Cost: 15 **Real Cost:** 15 **END:** 2

Isho Strike

Uses Isho around the hand (or foot) to increase damage done in hand-to-hand combat.

4d6 HA

Active Cost: 12 **Real Cost:** 12 **END:** 2

Spinning Isho Discs

By spinning the arms rapidly while trailing waves of Isho, arrows and other projectiles may be deflected. Since this is an Isho skill, use ICV + Ebba Moon Skill Level instead of OCV.

Missile Deflection & Reflection: Arrows & Projectiles.

Active Cost: 10 **Real Cost:** 10 **END:** 1

CONVERTING SKILLS

Use the following chart to translate a Skyrealms of Jorune character's skill into a Hero System skill. Cross reference the Skyrealms' character's Skill Rank with the difficulty of the skill. The result determines the character's skill roll in the corresponding Hero System skill.

If more than one Skyrealms skill cross-references to the same Hero System skill, then add half the listed skill ranks

for each additional cross-reference (rounding up, as usual). Base adds +1 skill level, FAM adds no levels.

Example: *Tolgo has Hide in City at Seasoned, and Searching at Experienced. Both skills may be converted to either Stealth or Shadowing. The Sholari chooses Shadowing for both. Tolgo's Skill Rank in Hide in City (easy skill) gives him base+6, or 17- in the skill. His Skill Rank in Searching would normally give him base+3, but since he already has the skill, he receives half the skill level bonus, or +2 (3/2 = 1.5 = 2 rounded up). Tolgo's new skill roll in Shadowing is 19-.*

Skill Rank	Skill's Difficulty			
	Easy	Moderate	Hard	Very Hard
Unfamiliar	-	-	-	-
Familiar	base	base	base	FAM
Experienced	+3	+2	+1	base
Seasoned	+6	+4	+2	+1

SKILL CONVERSION RESULT	
Conversion Result is	Explanation
-	The character has no familiarity with the skill
FAM	The character has a 1-point Familiarity with the skill (8-)
base	The character has the base value of the skill (but no extra skill levels). Characteristic-based skills start at the customary value of 9+(CHAR/5). General skills start at 11-. Knowledge skills are INT-based. Professional skills are based on an appropriate Characteristic, or 11-.
+n	The total bonus in Skill Levels with that skill (not cumulative with lower Skill Ranks - i.e. Experienced in an Easy Skill is base+3; Seasoned is base+6, not base+3+6).

SKILL EQUIVALENCY CHARTS

Practical Knowledge

Skyrealms of Jorune Skill	Hero System Skill
Flora Recognition (E)	KS: Flora
Fauna Recognition (E)	KS: Fauna
Geography (VH ³)	Area Knowledge (generally larger regions)
Geology (VH*)	KS: Geology
Traveler (E)	Area Knowledge (generally cities & towns)
History (VH*)	KS: History
Lore (E)	KS: Fables & Lore
Current events (E)	KS: Current Events
Earth-Tec (VH*)	Earth-Tec Operation
Bio-Tec (VH*)	Bio-Tec Operation
Arithmetic (E/VH ⁴)	PS: Accounting or Science: Mathematics
Weather (E)	PS: Weather Prediction

Melee Weapons

Skyrealms of Jorune Skill	Hero System Skill
Defend Without Weapon	+1, +2 or +3 With Unarmed Block for Familiar, Experienced, or Seasoned, respectively
Defend With Shield	+1, +2 or +3 DCV With Shield for Familiar, Experienced, or Seasoned, respectively
Entangle	+1, +2 or +3 With Weapon Bind ⁵ for Familiar, Experienced, or Seasoned, respectively
Tackle	+1, +2 or +3 With Grab Attacks for Familiar, Experienced, or Seasoned, respectively ⁶
Advance	+1, +2 or +3 with tight group of character's choosing
Withdraw	+1, +2 or +3 with tight group of character's choosing

³ This skill is technically listed as Easy. It is considered Very Hard for purposes of conversion. The equivalent Iscin skill is considered more effective.

⁴ If converted to PS: Accountant, the difficulty is Easy (as listed). If converted to Science: Mathematics, the difficulty is considered Very Hard for purposes of conversion.

⁵ This maneuver is listed in Fantasy Hero (p.88)

⁶ Experienced characters may select Martial Throw, instead. Seasoned may select +1 to Martial Throw

Common Skills (all Easy)

Skyrealms of Jorune Skill	Hero System Skill
Bargain	Trading
Bribe	Bribery
Fast Talk	Persuasion
Getting Around	AK: (specific cities)
Hide in City	Stealth or Shadowing
Searching	Stealth or Shadowing
Tailing	Shadowing
Silent Movement	Stealth
Contacts	Streetwise or equivalent points in PERK: Contacts
Bureaucracy	Bureaucratics
Gaming	Gambling

Information Search	PS: Library Researcher
Teaching	PS: Teacher
Conceal Self in Wild	Tracking
Tracking	Tracking
Cooking	PS: Cook
First Aid	Paramedic
Foraging	Survival
Wilderness Travel	Navigation
Jump	Athletics; or +1, +2 or +3 inches of Leaping for Familiar, Experienced or Seasoned, respectively
Climbing	Climbing
Swim	+1, +2 or +3 inches of Swimming for Familiar, Experienced, or Seasoned, respectively

Occupation Specific Skills

Skyrealms of Jorune Skill	Hero System Skill
Carpentry (M)	PS: Carpenter
Farming (M)	PS: Farmer
Fishing (M)	PS: Fisherman
Sailing (E)	PS: Sailor
Writing (H)	PS: Writer
Pick pockets (VH)	Sleight of Hand
Underground info (H)	Streetwise
Set traps (M)	Security Systems
Pick locks (H)	Lockpicking
Shipwright (H)	PS: Shipwright
Medicine (VH)	Paramedic or KS: Medicine
Creature care (H)	PS: Veterinarian
Crystal cutting (H)	Crystal Cutting
Limilate finding (M)	KS: Limilates
Limilate preparation (H)	Limilate Preparation

Performance Arts

Skyrealms of Jorune Skill	Hero System Skill
Acting (H)	Acting
Dancing (H)	PS: Dancer
Juggling (H)	PS: Juggler
Prestidigitating (H)	Sleight of Hand
Orating (H)	Oratory
Story telling (H)	PS: Storyteller

Classical Arts

Skyrealms of Jorune Skill	Hero System Skill
Painting (H)	PS: Painter
Carving (H)	PS: Woodcarver
Sculpting (H)	PS: Sculptor

Music Skills

Skyrealms of Jorune Skill	Hero System Skill
Instruments (H)	PS: Musician (dichandra stones, jampers, tenter shines, whosins, or synths)
Singing (H)	PS: Singer

Animal Handling

Skyrealms of Jorune Skill	Hero System Skill
Thombo (H)	Animal Handling (or KS: Thombo)
Talmaron (H)	Animal Handling (or KS: Talmaron)
Bochigon (VH)	Animal Handling (or KS: Bochigon)
Horses (M)	Animal Handling (or KS: Horses)
Tarro (VH)	Animal Handling (or KS: Tarro)
Pibber (M)	Animal Handling (or KS: Pibber)

Classical Iscin Skills

Skyrealms of Jorune Skill	Hero System Skill
History (VH)	KS: History
Literature (VH)	KS: Literature
Mathematics (VH)	Science: Mathematics
Languages (H)	Skill Enhancer: Linguist (+1 point in Languages per point above base)
Philosophy (VH)	KS: Philosophy

Iscin Field Science

Skyrealms of Jorune Skill	Hero System Skill
Biology (H)	Science: Biology
Earth-Tec Operation/Modification (H)	Science: Earth-Tec
Bio-Tec (VH)	Science: Bio-Tec
Geography (H)	Science: Cartography or Area Knowledge(s)
Geology (H)	Science: Geology
Isho Weather (H)	Science: Isho Weather or PS: Isho Weather Prediction
Physics (VH)	Science: Physics or Mechanics
Astronomy (VH)	Science: Astronomy

Interaction Skills

Skyrealms of Jorune Skill	Hero System Skill
Military Etiquette (H)	Bureaucrats or KS: Military Etiquette
Caji Etiquette (H)	KS: Caji Etiquette
Thriddle Madness Etiquette (H)	KS: Thriddle Madness

PERKS

FRINGE BENEFITS

Cost	Notes
1 point	Challisk (i.e. Tauther)
5 points	Drenn
8 points	Kesht
2 points	Kimit seat*
3 points	Kim seat*
3 points	Chell (small city)*
5 points	Chell (large city)†
8 points	Lystrat†
10 points	Sage†
20 points	Dharsaget†
15 points	Ardothian Council Member†
5 points	Ambassador*
2 points	Yord/Daijic identification
3 points	Calt
3 points	Calprin
5 points	Yordin
5 points	Yorliss*
2 points	Yiordeh license
2 points	Githerin license
2 points	Condrij license
1 point	Klade certificate
3 points	Captain
5 points	Commander*
8 points	General†

* These perks are usually only open to Drenn
 † These perks are usually only open to Kesht

MONEY

The base unit of Burdothian currency is the Gemlink. It is a crystal marked with the seal of the Dharsage, or marked by a laser torch (since the Energy Weapons War).

A Gemlink is roughly equivalent to US \$100.

Burdothian Currency		
Unit	Informal	Value (in gemlinks)
Bit	Bit	0.001
Gemule	Yule	0.01
Gemlink	Link	1
Gem	Gem	10
Gemcluster	Cluster	100
Gemstar	Star	1000

TALENTS

ISHO MANIPULATION

Most creatures on Jorune (including Terrans) respond to the ebb and flow of Isho. This is what gives them the ability to learn Signature Skills and Interference. However, only certain creatures – mostly natives of Jorune – have a physiology capable of absorbing, storing and manipulating this ubiquitous form of energy.

This talent allows creatures who possess it to weave stored Isho energy into orbs or bolts called Dyshas. Such manipulation of energy can have remarkable effects, and characters adept at weaving Dyshas can become extremely powerful. For this, they are feared by many in human societies.

This Talent must be included as part of a Racial Package Deal. As always, the Sholari can override this requirement, but it is not recommended.

Isho Manipulation Cost: 2 Character Points for a single Dysha; 5 Character Points for unlimited Dysha ability; +5 Character Points if the character doesn't need to kern.

DISADVANTAGES

ISHO INSENSITIVE

The body of a character with this Disadvantage is incapable of absorbing, storing or manipulating Isho. All Isho-related

Characteristics are automatically zero value (i.e. – Isho, Color, Color Points, Isho Points, Isho Recover and Isho Speed. No additional Character Points are gained by this reduction in Characteristics).

Such characters have no (and cannot learn) Signature Skills, Tra-sense Skills, or to weave or interfere with Dyshas.

Even though such a creature has no Isho, they still possess a signature (all Moons register zero), so they are visible to Signature Sense. However, they are completely invisible to Tra-Sense (no fringe).

This Disadvantage must be included as part of a Racial Package Deal, except with special GM's permission. Native Jorune or Terran life forms are almost never found with this Disadvantage.

Isho Insensitive Bonus: 10 Character Points

CAN'T INTERFERE

The character is sensitive to the ebb and flow of Isho, but cannot Interfere with incoming Dyshas.

This Disadvantage must be included as part of a Racial Package Deal, except with special GM's permission.

Can't Interfere Bonus: 5 Character Points

NO SIGNATURE SENSE

The character with this Disadvantage is unable to perceive the Isho signatures of other creatures. They may, however, possess other senses which allow them normal perception of their world. This does not render a creature totally blind.

This Disadvantage must be included as part of a Racial Package Deal, except with special GM's permission.

No Signature Sense Bonus: 5 Character Points

PLAYER CHARACTER RACES

The following races may be selected by Player Characters:

HUMAN

Pure-strain humans are the majority in Burdoth, and so all other Packages are relative to the average human.

MUADRA

Muadra – Racial Abilities Package		
Ability		Cost
Increased CHAR maxima	COLOR 25	10
	IPTS 70	10
	PRE 23	3
Isho Manipulation (unlimited)		5
Detect Isho (Tra-Sense)		13
Disadvantages		
Package Bonus		-3
Decreased CHAR maxima	STR 16	-2
	CON 16	-4
	BODY 16	-4
No Signature Sense		-5
Can't Interfere		-5
Distinctive Features: Muadra (Easily Concealable; Major Reaction)		-10
Package Cost		8

Muadra – Cultural Abilities Package	
Skill	Cost
KS: Cajji Etiquette 11-	2
KS: Isho Weather 11-	2
KS: Moons Astronomy 11-	2
+1 Moon Skill Levels (4 moons)	5
Crystal Cutting 11-	3
Naull Reading 11-	3
Disadvantages	
Package Bonus	-3
Prejudice against racial enemies (Co, Mod)	-10
Package Cost	4

BOCCORD

Boccord – Racial Abilities Package		
Ability		Cost
Increased CHAR maxima	STR 23*	3
	BODY 23*	6
	PRE 23	3
	STUN 55*	5
	COLOR 23	6
Growth (5pts); Always On; 0 END (Persistent); 2x Mass; 1" KB; -2 DCV; +2 to PER rolls against character; 2x Height & Width	(+5 STR)	7
	(+1 BODY) (+1 STUN)	
+2" Running (8" total)		4
* Bonuses for Growth/Density Increase do not apply to maxima		
Disadvantages		
Package Bonus		-3
Decreased CHAR maxima	DEX 18	-3
	INT 18	-1
	COM 16	-1
	SPD 3	-5
Distinctive Features: Boccord (not concealable)		-15
Package Cost		6

Boccord – Cultural Abilities Package (Ros-Crendor)	
Skill or Ability	Cost
+3 to Signature Skills (PER and COLOR rolls)	6
+1 Moon Skill Levels (All Moons)	8
WF: Longbow	1
+1 with Bows	3
Animal Handling 11-	3
Disadvantages	
Package Bonus	-3
Lives by code of Kree (Co, Mod)	-10
Package Cost	8

WOFFEN

Woffen – Racial Abilities Package		
Ability		Cost
Increased CHAR maxima	DEX 23	9
	COLOR 23	6
	SPD 5	10
1 pip HKA (Teeth)		5
Discriminatory Smell		5
+2 PER (Hearing & Smell)		8
Armor: 2 PD 2 ED		6
+2" Running (only on all fours)		3
Isho Manipulation (1 Dysha: Power Hold)		2
Disadvantages		
Package Bonus		-3
Decreased CHAR maxima	STR 18	-1
	CON 18	-2
	ISHO 16	-4
-2 PER (Sight)		-4
Can't Interfere		-5
Weakness for liquor (Co, Mod)		-10
Distinctive Features (Concealable with Major Effort; Major Reaction)		-15
Package Cost		10

Woffen – Cultural Abilities Package	
Skill or Ability	Cost
Conversation 11-	3
Dysha Weaving 11-	3
Tracking 11-	3
Tactics (Pack) 11-	3
FAM: Sailing 8-	1
+2 Moon Skill Levels (Ebba, Gobey)	6
+1 Moon Skill Levels (Ebba)	2
Dysha: Power Hold	6
Disadvantages	
Package Bonus	-3
Prejudice against racial enemies (Co, Mod)	-10
Package Cost	14

CRUGAR

Crugar – Racial Abilities Package		
Ability		Cost
Increased CHAR maxima	STR 25	5
	DEX 25	15
	SPD 5	10
1 pip HKA (Teeth & Claws)		5
1d6-1 HKA (Hind Claws); Must Follow Grab (-)		7
+10 PRE; fear only (-); while roaring (- ^o)		6
+2 PER (Hearing & Smell)		8
Armor: 2 PD 2 ED		6
+3" Running (only on all fours)		4
Breakfall 11-		3
Superleap: x2 (8") non-combat		5
Isho Manipulation (1 Dysha: Lightning Blast)		2
Disadvantages		
Package Bonus		-3
Decreased CHAR maxima	INT 16	-2
	EGO 18	-2
	ISHO 16	-4
	COLOR 14	-6
-3 Ranged Skill Levels (Poor aim)		-9
Can't Interfere		-5
Distinctive Features (Concealable with Major Effort; Major Reaction)		-15
Easily provoked – Enraged when offended (Co-, 14-, Rec 8-)		-15
Package Cost		15

Crugar – Cultural Abilities Package	
Skill	Cost
Acrobatics 11-	3
Dysha Weaving 11-	3
Shadowing 11-	3
Stealth 11-	3
WF: Swords	1
+1 Moon Skill Levels (Desti)	2
Dysha: Lightning Blast (Crugar Variant)	5
Disadvantages	
Package Bonus	-3
Prejudice against racial enemies (Co, Mod)	-10
Package Cost	5

BRONTH

Bronth – Racial Abilities Package		
Ability		Cost
Increased CHAR maxima	STR 23*	3
	BODY 23*	6
	PRE 25	5
	STUN 60*	5
Growth (5pts); Always On; 0 END (Persistent): 2x Mass; 1" KB; -2 DCV; +2 to PER rolls against character; 2x Height & Width	(+5 STR)	7
	(+1 BODY) (+1 STUN)	
Density Increase (5pts); Always On; 0 END (Persistent): -1" KB; +1 PD/ED; 2x Mass	(+5 STR)	7
1 pip HKA (Teeth & Claws)		5
Discriminatory Smell		5
+1 PER (Hearing & Smell)		4
Armor: 2 PD 2 ED		6
Isho Manipulation (unlimited); Can't weave until middle-aged (- ^o)		4
Detect Isho (Tra-Sense)		13
* Bonuses for Growth/Density Increase do not apply to maxima		
Disadvantages		
Package Bonus		-3
Decreased CHAR maxima	EGO 18	-2
	ISHO 16	-4
	COLOR 14	-6
No Signature Sense		-5
Can't Interfere		-5
Abhors Slavery (Unc, Str)		-10
Distinctive Features (Not Concealable)		-15
Package Cost		20

Bronth – Cultural Abilities Package	
Skill	Cost
Animal Handler (Tarro & Pibber) 11-	3
Sacrifice Throw (tripping – falls on victim)	3
FAM: Tactics 8-	1
Tracking 11-	3
KS: Iscin Legends 11-	3
PS: Bronth Strategy Games (e.g. Doora) 11-	3
WF: Swords	1
Disadvantages	
Package Bonus	-3
Prejudice against racial enemies (Co, Mod)	-10
Package Cost	4

NON-PLAYER RACES

ACUBON/SALU

Racial Abilities Package – Acubon		
Ability		Cost
Increased CHAR maxima	STR 25	5
	CON 25	10
	END 60	5
Life Support: Underwater Breathing		5
Life Support: Cold		3
+3 PER Rolls in Water		6
+4" Swimming		4
Disadvantages		
Package Bonus		-3
Decreased CHAR maxima	INT 16	-2
	ISHO 16	-4
	COLOR 18	-2
Underwater breathing degenerates slowly when out of water		-5
Distinctive Features: Acubon (Concealable with Major Effort; Major Reaction)		-15
Package Cost		7

Racial Abilities Package – Salu		
Ability		Cost
Increased CHAR maxima	STR 23	3
	CON 23	6
	END 60	5
Life Support: Underwater Breathing		5
Life Support: Cold		3
+3 PER Rolls in Water		6
+4" Swimming		4
Disadvantages		
Package Bonus		-3
Decreased CHAR maxima	ISHO 16	-4
	COLOR 18	-2
Underwater breathing degenerates slowly when out of water		-5
Distinctive Features: Salu (Concealable with Major Effort)		-10
Package Cost		8

Cultural Abilities Package – Acubon	
Skill	Cost
Survival 11-	3
AK: Ocean 11-	2
WF: Spears	1
+1 Combat Skill Levels w/Hand-to-Hand	5
+2 Combat Skill Levels w/Spears	6
PS: Ocean Husbandry 11-	2
PS: Current Occupation 11-	2
Disadvantages	
Package Bonus	-3
Ethnocentric & Territorial (Co, Str)	-15
Package Cost	3

Cultural Abilities Package – Salu	
Skill	Cost
PS: Shipwright 11-	2
PS: Sailor 11-	2
KS: Salu Chausis Construction 11-	2
Language: Entren (Fluent Conversation)	2
Disadvantages	
Package Bonus	-1
Reputation 8-	-5
Package Cost	2

BLOUNT

Most Blount are, on average, physically and mentally quite inferior to the other major races. Accordingly, they usually are generated as Incompetent Normals. Their leaders are often built as Normals. A Skilled Normal is a true hero among Blount.

Racial Abilities Package – Blount		
Ability		Cost
Swimming +6"		6
Superleap x2 non-combat		5
Concealment 11-		3
Disadvantages		
Package Bonus		-2
Decreased CHAR maxima	STR 18	-2
	CON 16	-4
	INT 12	-4
	ISHO 14	-6
	COLOR 14	-6
Skin must be kept moist to remain comfortable		-5
Distinctive Features (Not Concealable)		-15
Package Cost		-30

Cultural Abilities Package – Blount		
Skill		Cost
AK: Swamp 11-		2
KS: Swamp Flora & Fauna 11-		2
KS: Limilates 11-		2
PS: Current Occupation 11-		2
PS: Prepare "Mathin" Limilate 11-		2
WF: Swords		1
+1 OCV w/Knives		2
Disadvantages		
Package Bonus		-2
Xenophobic (Co, Mod)		-10
Package Cost		1

CLEASH

Racial Abilities Package – Cleash		
Ability		Cost
Increased CHAR maxima	BODY 23*	6
	STUN 55*	5
Growth (5pts); 0 END, Persistent (+1); Always On (-); Doesn't add to STR (-); 2x Mass; 1" KB; -2 DCV; +2 to PER rolls against character; 2x Height & Width	(+1 BODY) (+1 STUN)	5
Armor: 5 PD 5 ED (Carapace)		15
Extra Limbs (2)		5
+2 Hearing Perception		4
+4 Smell Perception		8
1d6 HKA, Reduced Penetration (-) – Mandibles		12
Capsule Pouch (see below)		11
2d6 EGO Drain; Recovery every Hour (+æ); Area Effect: 10" Radius (+1°); 0 END, Persistent (+1); Always On (-); Only against Scarmis (-1); Only applies when resolving effects of Mind Control (-1); Victim must see canther (-)		20
10d6 Mind Control; Limited Range: 10" (-); Only against Scarmis (-1)		20
* Bonuses for Growth/Density Increase do not apply to maxima		
Disadvantages		
Package Bonus		-3
Decreased CHAR maxima	STR 16	-4
	INT 12	-4
	DEX 16	-6
Isho Insensitive		-10
STR when using one-handed melee weapons		-5
Joints Creak (-8 to Stealth rolls when moving)		-10
x5 END for Running at Full Move (i.e. – 1 END per 1")		-5
Hostile disposition (Co, Str)		-15
Distinctive Features: Cleash (Not Concealable, Extreme Reaction)		-25
Package Cost		24

Cultural Abilities Package – Cleash	
Skill	Cost
WF: Pole Arms	1
WF: Crossbows	1
+2 w/Pole Arms or Crossbow	6
+1 w/Hand-to-Hand	5
+2 Ranged Skill Levels: Capsules	4
PS: Current Occupation 11-	2
Tactics 11-	3
FAM: Sailing 8-	1
Disadvantages	
Package Bonus	-2
Consuming hatred of Shanthas (Unc, Total)	-15
Package Cost	4

Cleash Capsule Pouch

The Cleash can create and store up to 8 capsules in any combination. The capsules are considered recoverable since they can generate more (at a rate of about 1 minute, each). It is extraordinarily impractical for a Cleash to attempt to create more capsules while in combat.

Individual Cleash may vary genetically in the kinds of capsules they can create, including some not listed here. The set represented here is the most commonly encountered configuration.

Cost	Powers	End
2	Multipower [10 pt pool]; Fragile OAF: Capsule (-1); Independent (-2); Charges: 8, Recoverable (-0)	[8c]
1μ	Fire – 3d6 RKA (Heat); Capsule Limitations (-3)	
1μ	Cold – 9d6 EB (Cold); Capsule Limitations (-3)	
1μ	Smoke – Darkness, 2 ” Radius; Continuous: 5 Minutes (+1); Affected by winds (-°); Capsule Limitations (-3)	
1μ	Repel – Telekinesis: 16 STR; Explosion (+); Works against CON, not STR (+); Continuous: 5 Minutes (+1); Affects all parts of target (-°); Only to cause nauseous retching from stench (-1); Explosion area affected by winds (-°); Must be inhaled (-1); Capsule Limitations (-3)	
1μ	Blinder – 2d6 Entangle, Stops Normal Sight; Continuous: 5 Minutes (+1); Explosion (+); Works against CON, not STR (+); No DEF (-1); Explosion area affected by winds (-°); Must be inhaled (-1); Capsule Limitations (-3)	
1μ	Flare – Change Environment: Light, 8” Radius; Continuous: 1 Hour (+1°); Capsule Limitations (-3)	
1μ	Knock Out – 3d6 EB; NND (+1); Explosion (+); Continuous: 5 Minutes (+1); Explosion area affected by winds (-°); STUN Only (-); Must be inhaled (-1); Capsule Limitations (-3)	
1μ	TJ – 6d6 Physical EB; Explosion (+); Capsule Limitations (-3)	
1μ	Tangler – 14d6 Entangle, No DEF (-1); Capsule Limitations (-3)	

CORASTIN

Racial Abilities Package – Corastin		
Ability		Cost
Increased CHAR maxima	STR 28*	8
	BODY 23*	6
	PRE 28	8
	STUN 60*	10
Growth (10pts); Always On; 0 END (Persistent): 4x Mass; 2" KB; -2 DCV; +2 to PER rolls against character; 2x Height & Width	(+10 STR) (+2 BODY) (+2 STUN)	13
1d6+1 HKA, reduced penetration (- ^o) – claws		16
+2 PD		2
Damage Reduction: 25% Resistant – crudge armor		15
Linguist		3
* Bonuses for Growth/Density Increase do not apply to maxima		
Disadvantages		
Package Bonus		-3
Decreased CHAR maxima	DEX 14	-9
	INT 12	-4
	SPD 3	-5
Isho Insensitive		-10
-4 PER (Sight and Hearing)		-10
Irritated by cold weather (mild crudge itching)		-5
Distinctive Features (Not Concealable)		-15
Package Cost		20

Cultural Abilities Package – Corastin		
Skill		Cost
WF: Clubs		1
+4 w/Clubs		12
PS: Current Occupation 11-		2
Disadvantages		
Package Bonus		-2
Territorial (Co, Str)		-15
Package Cost		-2

CROID

Racial Abilities Package – Croid		
Ability		Cost
Increased CHAR maxima	STR 28*	8
	BODY 25*	10
	PRE 33	13
	STUN 60*	10
Growth (15pts); Always On; 0 END (Persistent): 8x Mass; 3" KB; -2 DCV; +2 to PER rolls against character; 2x Height & Width	(+15 STR) (+3 BODY) (+3 STUN)	20
+2 SPD; Extra Time: Full Phase; Costs END to use; x3 END (6 pts per Phase)		7
+3 PD		3
Damage Resistance: 3 pts PD/ED – crudge armor		3
Damage Reduction: 25% Resistant – crudge armor		15
* Bonuses for Growth/Density Increase do not apply to maxima		
Disadvantages		
Package Bonus		-3
Decreased CHAR maxima	DEX 14	-9
	INT 8	-6
	SPD 2	-10
Isho Insensitive		-10
Cannot endure cold weather (severe crudge itching)		-10
x1 STUN from Cold Attacks (Unc)		-5
x2 BODY from attacks hitting neck-glands (Unc)		-10
Distinctive Features (Not Concealable, Major Reaction)		-20
Package Cost		6

Cultural Abilities Package – Croid		
Skill		Cost
WF: Clubs		1
+4 w/Clubs		12
+4 Ranged Skill Levels w/Thrown Objects		8
Disadvantages		
Package Bonus		-3
Territorial (Co, Str)		-15
Package Cost		3

RAMIAN

Racial Abilities Package – Ramian		
Ability		Cost
Increased CHAR maxima	DEX 28	24
	SPD 6	20
	Running 12"	4
Armor: 3 PD 3 ED – exoskeleton		12
+3" Running		6
+2 PER (Sight and Hearing)		8
Disadvantages		
Package Bonus		-3
Decreased CHAR maxima	INT 18	-1
Isho Insensitive		-10
Recover only 1 BODY per month from wounds (see Shirm-eh Limilate)		-15
Distinctive Features: Ramian (Not Concealable, Major Reaction)		-15
Package Cost		30

Cultural Abilities Package – Ramian Gire	
Skill	Cost
PS: Sailor 11-	2
+3" Swimming	3
Climbing 11-	3
WF: Common Melee Weapons	2
+2 w/Favorite Weapon (usually Ramian Hard Sword or Bola)	6
+2 Ranged Skill Levels w/Bola	4
KS: Shirm-eh Limilate 11-	2
AK: Ports of call (choose routes)	2
Choose two from the following list: Navigation, Paramedic, Streetwise, Tactics, Trading, PS: Daij Fishing, PS: Shipwright	6
Disadvantages	
Package Bonus	-3
Fear of Shantha (Unc, Str)	-10
Xenophobic (Co, Str)	-15
Package Cost	2

SCARMIS

Racial Abilities Package – Scarmis		
Ability		Cost
Increased CHAR maxima	DEX 23	9
	CON 23	6
	STUN 55	5
Armor: 5 PD 5 ED (Carapace)		15
Extra Limbs: Legs; not prehensile (- ^o)		4
+3" Running		6
+2 Hearing Perception		4
+2 Smell Perception		4
Scarmis Fluid Attack (see below)		10
Disadvantages		
Package Bonus		-3
Decreased CHAR maxima	INT 12	-4
Isho Insensitive		-10
Joints Creak (-8 to Stealth rolls when moving)		-10
Vulnerable to Cleash Mental Attacks (x1 Active Pts)		-10
Distinctive Features: Scarmis (Not Concealable, Major Reaction)		-20
Package Cost		6

Cultural Abilities Package – Scarmis	
Skill	Cost
Linguist (thick accent - ^o)	2
Language: Cleash (Completely fluent w/accnt)	2
WF: Pole arms (Spear)	1
WF: Javelins (Spear)	1
+2 w/Spears	4
+2 Ranged Skill Levels w/Spears	4
+2 Ranged Skill Levels w/Fluid Attack	4
PS: Current Occupation 11-	2
Disadvantages	
Package Bonus	-3
Doesn't understand human society	-15
Package Cost	2

Scarmis Fluid Attack

The sticky fluid ejected by Scarmis can be used for a number of different effects. Each Scarmis carries enough fluid for 4 attacks per day.

The entangle represents the use of the fluid for hunting small creatures. The extra time limitation begins *after* the

target is hit by the fluid, and represents the time required for the fluid to solidify. If the target can be cleaned completely before the fluid hardens, it is free of the entangle. As a special effect of this power, larger creatures which are hit in the head (i.e. – eyes) are blinded until it can be wiped free. If the goo hardens it will cause damage when removed (as specified in Entangle rules). The character can wait a week or so until it flakes off, or pay a specialized cleaning service to remove it.

The minor transform represents the effect that the fluid has on clothing and similar articles. Fine materials like silk can be completely ruined by the stuff. Even while still in liquid form it is extraordinarily difficult to remove from clothing

and other items (i.e. – this power takes effect immediately). The cleaning services mentioned above can sometimes successfully repair Scarmis-soiled clothing.

SHANTHA

Racial Abilities Package – Shantha		
Ability		Cost
Increased CHAR maxima	DEX 25	15
	CON 23	6
	INT 25	5
	PRE 23	3
	ISHO 28	16
	COLOR 28	16
	IPTS 70	10
	IREC 20	20
Isho Manipulation (unlimited, no kerning)		10
True Tra-Sense		45
+6 Tra-Sense Perception		12
+2 Hearing Perception		4
Images: Any Sound; No Range (-); Requires Skill Roll: Mimicry (-)		5
Disadvantages		
Package Bonus		-3
Blind to Vision Sense Group		-5
Can't Interfere		-5
Package Cost		154

Cost	Powers	End
8	Multipower [8 pt pool]; Charges: 4	[4c]
1μ	2d6 Entangle, Impervious to Vision; Both Take Damage (+ ⁰); Reduced Range: Normal (- ⁰); Only on small targets (human-sized, or less) (-); Extra Time: 5 Minutes (-2)	
1μ	2d6 Minor Transform (soil clothing & personal items); Reduced Range: Normal (- ⁰)	

Cultural Abilities Package – Shantha (Sholari)	
Skill	Cost
KS: Own Shanthic Sect 11-	2
Dysha Weaving 11-	13
20 Points in Isho Skills & Abilities: (Dysha Disguise, Caji Entropy, Falsify Signature, Mask Signature, Stabilize Warp, Unweaving)	20
+3 Moon Skill Levels (Sect's Moon)	6
+3 Moon Skill Levels (All Moons)	24
Disadvantages	
Package Bonus	0
Isolationist (Co, Str)	-15
Package Cost	0

THIVIN

Racial Abilities Package – Thivin		
Ability		Cost
Increased CHAR maxima	STAT 0	0
Disadvantages		
Decreased CHAR maxima	STAT 0	0
Package Cost		0

Cultural Abilities Package – Thivin	
Skill	Cost
skill	0
Disadvantages	
disadvantage	0
Package Cost	0

THRIDDLE

Racial Abilities Package – Thriddle		
Ability		Cost
Increased CHAR maxima	STAT 0	0
Disadvantages		
Decreased CHAR maxima	STAT 0	0
Package Cost		0

Cultural Abilities Package – Thriddle		
Skill	Cost	
skill	0	
Disadvantages		
disadvantage	0	
Package Cost		0

TOLOGRA

Racial Abilities Package – Tologra		
Ability		Cost
Increased CHAR maxima	STAT 0	0
Disadvantages		
Decreased CHAR maxima	STAT 0	0
Package Cost		0

Cultural Abilities Package – Tologra		
Skill	Cost	
skill	0	
Disadvantages		
disadvantage	0	
Package Cost		0

TRARCH

Racial Abilities Package – Trarch		
Ability		Cost
Increased CHAR maxima	STAT 0	0
Disadvantages		
Decreased CHAR maxima	STAT 0	0
Package Cost		0

Cultural Abilities Package – Trarch		
Skill	Cost	
skill	0	
Disadvantages		
disadvantage	0	
Package Cost		0

OCCUPATIONS

DYTE PUNK

Since Dyte Punks are the products of lower-class neighborhoods, and the young Muadra who fill their ranks generally received little or no indoctrination in the mainstream Muadra culture, the Muadra Cultural Abilities Package is not usually found in combination with the Dyte Punk Package Deal.

Dyte Punk Package Deal	
Skills and Talents	Cost
Dysha Weaving 11-	3
+2 Moon Skill Levels (Desti) or +2 Ranged Skill Levels w/Dyshas	4
Dysha: 1d6+1 Lightning Blast	5
Streetwise 11-	3
Stealth 11-	3
KS: Local Daijic 11-	2
WF: Swords (Knife)	1
Choose two from the following list: Bribery, Crowd Maneuver, Persuasion, Shadowing, AK: Getting Around in (home city; INT-based), KS: Cajj Etiquette (INT-based), KS: Current Events (INT-based)	6
Disadvantages	
Package Bonus	-3
Hunted by Daijic (11-, Mo Pow, Punish, Lim Geo)	-15
Poor	-5
Package Cost	4

SHERJA (THIKE FIGHTER)

Sherja Package Deal	
Skills and Talents	Cost
WF: Thikes	1
WF: Common Melee Weapons	2
Martial Arts: Thike Fighting	16
Ambidexterity	3
Breakfall 11-	3
Streetwise 11-	3
Contact: Ex-Pit Guard or Ex-Cell Mate 11-	3
Choose one from the following list: Acrobatics, Bribery, Contortionist, Paramedic, Survival, Tactics, Weaponsmith	3
Disadvantages	
Package Bonus	-3
Distinctive Features: Scars (Concealable w/Major Effort)	-10
Physical Limitation: Old Injury (character picks)	-15
Package Cost	6

GLOUNDAN SHADOW WARRIOR

Shadow Warrior Package Deal	
Skills and Talents	Cost
Stealth 11-	3
Martial Arts: Sis-Naun	10
Weapon Skills or Additional Sis-Naun Maneuvers	6
WF: Common Melee Weapons	2
AK: Gloundan Forest 11-	2
KS: Flora and Fauna 11-	2
KS: Sis-Naun 11-	2
TF: Thombo	1
Choose two from the following list: Acrobatics, Bureaucrats, Concealment, Navigation, PS: Cluslum Whistle Chanting (PRE-based), PS: Teaching (PRE-based), Riding, Shadowing, Survival, Tracking	6
Disadvantages	
Package Bonus	-3
Distinctive Features: Accent (Easily Concealed)	-5
Reputation 11-	-10
Avoids using missile weapons (Co, Mod)	-10
Package Cost	6

EX-MILITIA

Ex-Militia Package Deal	
Skills and Talents	Cost
WF: Common Melee Weapons	2
WF: Earth-Tech Small Arms	2
+1 w/Chosen Weapon Group	3
+1 OCV w/Favorite Weapon	2
PS: Militia Member	2
Familiarity (8-) with ALL of the following: Paramedic, Survival, Navigation	3
Literacy (Entren)	1
TF: Thombo, Bochigon, or Talmaron	1
Choose two from the following list: Bureaucrats, Concealment, Earth-Tec Operation, Riding, Stealth, Streetwise, Tactics, Tracking, Weaponsmith	6
Disadvantages	
Package Bonus	-3
Reputation 8-	-5
Prejudice against race/group he fought against, i.e. Crugar, Ramian, etc. (Co, Mod)	-10
Package Cost	4

BURDOTHIAN MILITARY

There are several package deals relating to the military service of Burdoth, each representing a different arm of the military.

Infantry Package Deal	
Skills and Talents	Cost
WF: Common Melee Weapons	2
WF: Earth-Tech Small Arms	2
+2 w/Chosen Weapon Group	6
+1 OCV w/a selected Pole-arm, Sword or Earth-Tec weapon	2
PS: Professional Soldier	2
Familiarity (8-) with ALL of the following: Paramedic, Survival, Navigation	3
Literacy (Entren)	1
Language: Chuan-Tse (Basic Conversation)	1
AK: Tour of duty (usually South Khodre & Temauntro border) 11-	2
TF: Thombo, Bochigon, or Talmaron	1
Choose two from the following list: Bureaucrats, Concealment, Earth-Tec Operation, Riding, Stealth, Streetwise, Tactics, Tracking, Weaponsmith	6
Disadvantages	
Package Bonus	-3
Reputation 8-	-5
Prejudice against race/group he fought against, i.e. Crugar, Ramian, etc. (Co, Mod)	-10
Reservist (as Physical Limitation, Infrequent, Slight Impairment)	-5
Package Cost	5

CAJI INFANTRY

Caji Infantry Package Deal	
Skills and Talents	Cost
Dysha Weaving 11-	3
+1 Moon Skill Levels (Ebba, Desti, Gobey, Launtra)	5
+1 Moon Skill Levels (Shal, Launtra)	3
Two or more of the following Dyshas: Power Orb, Shield, Healer and Night Eyes	10
+2 Ranged Skill Levels w/Dysha	4
WF: Swords	1
PS: Professional Soldier	2
Familiarity (8-) with ALL of the following: Paramedic, Survival, Navigation	3
Literacy (Entren)	1
Language: Chuan-Tse (Basic Conversation)	1
AK: Tour of duty (usually South Khodre & Temauntro border) 11-	2
Choose one from the following list: Bureaucrats, Concealment, Dysha Disguise, Stealth, Streetwise, Tactics	3
Disadvantages	
Package Bonus	-3
Reputation 8-	-5
Prejudice against race/group he fought against, i.e. Crugar, Ramian, etc. (Co, Mod)	-10
Reservist (as Physical Limitation, Infrequent, Slight Impairment)	-5
Watched by Daijic (8-, Mo Pow, NCI, Lim Geo)	-8
Package Cost	7

ARCHER

Archer Package Deal	
Skills and Talents	Cost
WF: Common Missile Weapons	2
WF: Swords	1
WF: Earth-Tech Small Arms	2
+1 w/Bows or Crossbows	3
+2 Ranged Skill Level w/Bows or Crossbows	4
PS: Professional Soldier	2
Familiarity (8-) with ALL of the following: Paramedic, Survival, Navigation	3
Literacy (Entren)	1
Language: Chuan-Tse (Basic Conversation)	1
AK: Tour of duty (usually South Khodre & Temauntro border) 11-	2
TF: Thombo, Bochigon, or Talmaron	1
Choose two from the following list: Bureaucrats, Concealment, Earth-Tec Operation, Riding, Stealth, Streetwise, Tactics, Tracking, Weaponsmith	6
Disadvantages	
Package Bonus	-3
Reputation 8-	-5
Prejudice against race/group he fought against, i.e. Crugar, Ramian, etc. (Co, Mod)	-10
Reservist (as Physical Limitation, Infrequent, Slight Impairment)	-5
Package Cost	5

CAVALRY

Cavalry Package Deal	
Skills and Talents	Cost
Riding 11-	3
WF: Common Melee Weapons	2
WF: Earth-Tech Small Arms	2
+2 w/Pole-arms	6
+1 OCV w/selected Pole-arm	2
PS: Professional Soldier	2
Familiarity (8-) with ALL of the following: Paramedic, Survival, Navigation	3
Literacy (Entren)	1
Language: Chuan-Tse (Basic Conversation)	1
AK: Tour of duty (usually South Khodre & Temauntro border) 11-	2
TF: Riding Animals	2
Choose one from the following list: Bureaucrats, Concealment, Earth-Tec Operation, Stealth, Streetwise, Tactics, Tracking, Weaponsmith	3
Disadvantages	
Package Bonus	-3
Reputation 8-	-5
Prejudice against race/group he fought against, i.e. Crugar, Ramian, etc. (Co, Mod)	-10
Reservist (as Physical Limitation, Infrequent, Slight Impairment)	-5
Package Cost	6

TALMARON UNIT

Talmaron Unit Package Deal	
Skills and Talents	Cost
Riding 11-	3
WF: Bows	1
WF: Swords	1
WF: Earth-Tech Small Arms	2
+1 w/Bows	3
+3 Ranged Skill Levels w/Bows	6
PS: Professional Soldier	2
Familiarity (8-) with ALL of the following: Paramedic, Survival, Navigation	3
Literacy (Entren)	1
Language: Chuan-Tse (Basic Conversation)	1
AK: Tour of duty (usually South Khodre & Temauntro border) 11-	2
TF: Talmaron	1
Choose one from the following list: Bureaucrats, Concealment, Earth-Tec Operation, Stealth, Streetwise, Tactics, Tracking, Weaponsmith	3
Disadvantages	
Package Bonus	-3
Reputation 8-	-5
Prejudice against race/group he fought against, i.e. Crugar, Ramian, etc. (Co, Mod)	-10
Reservist (as Physical Limitation, Infrequent, Slight Impairment)	-5
Package Cost	6

MARINE

Marine Package Deal	
Skills and Talents	Cost
WF: Swords	1
WF: Earth-Tech Small Arms	2
+2 w/Chosen Weapon Group	6
+1 OCV w/selected Sword or Earth-Tec weapon	2
PS: Professional Soldier	2
FAM w/Sailing 8-	1
+2" Swimming	2
Familiarity (8-) with ALL of the following: Paramedic, Survival, Navigation	3
Literacy (Entren)	1
Language: Thowtis (Basic Conversation)	1
AK: Tour of duty (ports of call) 11-	2
Choose two from the following list: Bureaucrats, Climbing, Concealment, Earth-Tec Operation, Stealth, Streetwise, Tactics, Weaponsmith	6
Disadvantages	
Package Bonus	-3
Reputation 8-	-5
Prejudice against race/group he fought against, i.e. Crugar, Ramian, etc. (Co, Mod)	-10
Reservist (as Physical Limitation, Infrequent, Slight Impairment)	-5
Package Cost	6

CAJI

It is strongly recommended that this Package Deal be purchased in conjunction with the Muadra Cultural Package Deal.

Caji Package Deal	
Skills and Talents	Cost
Dysha Weaving 11-	3
+1 Moon Skill Levels (4 Moons)	5
+2 Moon Skill Levels (2 Moons)	6
KS: Local Kerning Bays 11-	2
KS: Local Dajjic 11-	2
Contact: Local Hishtin 11-	2
Choose two from the following list: Bribery, Bureaucracy, Dysha Disguise, Paramedic, Persuasion, PS: Isho Weather Prediction, Streetwise	6
Disadvantages	
Package Bonus	-3
Watched by Dajjic (8-, Mo Pow, NCI, Lim Geo)	-8
Advocates Muadra Rights (Co, Mod)	-10
Package Cost	5

JER (JUNGLE RUNNER)

Jer Package Deal	
Skills and Talents	Cost
Survival 11-	3
WF: Swords or Thikes	1
AK: Trinnu Jungle Lands (choose East or West) 11-	2
KS: Jungle Flora & Fauna 11-	2
KS: Limilates 11-	2
KS: Cleash 11-	2
PS: Weather Prediction 11-	2
Choose three from the following list: Climbing, KS: Caji Etiquette (INT-based), Language: Cleash (Fluent), Limilate Preparation, Paramedic, Security Systems (Traps), Stealth, Tracking, Traveler	9
Disadvantages	
Package Bonus	-3
Independent nature (Co, Mod)	-10
Reputation 8-	-5
Package Cost	5

MERCHANT

Merchant Package Deal	
Skills and Talents	Cost
Persuasion 11-	3
Trading 11-	3
KS: (Choose two races or nations)	4
KS: Thivin	2
KS: Current Events	2
PS: Accounting 11-	2
WF: Swords	1
Choose two from the following list: Bribery, Bugging (Eavesdropping), Bureaucrats, Conversation, Lipreading, Oratory, Seduction, Streetwise	6
Disadvantages	
Package Bonus	-3
Constantly seeking new deals (Co, Str)	-15
Package Cost	5

LEARSIS (HEALER)

Learsis Package Deal	
Skills and Talents	Cost
Paramedic 11-	3
KS: Medicine 11-	2
KS: Limilates 11-	2
Limilate Preparation 11-	3
Conversation 11-	3
Perk: License to heal in home city	1
Choose one from the following list: +1 Moon Skill Level (Launtra), Earth-Tec Operation, Science: Biology	2
Disadvantages	
Package Bonus	-3
Oath of Learsis (Co, Mod)	-10
Package Cost	3

ENTRIS (TRANSLATOR)

Entris Package Deal	
Skills and Talents	Cost
Linguist	3
Literacy (Entren)	1
Triddis (Completely Fluent)	3
Literacy (Triddis)	1
6 points in two or more Languages	6
Skill Enhancer: Liaison	3
KS: Etiquette for three cultures or races 11-	3
Choose two from the following list: AK: Realms of Jorune, Bureaucrats, KS: Current Events, KS: History, Oratory, PS: Writer	6
Disadvantages	
Package Bonus	-3
Watched by Drenn (Mo Pow, NCI, Geo, 8-)	-10
Reputation 8-	-5
Professional Rivalry	-5
Package Cost	3

CONDRIJ

Condrij Package Deal	
Skills and Talents	Cost
PS: Condrij 11-	2
Perk: Condrij License	2
WF: Common Melee Weapons	2
+1 w/Chosen Weapon Group	3
+1 OCV w/Favorite Weapon	2
Bureaucrats or KS: Military Etiquette 11-	3
Contact (Military) 11-	2
Stealth 11-	3
FAM: Paramedic	1
Choose three from the following list: PS: Sailor, KS: Corastin, Shadowing, Streetwise, Trading, WF: Energy Pistols, WF: Photo-Sonic Pistols, Gambling	9
Disadvantages	
Package Bonus	-3
Hostile to Rogue Condrij (Co, Mod)	-10
Reputation 11-	-10
Package Cost	6

ROGUE CONDRIJ

Rogue Condrij Package Deal	
Skills and Talents	Cost
PS: Condrij 11-	2
Perk: Condrij License	2
WF: Common Melee Weapons	2
+1 w/Chosen Weapon Group	3
+1 OCV w/Favorite Weapon	2
Shadowing 11-	3
Stealth 11-	3
KS: Current Events 11-	2
Trading 11-	3
Choose two from the following list: Bureaucratics, Contact (Patron) 11-, Streetwise, Gambling, Paramedic, 3 points in another Language	6
Disadvantages	
Package Bonus	-3
Resents 'True' Condrij (Co, Str)	-15
Reputation 8-	-5
Package Cost	5

BEASTER

Beaster Package Deal	
Skills and Talents	Cost
Animal Handler 11-	3
KS: Fauna (pick region) 11-	2
PS: Veterinarian (INT-based) 11-	3
WF: Swords	1
Knowledge Skills in three of the following: Talmaron, Bochigon, Horse, Tarro, Thombo	6
Choose two from the following list: Gambling, KS: Flora (pick region), Navigation, PS: Weather Prediction, Paramedic, Survival, Tracking, Trading	6
Disadvantages	
Package Bonus	-3
DNPC: Pet – usually Tarro (Normal, Occasionally)	-15
Package Cost	3

THOMBOC

Thomboc Package Deal	
Skills and Talents	Cost
PS: Thomboc (i.e. – herd skills)	2
Animal Handler 11-	3
KS: Thombo 11-	2
KS: Bochigon 11-	2
TF: Riding Animals	2
WF: Swords (Knives are preferred)	1
+1 Combat Skill Levels in Hand-to-Hand Combat	5
Choose two from the following list: Gambling, KS: Horse, PS: Veterinarian, PS: Cook, Riding, Survival, Tracking, Trading	6
Disadvantages	
Package Bonus	-3
Distinctive Features: Thomboc Garb & Speech (Easily Concealable)	-5
Thomboc Lifestyle: Rough and rowdy (Co, Mod)	-10
Package Cost	5

SAILOR

Sailor Package Deal	
Skills and Talents	Cost
PS: Sailor 11-	2
+3" Swimming	3
Climbing 11-	3
WF: Swords	1
AK: Ports of call (choose routes)	2
5 points in two or more Languages	5
Choose two from the following list: PS: Shipwright, KS: Acubon Etiquette, KS: Salu Etiquette, PS: Storyteller	4
Choose one from the following list: Bureaucratics, Navigation, Paramedic, Tactics, Trading	3
Disadvantages	
Package Bonus	-3
Reputation 8-	-5
Disdain for landlubbers (Co, Mod)	-10
Package Cost	5

TOTH (CITY)

City Toth Package Deal	
Skills and Talents	Cost
PS: Current trade	2
Perk: Klade certificate	1
KS: Current Events	2
Choose two from the following list: Bribery, Bureaucratics, Contact (in slightly higher social position), Crowd Maneuver, Language (choose one), Seduction, Streetwise, Trading	6
Disadvantages	
Package Bonus	-2
Watched by local Klade (Mo Pow, NCI, Lim Geo, 8-)	-8
Package Cost	1

TOTH (COUNTRY)

Country Toth Package Deal	
Skills and Talents	Cost
PS: Farmer 11-	2
FAM: Weather Prediction 8-	1
TF: Thombo 11-	1
Deduction 11-	3
Choose two of the following: Animal Handler, Language (choose one), Navigation, Paramedic, Riding, Survival, Tracking, Trading	6
Disadvantages	
Package Bonus	-2
Overwhelmed by big cities (Unc, Str)	-10
Package Cost	1

SHAST

Shast Package Deal	
Skills and Talents	Cost
PS: Shast (Innkeeper) 11-	2
PS: Accounting 11-	2
KS: Current Events 11-	2
Conversation 11-	3
Language: Thowtis (Woffen) (Fluent Conversation)	2
Skill Enhancer: Liaison	3
KS: Etiquette for three of the following: Military, Woffen, Crugar, Bronth, Boccord, Muadra	3
Choose one from the following list: Bugging (Eavesdropping), Bribery, Gambling, Persuasion, PS: Philosopher, Streetwise, Language (choose one)	3
Disadvantages	
Package Bonus	-3
Sympathetic Listener (Co, Mod)	-10
DNPC: Illidge or Inclep (Normal, Useful, 8-)	-5
Package Cost	2

YIORDEH (PRIVATE DETECTIVE)

Yiordeh Package Deal	
Skills and Talents	Cost
PS: Yiordeh 11-	2
Perk: Yiordeh license	2
Streetwise 11-	3
Deduction 11-	3
Stealth 11-	3
Shadowing 11-	3
AK: Home City 11-	2
WF: Swords	1
Choose three from the following list: Bribery, Bugging (Eavesdropping), Bureaucratics, Climbing, Crowd Maneuver, Well-Connected, Conversation, Gambling, Interrogation, KS: Current Events, Language (choose one), Lockpicking, Persuasion	9
Disadvantages	
Package Bonus	-3
Code of confidentiality (Co, Str)	-15
Watched by local Yords (Mo Pow, NCI, 8-)	-5
Package Cost	5

QUERRID

Querrid Package Deal	
Skills and Talents	Cost
PS: Querrid 11-	2
Language: Triddis (Thriddle) (Fluent Conversation)	3
Trading 11-	3
Skill Enhancer: Scholar	3
KS: Thriddle Etiquette 11-	1
KS: Fauna 11-	1
KS: Flora 11-	1
KS: Limilates 11-	1
KS: Shanthic Culture 11-	1
Choose two from the following list: Bio-Tec Operation, Bribery, Bugging (Eavesdropping), Bureaucrats, Conversation, Crystal Cutting, Earth- Tec Operation, Language: Shanthic (Fluent Conversation), Navigation, Persuasion, PS: Weather Prediction, Survival	6
Disadvantages	
Package Bonus	-3
Reputation 8-	-5
Pursues trivial facts (Co, Mod)	-10
Package Cost	4

ISCIN (CLASSICAL)

Classical Iscin Package Deal	
Skills and Talents	Cost
Skill Enhancer: Scholar	3
Skill Enhancer: Linguist	3
KS: History 11-	1
KS: Literature 11-	1
KS: Philosophy 11-	1
KS: Thriddle Etiquette 11-	1
Science: Mathematics 11-	2
Sciences (choose 2)	4
Languages (choose 2)	6
AK: (Choose region)	2
Bureaucrats 11-	3
Disadvantages	
Package Bonus	-3
Reputation 8-	-5
Watched by Dharsage (Mo Pow, NCI, 14-)	-15
Package Cost	4

ISCIN (FIELD)

Field Iscin Package Deal	
Skills and Talents	Cost
Skill Enhancer: Scientist	3
Skill Enhancer: Traveler	3
Sciences (choose 4)	4
Area Knowledge (choose 3)	3
Navigation 11-	3
KS: Flora 11-	2
KS: Fauna 11-	2
KS: History, Literature, or Philosophy (Choose two)	4
Literacy: Entren	1
Language (choose one)	3
Disadvantages	
Package Bonus	-3
Reputation 11-	-10
Watched by Dharsage (Mo Pow, NCI, 8-)	-10
Package Cost	5

YORD

Yord Package Deal	
Skills and Talents	Cost
PS: Yord 11-	2
Perk: Yord Identification	2
AK: Patrol Area 11-	2
WF: Pole-arms or Swords	1
+1 w/Chosen Weapon Group	3
KS: Current Events 11-	2
Choose three from the following list: Bugging (Eavesdropping), Bureaucrats, Conversation, Deduction, Gambling, Interrogation, Riding, Paramedic, Persuasion, Shadowing, Stealth, Streetwise	9
Disadvantages	
Package Bonus	-3
Reputation 8-	-5
Watched by superiors (Mo Pow, NCI, 8-)	-10
Package Cost	3

GITHERIN

Githerin Package Deal	
Skills and Talents	Cost
PS: Githerin 11-	2
Perk: Githerin license	2
WF: Swords (Knives are preferred)	1
AK: Local city 11-	2
KS: Current Events 11-	2
Streetwise 11-	3
Bribery 11-	3
Stealth 11-	3
Choose three from the following list: Acrobatics, Bugging (Eavesdropping), Climbing, Concealment, Contortionist, Contact, Earth-Tec Operation, Interrogation, Lipreading, Lockpicking, Security Systems (Mechanical or Earth-Tec), Sleight of Hand, Shadowing, Trading	9
Disadvantages	
Package Bonus	-3
Watched by Authorities – Klade & Yords (Mo Pow, NCI, 8-)	-10
Hunted by past victim (As Pow, 8-)	-10
Package Cost	4

ROGUE GITHERIN

Rogue Githerin Package Deal	
Skills and Talents	Cost
WF: Swords (Knives are preferred)	1
AK: Local city 11-	2
KS: Current Events 11-	2
Streetwise 11-	3
Crowd Maneuver 11-	3
Choose three from the following list: Acrobatics, Bribery, Bugging (Eavesdropping), Climbing, Concealment, Contortionist, Interrogation, Lipreading, Lockpicking, Security Systems (Mechanical or Earth-Tec), Sleight of Hand, Shadowing, Stealth, Trading	9
Disadvantages	
Package Bonus	-3
Hunted by Yords (11-, Mo Pow, NCI, Punish, Lim Geo)	-15
Package Cost	2

EQUIPMENT

ARMOR

Type	Resistant DEF	Weight of a full suit
Leather	2	5 kg
Mail	5	14 kg
Thailierian	8	20 kg
Locurian Grunder	3*	7 kg
Deflector Armor	7	14 kg
* protects against Dyshas		

EARTH-TEC

BIO-TEC

SHANTHIC TECHNOLOGY

LIMILATES

Mathin

The recipe for Mathin is a secret known only to the Blount. Prepared supplies of this limilate are hard to come by.

Mathin works by invoking the gag reflex. The area of effect is essentially a cone, spreading out along the wind's direction. Unusual conditions, like gusts, may change the exact shape – the Sholari determines the exact area of the explosion.

As an explosion, the effect is reduced by 5 Active Points per hex distance from the “center” (which translates roughly to 3 points of TK STR per hex).

Each target in the area who might be affected rolls CON (instead of STR) vs. TK STR. Those who succeed are unaffected for that Phase. Continue to roll each Phase the character remains in the area of effect.

Those who fail the roll are affected. The Sholari may vary the effect based on the amount failed, but the basic idea is that the victim is too busy retching to be very effective. Any attack or skill should be at significant penalties (-3 to -6). Moving into a hex where the effect is stronger should probably require an EGO roll.

Telekinesis: 20 STR; Explosion (+); Works Against CON, not STR (+); Independent (-2); Charges: 4, Continuous: 5 Minutes (-0); Charges not recoverable (-2); Affects all parts of target (-°); Only to cause nauseous retching from stench (-1); Not against Shanthas or Blount (-°); Explosion area affected by winds (-°); Must be inhaled (-1)

Active Cost: 60 **Real Cost:** 8 **END:** None

CLEASH CAPSULES

Chapter 2

Isho

ISHO SENSES

In it's natural state, Isho is imperceptible using the normal human senses.

Tra-Sense is the special ability to directly perceive the Isho present in the environment, and in most living beings.

Signature Sense is the ability to perceive high-frequency Isho ripples created as environmental Isho flows through the objects and creatures in its path.

When Isho is woven into a Dysha, it becomes visible to normal sight and usually crackles loudly. Orbs appear as bright balls of swirling energy. Bolts resemble lightning – brilliant streams of energy flashing from source to target. A Launtra Dysha flows with rippling energy around its object, concentrating on the area of its effect. The visible color of a Dysha most resembles the dominant Moon woven into it.

It is impossible to determine the composition of Isho in a Dysha by looking at it. Signature Sense or Tra-Sense are required for that.

Both Tra-Sense and Signature Sense belong to the same Sense Group: Isho Senses.

SIGNATURE SENSE

As Isho in the environment passes through objects and creatures, high-frequency fluctuations of Isho are given off – known as an Isho Signature. Even objects and creatures which have no Isho (like Ramian) have a signature, since it is the effect of their body on static bodies of Isho which causes the emanations rather than the object itself.

Detect Signature (a.k.a. Signature Spectrum)

This ability is possessed automatically (at no cost) to all creatures except Isho Insensitives or those with a specific Physical Limitation preventing it. It is constructed below simply to clarify its mechanics.

Like all Detect powers, this ability requires a half Phase and a PER-roll to use. If successful, the character has detected a creature or object's Isho signature. This may be performed on a specific known target, or used to detect signatures in the area.

In addition, the character may make a COLOR-roll to determine one of the following facts:

The ranks of several Moons (equal to the amount by which the roll succeeded) which make up the creature or object's Isho signature.

The type of creature (race or species)

An unsuccessful COLOR-roll means no clear determination could be made (the object is a blur of random colors), or that the character got a false reading (GM's discretion).

Detect Signature, Range, Discriminatory

Active Cost: 13Real Cost: 0 (see text) **IPTS: 0**

TRA-SENSE

Tra-Sense is the ability to directly perceive Isho as it flows through the environment. All objects and creatures which contain Isho glow in proportion to the amount they contain. Large sources of Isho, such as warps or crystal fields are extremely bright.

Isho Insensitives (like Ramian) are invisible to Tra-Sense, since their bodies cannot contain Isho. Tra-Sense perceives only the Isho emanating from most things and flowing about the environment.

The high-frequency Isho emanations of a signature are not directly perceptible to Tra-Sense, but the shape, features and details of an object are perceived by the way its signature bends the surrounding Isho. This is why a false or masked signature has the same effect on Tra-Sense as on Signature Sense. Since Ramian don't contain Isho, their signatures have no effect on the ambient Isho, which makes them effectively transparent.

Note, however, that some Jorune natives (like Shantha) have excellent Signature Sense *as well as* Tra-Sense.

Tra-Sense abilities must be included as part of a Racial Package Deal. As always, the Sholari can override this requirement, but it is not recommended.

True Tra-Sense

This is the primary sense with which all native animal life on Jorune perceive the world. Accordingly, Joruni creatures have no eyes and do not perceive light.

High Isho creatures & objects are easier to perceive – apply a bonus of +1 to perceive an object for every 5 points of ISHO above 10.

Isho Insensitives have no Isho whatsoever, and are completely invisible to this sense (no fringe).

A character with True Tra-Sense automatically perceives the color of the highest ranking Moon of any object in range (but not the actual value of the rank).

At any time, the character may make a COLOR-roll to determine one of the following facts:

An estimate of the target's Isho-related Characteristics (ISHO, IPTS, COLOR, CPTS, ISPD and IREC). The better the roll, the more accurate the estimates.

The ranks of several Moons (equal to the amount by which the roll succeeded) in the object, creature, or in the environment. Note that since this directly senses Isho energy, it is capable of perceiving ambient Isho in the environment while Signature Sense is only able to detect the signatures of specific objects or creatures.

Sense Isho, Range, 360, Discriminatory, Targeting

Active Cost: 45 **Real Cost:** 45 **IPTS:** 0

Detect Isho

This is a limited form of Tra-Sense that allows non-Joruni creatures to directly perceive Isho. (Muadra have no Signature Sense, so this is the only way they can perceive a Dysha).

As in True Tra-Sense, high Isho creatures are easier to perceive. Apply the same +1 bonus to perceive an object for every 5 points of ISHO above 10.

Like all Detect powers, this ability requires a half Phase and a PER-roll to use. A successful PER-roll means that the Isho has been detected. Unless a COLOR-roll is made (below) only the brightest Moon in the object can be seen.

In addition, the character may make the same COLOR-roll as described in the native version (above).

Detect Isho, Range, Discriminatory

Active Cost: 13 **Real Cost:** 13 **IPTS:** 0

ISHO ABILITIES

CAJI ENTROPY

This is the ability, available only to creatures with the Unlimited Isho Manipulation Talent, to rapidly increase their IPTS characteristic through concentration. It is implemented as twin, consecutively applied Aids with Charges. The character can choose how many of the charges he actually wants to use. After using the first set of charges, the second set comes with a Side Effect attached – it's risky to push one's luck. If either of the last two charges fail, the character receives a 6d6 EB similar in effect to the rapid expulsion of Isho described in Rapid Isho Rising & Falling, below (p.1). Regardless, if the character fails his ISHO roll

on any of the charges, the remaining charges are rendered useless.

If all the charges are not expended, the character must wait for a full 24 hour period before using this power again.

The character must use the charges consecutively – no other action may be taken between charges. The first recovery period occurs immediately after the last charges is expended.

CPTS must be expended, for each charge, in order to use this ability (not IPTS). This is because the forced intake of Isho produces a less refined result than the natural process of accumulation. CPTS do not increase or recover naturally – they may only be obtained by draining crystals (see p.1)

For 2 points, the character can increase his ISHO roll by +1 (applies only to this ability).

First 4 attempts:

4d6 Aid IPTS; Recovery every 5 Minutes (+); Requires ISHO Roll (-); 4 Charges (-1); Consecutive use only – unused charges are lost (-1); Costs CPTS to use (-); Extra Time: 5 Minutes (-2); Concentrate Throughout: DCV (-)

Next 4 attempts:

4d6 Aid IPTS; Recovery every 5 Minutes (+); Requires ISHO Roll (-); 4 Charges (-1); Consecutive use only – unused charges are lost (-1); Costs CPTS to use (-); Extra Time: 5 Minutes (-2); Concentrate Throughout: DCV (-); Side Effects: 6d6 EB (-)

Active Cost: 60 **Real Cost:** 9 **CPTS:** 3

FALSIFY SIGNATURE

Allows the character to falsify his own signature to that of another race or creature. Naturally, the character must have some knowledge of the type of signature he wants to mimic.

Only creatures with Signature Sense can learn this ability.

The character must concentrate for an entire Phase, making subtle adjustments in his signature. At the end of the phase, the character makes a COLOR-roll. Onlookers make PER or COLOR-rolls vs. this roll. Maintaining the signature requires 2 ISHO per Phase.

Note that this does not allow the character to duplicate an individual's signature – but rather a typical member the intended race or species.

For 2 points, the character can increase his COLOR-roll by +1 (applies only to this ability).

Images (Signature Sense & Tra-Sense); No Range (-); Only to present false signature (-°); Extra Time: Full Phase (-); Requires COLOR Roll (-)

Active Cost: 15 **Real Cost:** 5 **IPTS:** 1

INTERFERENCE

The ability to interfere in incoming Dysha. It is similar to the Unweaving ability available to Dysha weavers. The character mentally uses his own signature to disrupt the weave.

All creatures may learn this ability except Isho Insensitives or those with a specific Physical Limitation preventing it.

The interfering character selects one or more Moons (up to ISPD) with which to interfere. Compare the selected Moons to those that make up the Dysha's weave. Extra Moons woven into the Dysha using Dysha Disguise are not an integral part of the weave and do not apply.

Apply the appropriate Moon Skill Levels to the characters' ICVs for each selected Moon found in the Dysha. The defender makes a weave contest roll based on the modified ICVs.

If the interfering character wins the weave contest, then roll a number of Suppress dice up to the number of points by which the interfering character exceeded the required amount. The result is the number of active points of effect in the Dysha that are suppressed.

2d6 Suppress; Any Power of Special Effect: Dyshas (+°); Gestures: Unweaving (-°); Requires Skill Roll (ICV) (-); No Range (-); x2 IPTS (-)

Active Cost: 12 **Real Cost:** 4 **IPTS:** 2
4d6 Suppress....

Active Cost: 25 **Real Cost:** 9 **IPTS:** 5
6d6 Suppress....

Active Cost: 37 **Real Cost:** 13 **IPTS:** 7
8d6 Suppress....

Active Cost: 50 **Real Cost:** 18 **IPTS:** 10

KERNING

This is the process of rapidly dumping the Isho from one's own body in a crude, but often lifesaving, fashion.

Native Joruni life are perfectly adapted to their environment and do not need to kern. Non-Joruni characters with the Unlimited Isho Manipulation Talent (like Muadra) must kern and learn the technique at a very early age. Other characters need only concern themselves with kerning if they have learned an ability which requires IPTS to use (i.e. – Dyshas and all other Isho abilities, like Interference, except Signature Sense & Tra-Sense). Kerning is part of the basic instruction process for a character's first Isho ability.

To kern, the character makes a COLOR roll. If successful, add the number of points the roll was made by to the character's IREC characteristic. If it failed, subtract the number of points the roll was missed by from the character's IREC. The modified IREC is the number of IPTS the character can expel per phase. While kerning, the character is

at DCV. The character may attempt another COLOR roll after each full Turn of uninterrupted kerning.

Kerning is quite a show. The Isho energy arcs impressively from the character's body. Other characters within one hex of a kerning character must make a DEX roll per phase or suffer a 1d6 STUN attack (normal defenses apply).

After kerning, the character's IPTS will not begin to recover naturally for a full 24 hours, but can be absorbed from the environment (see Isho Weather & Geography, below). This means it may be possible for an Isho storm to force a Caji to kern himself several times over a period of several hours.

For 2 points, the character can increase his COLOR-roll by +1 (applies only to this ability).

MASK SIGNATURE

Allows the character to completely conceal his signature, making him invisible to Signature Sense & Tra-Sense.

Only creatures with Signature Sense can learn this ability.

The character must concentrate heavily for a full Turn, focusing on blending his signature into the environment. At the end of the turn, the character makes a COLOR-roll. Observers attempting to spot the character make PER or COLOR-rolls vs. this roll. Maintaining the masked signature requires 3 IPTS per Phase.

For 2 points, the character can increase his COLOR-roll by +1 (applies only to this ability).

Invisibility to Signature Sense & Tra-Sense, Extra Time: 1 Turn (-1); Concentrate: 0 DCV (-); Requires COLOR Roll (-); x3 IPTS Cost (-1)

Active Cost: 25 **Real Cost:** 6 **IPTS:** 8

NAULL ORB

All characters with at least a Familiarity with Dysha Weaving are able to weave a naull orb easily. All others except Isho Insensitives must use a naull crystal.

Isho Insensitives cannot weave a naull orb under any circumstances.

STABILIZE WARP

Similar to opening or closing a warp, this ability allows a character to prevent an unstable warp from falling.

Only creatures with Isho Manipulation Talent can learn this ability.

1d6 Minor Transform (Stabilize Warp); Continuous (+1); Cumulative (+°); Area Effect: 2" Radius (+1°); Gestures: Weaving (-°); Requires Isho Manipulation (-°); Requires a Skill Roll: COLOR + Tra Moon Skill Levels (-); Extra Time: 1 Turn (-1); Concentrate Throughout: DCV (-); x3 IPTS (-1)

Active Cost: 35 **Real Cost:** 8 **IPTS:** 10

UNWEAVING

This is the ability to take a Dysha apart at the seams, rendering it useless.

Only creatures with the 5 point Isho Manipulation Talent (i.e. – unlimited Dysha use) may learn this ability.

Only one of the Dysha's Moons needs to be disrupted in order to dispel it. The unweaving character chooses the Moon he wants to roll against. The unweaver's Moon Skill Rank in the selected Moon must meet the Moon Skill Requirement of the Dysha. His and the weaver's Moon Skill Levels in that Moon are then applied to their ICVs in a weave contest (see above).

If the unweaver loses the contest, or it turns out that the Dysha is not comprised of that Moon at all (see Dysha Disguise skill – p.1), the attempt fails.

If the unweaver wins the contest, then roll the indicated number of Dispel dice possessed by the unweaver. As noted in Hero System Rules p.63, the amount rolled on the Dispel dice must exceed the active points of the Dysha.

Nx4d6 Dispel; Any Power of Special Effect: Dysha (+°); Gestures: Unweaving (-°); Requires Skill Roll (ICV) (- -); Must meet Dysha's requirement in selected Moon (-°); Requires Unlimited Isho Manipulation (- -); x2 IPTS (- -)

Active Cost: Nx15 **Real Cost:** Nx5 **IPTS:** Nx3

ISHO POINTS

These points represent the current amount of a character's stored Isho that is available for use. Much like using STR costs END, Isho abilities use Isho Points (IPTS).

A character naturally recovers a number of IPTS equal to his IREC characteristic every 6 hours. Apply the local Isho weather & geography ratings as a modifier to the character's IREC characteristic. If the Sholari wishes, he may spread the IPTS recovered over the recovery period to better reflect the slow accumulation of Isho into the body.

Characters can prevent themselves from recovering any Isho for periods of up to one week every month (such as before and during an Isho Storm).

A character who runs out of IPTS and still wishes to use an Isho ability may permanently expend Character Points from their IPTS, instead. This permanently reduces the character's maximum potential IPTS characteristic. The only way to regain these points is by spending experience (at the discretion of the Sholari).

Each Character Point IPTS permanently expended in this manner renders 1d6 IPTS for use with the desired Isho ability.

ISHO WEATHER & GEOGRAPHY

Subterranean crystal formations and crystalline lava flows cause concentrations of Isho to form in the area. The Sholari depicts this by assigning an Isho rating to each area – the values range from -3 (Isho deficiency) to +3 (Isho surplus). Few locations on Jorune go to these extremes. Parts of the Glounda Forest are rated at +3. Most areas have an Isho rating of 0.

Isho energy flows above the surface in currents, much like prevailing winds. Concentrations of Isho gather in moving "pools" and "eddies". This is known as Isho weather. In the right conditions, a high differential of Isho is created and violent Isho Storms can occur.

The ambient Isho in an area tends to rise and fall over time with these flows. The Sholari assigns the current rating, and can determine whether it is rising or falling. In most cases, the change is slow and insignificant. Isho Storms of +3 are not uncommon.

All of this affects the cost of Dyshas (and other Isho abilities) as well as a character's IREC characteristic. Only creatures which must kern are affected by changes in Isho weather and geography.

If the combined modifier is positive, then roll a number of Aid dice equal to twice the combined modifier and gradually apply the result to the character's IPTS characteristic over a period of 6 hours. After the 6 hour period has passed, any points gained above the character's maximum return at a rate of 5 character points per hour. The combined modifier for Isho weather & geography also reduces the IPTS cost of all Isho abilities, including Dyshas. Add 1 to the total and divide the IPTS cost by that amount. The minimum IPTS cost for any Isho ability is still 1 point.

If the combined modifier is negative, then take the positive value of the modifier, add 1 to it, and multiply the IPTS cost of all Isho abilities by that amount.

RAPID ISHO RISING AND FALLING

When the combined Isho geography and weather modifiers cause an increase by 4 or more within an hour, all characters whose current IPTS characteristic is greater than zero must make an ISHO roll (unmodified) or suffer a 1d6 EB attack per 5 IPTS, ignoring all of the characters defenses (ED, Armor, etc.). If hit locations are used, treat each die as a separate wound. Characters with high IPTS can actually die from such an occurrence, as all their Isho literally explodes from their body.

As already stated, only characters which must kern are affected by changes in Isho weather & geography.

If the combined modifiers show a decrease by 4 or more within an hour, characters must make an ISHO roll (apply

Isho geography & weather modifiers) or lose all current IPTS.

Changes in Isho geography and weather may be detected using PS: Isho Weather Prediction.

WARPS

Every location on Jorune has a latent potential to open a warp consisting of Teleport & Clairsentience to a fixed spot elsewhere on Jorune. Under the right environmental conditions the warp will open. Such conditions also determine the size and stability of the warp.

By pumping Tra Isho into an area using a specific technique, the environmental conditions may be influenced – in order to open, stabilize or close a warp.

Such powers are built as a Cumulative Minor Transform with a 2” Area Effect and Increase IPTS Cost. If a skill roll is required, it will usually be COLOR + Tra Moon Levels.

The Sholari assigns a rating of the particular area in question, using the descriptions on pp. 93, 98 & 192 in the Skyrealms of Jorune rulebook as a guideline. This rating represents the “BODY” that must be overcome in order to achieve the intended effect. Multiple individuals can combine their efforts. An individual can resist the efforts of another using this power – subtract the “BODY” done by the opposing character from that done by the one making the attempt.

Kerning into a warp can cause it to close – every 10 full IPTS kernal counts as 1 “BODY” on the Transform dice.

The “Recovery” of the area (and thus the duration of the effect) is affected by the same factors as used to determine the rating.

Note that unlike ordinary Transform, the character does not need to roll twice the rating assigned to the area. Enforcing this would needlessly complicate the mechanics – if you want it to be more difficult, simply increase the area’s rating.

Dark Warps

These naturally occurring anomalies should be treated as TK Explosions, radiating *toward* the center.

CRYSTALS

Every crystal can be used in one of three ways:

- 1) To increase one’s IPTS.
- 2) To increase one’s CPTS.
- 3) To invoke its unique Isho effect.

To use a crystal, the character makes their choice, concentrates for the indicated time, spends the IPTS, and

makes the COLOR roll. If the character fails the roll, the IPTS are still lost, and the crystal is drained.

Characters do not have to pay Character Points for crystals. They can be found, traded or purchased with Yules. The point cost for each power is listed purely for bookkeeping purposes.

STANDARD LIMITATIONS

All Crystal Powers

The following limitations must be applied to all crystal powers:

Requires Skill Roll: COLOR + Moon Skill Level (-); OAF, Fragile, Expendable (-1); Charges: 1 (-2); Independent (-2); Costs IPTS to use (-)

All Unique Effects

The following limitations must be applied to the unique Isho effect defined for all crystals (in *addition* to the standard limitations, above):

Reduced IPTS cost: (+°); Concentrate: DCV (-°)

STANDARD POWERS

All crystals possess the following two powers, plus one unique effect – generally recognized by the color of Isho present. Many variations exist, however, including some which contain all seven Moons of Isho – it will appear to the naked eye as the dominant Moon. Signature Sense or Tra-Sense is necessary to clearly distinguish to similarly colored crystals.

Drain Crystal for Isho Points

Aid IPTS; Reduced IPTS cost: (+°); Crystal Limitations (6); Extra Time: 1 Turn (-1); Concentrate Throughout: DCV (-)

Drain Crystal for Color Points

Aid CPTS; Crystal Limitations (6); Increased IPTS: x2 (-); Extra Time: 1 Minute (-1); Concentrate Throughout: DCV (-)

COMMON CRYSTALS

The following are the most common crystals. They are frequently available in market areas.

Blue Crystals Moon: Shal

Isho Points: 2d6 Aid IPTS **IPTS:** 1

Color Points: 1d6 Aid CPTS **IPTS:** 2

Unique Effect: 6d6 EB; Crystal Advantages **IPTS:** 2
(+°); Crystal Limitations (-7æ); Stun Only
(-); Self Only (-1)

Yellow Crystals

Isho Points: 1d6 Aid IPTS

Color Points: 1d6 Aid CPTS

Unique Effect: Flight 5"; Crystal Advantages (+°); Crystal Limitations (-7æ); No Lateral Movement (-1); Maximum Duration: 1 Phase (-1)

Moon: Ebba

IPTS: 1

IPTS: 2

IPTS: 1

Color Points: 3d6 Aid CPTS

IPTS: 4

Unique Effect: 8d6 Minor Transform **IPTS:**

(Open/Close Warp); Crystal Advantages (+°); 10 Area Effect: 2" Radius (+1°); Crystal Limitations (-7æ); Extra Time: 5 Minutes (-2); Concentrate Throughout: DCV (-)

Orange Crystals

Isho Points: 1d6 Aid IPTS

Color Points: 1d6 Aid CPTS

Unique Effect: 1 pip RKA, linked w/Change Environment: Start Fires; Crystal Advantages (+°); Crystal Limitations (-7æ); Maximum Duration: 1 Phase (-1)

Moon: Du

IPTS: 1

IPTS: 2

IPTS: 1

Black Crystals

Isho Points: 2d6 Aid IPTS

Color Points: 1d6 Aid CPTS

Unique Effect: Force Wall: 2 rPD/rED; Crystal Advantages (+°); Crystal Limitations (-7æ); Maximum Size: 1" (-°); No Range (-); Doesn't block Isho (-°); Maximum Duration: 1 Phase (-1)

Moon: Gobey

IPTS: 1

IPTS: 2

IPTS: 1

Green Crystals

Isho Points: 2d6 Aid IPTS

Color Points: 1d6 Aid CPTS

Unique Effect: 2d6 Aid END; Crystal Advantages (+°); Fade Rate: 1 per Minute (+); Crystal Limitations (-7æ); Only to Restore Lost Points (-); Points Fade (-)

Moon: Launtra

IPTS: 1

IPTS: 2

IPTS: 1

Red Crystals

Isho Points: 1d6 Aid IPTS

Color Points: 1d6 Aid CPTS

Unique Effect: 1d6+1 RKA (Heat); Crystal Advantages (+°); Crystal Limitations (-7æ); Extra Time: Full Phase (-); Hard to Aim: -3 OCV (-æ)

Moon: Desti

IPTS: 1

IPTS: 2

IPTS: 1

White Crystals (Weak)

Isho Points: 4d6 Aid IPTS

Color Points: 1d6 Aid CPTS

Unique Effect: +3 DCV; Crystal Advantages (+°); Crystal Limitations (-7æ); Only Against Dyshas (-1); Maximum Duration: 1 Phase (-1)

Moon: Tra

IPTS: 2

IPTS: 2

IPTS: 1

White Crystals (Strong)

Isho Points: 10d6 Aid IPTS

Moon: Tra

IPTS: 3

CRYSTAL ARMOR

Clear crystals (drained of Isho) are most often used to create armor that can defend against Dyshas. The effectiveness varies according to the quality and number of crystals.

Construct crystal armor using the following guideline:

Nd6 Dispel; Any Power of Special Effect: Dysha (+°); Damage Shield (+); 0 END (+); OIF: Armor (-); Real Armor (-°); Independent (-2); Mass (-1); Ablative (-1); Activation (see chart)

Crystal Armor Activation		
Number of Crystals	Activation Roll	Limitation
30 – 50	8-	-2
51 – 70	9-	-1
71 – 90	10-	-1°
91 – 100	11-	-1
101 – 120	12-	-æ
121 – 140	14-	-
141 – 200	15-	-°

Example:

6d6 Dispel with 100 crystals (Activation 11-).

Active Cost: 40 **Real Cost:** 6 **IPTS:** N/A

DYSHAS

WEAVING A DYSHA

- I. Examine the Dysha's listing:
 - A. The weaver's Moon Skill Levels must satisfy the Dysha's Moon Requirements.
 - B. The weaver's ISPD must be greater than or equal to the number of Moons required by the Dysha.
- II. Player must declare the intent to perform any weave tricks, or to push the weave.
- III. Determine the Dysha's penalty to the Dysha Weaving skill roll (doubled for each weave trick).
- IV. If successful, target & launch the Dysha as in normal ranged combat (OCV vs. DCV).
- V. Weaver pays the IPTS cost of the Dysha.
- VI. If the defender held an action and is interfering or unweaving, resolve a weave contest:
 - A. Determine the Moon Skill Levels which apply.
 - B. Compute Dysha weaver's ICV.
 - C. Compute Defender's ICV.
 - D. Defender pays the IPTS cost of Unweaving or Interfering.
 - E. Defender rolls 3d6 against the weave contest roll (see below).
- VII. If the Dysha is unwoven or completely interfered with, then the Weaver's attempt has failed.
- VIII. Otherwise, apply the (remaining) Active Points of the Dysha as indicated in its description.

DYSHAS AND MOONS

The Moon Skill Requirements of a Dysha indicate the Moons (i.e. – colors) of Isho which must be woven together to create the Dysha. The Dysha is actually comprised of those Moons. Additional Moons of Isho may be woven into the Dysha using Dysha Disguise skill.

WEAVE CONTESTS

A weave contest occurs whenever a character attempts to interfere with or unweave a Dysha. The defender is pitting their mastery of Isho directly against the weaver's, in an attempt to disrupt the weave of the Dysha – reducing its effect or even breaking it up completely.

Isho Combat Value

Every creature with an Isho Characteristic has an Isho Combat Value (ICV). A character's base ICV is determined as follows:

$$\text{Base ICV} = \text{COLOR}/3$$

Determining Success

The principles of a weave contest is similar to combat: the defender's ability is matched against the weaver's in a single 3d6 die roll. The character attempting to interfere or unweave must roll less than the following:

$$11 + \text{Defender's ICV} - \text{Weaver's ICV}$$

Moon Skill Levels are applied to both characters' ICVs when calculating this roll. See the individual descriptions of Unweaving and Interference to determine how Moon Skill Levels are applied.

WEAVE TRICKS

By increasing the difficulty of the Weave the weaver may achieve more sophisticated effects.

Each of these techniques applies twice the normal skill roll modifier for a successful Weave. Ordinarily, a weaver's Dysha Weaving skill roll is modified by -1 per 10 Active Points in the Dysha. Each of these techniques doubles that penalty. Applying both tricks together is a cumulative penalty – the skill roll modifier is quadrupled.

Weave Tight

This technique increases the tightness of a weave, making the Dysha more difficult to interfere with or unweave.

In game mechanics, treat a tightly woven Dysha as if it had the Power Advantage Difficult to Dispel. The Active Points of the Dysha are doubled for purpose of determining the dice needed to dispel or suppress the Dysha's effect.

Invisible Dysha

A real crowd-pleaser with obvious tactical benefits, this technique renders the Dysha imperceptible to normal senses (sight and hearing). Tra-Sense and Signature Sense are not affected by this trick.

PUSHING A WEAVE

Dysha weavers can push the active points in their Dyshas by up to 5 points with a successful COLOR roll. Also, the character Push 1 point more than 5 for every 1 point the COLOR roll is made by.

The character expends one extra IPTS for every Active Point added to the Dysha by Pushing.

The player must declare his intent to Push before making the Weave roll, not after.

BUYING DYSHAS

New characters buy Dyshas with Character Points. Determine the desired level of effect and pay the Real Cost.

The variations of a particular Dysha can be virtually limitless. Characters are not limited to the levels of effects listed. The advantages and limitations listed for a Dysha (except the Standard Limitations required by all Dyshas) may be altered. The full breakdown of each Dysha is provided to allow you to determine Real Cost and IPTS of any level of effect. Any variation from the listing must be approved by the Sholari. Changes can be made when the Dysha is purchased and during the course of a campaign (by spending experience – you can't regain previously spent Character Points by further limiting or reducing the effect of a Dysha).

IMPROVISATION

Characters can improvise a Dysha in the manner described in SoJ p.93. If a character uses a particular improvised frequently, the Sholari should require that they learn the new form (see below). Since it is for a Dysha they have already essentially woven, apply a +3 bonus to the COLOR rolls required.

LEARNING NEW DYSHAS

Dyshas can be purchased with Experience Points, but must be taught. Dysha weavers (like Caji) and Hishtins can provide the necessary training. Caji are better at teaching the basics, while Hishtins are better at helping the character to improve.

Learning the Basics

The basics of a weave must be taught by a Dysha weaver or Hishtin. Each day of training, the character makes a COLOR Roll. Use the Weaving skill or Interference ability of the teacher as a Complementary Skill. Learning from a Hishtin has a penalty of -3 (since they can't actually weave Dyshas).

A successful roll means the character has learned enough to practice the Dysha.

First Weave

The character must make a Weave Dysha skill roll. For each Moon in the Dysha, add the character's Moon Skill Level minus the Moon Requirement for the Dysha. Use the Interference ability or the Weaving skill of the teacher as a Complementary Skill. Performing the first weave with a Dysha weaver has a penalty of -3 (Interference is more valuable during this phase).

Each attempt requires a full Turn to accomplish. Multiply the IPTS cost of the Dysha times the number of Moons in the Dysha. The first weave also costs 1 CPTS per 5 Active Points in the Dysha. These points are expended whether or not the roll succeeds.

The character may make as many consecutive attempts as he has points to expend. During this time, no recovery or recharging of IPTS or CPTS may occur.

If the character runs out of CPTS or IPTS or gives up, he must relearn the basics of the weave before trying again.

If successful, the character has learned the Dysha, and pays the required Experience Points for it.

DYSHA LISTINGS

STANDARD LIMITATIONS

Gestures: weaving (-°); Moon Requirements (-° per 3 levels); Requires Isho Manipulation (-°); Requires Skill Roll: Dysha Weaving (-)

DYSHAS OF SHAL

Faint

This is a STUN attack with an unusual limitation. It works by inverting the creature's Isho. In order to be successful, the total STUN damage rolled must be greater than half the target's current IPTS characteristic. Accordingly, the target cannot receive more than his current IPTS in STUN damage.

Moon Requirements: Shal +2, Tra +1

4d6 EB: Isho; Dysha Limitations (-1°); STUN Only (-); Isho Inversion (see description) (-1); Beam Attack (-°); x3 IPTS (-1)

Active Cost: 20 **Real Cost:** 4 **IPTS:** 6

6d6 EB: Isho....

Active Cost: 30 **Real Cost:** 6 **IPTS:** 9

8d6 EB: Isho....

Active Cost: 40 **Real Cost:** 8 **IPTS:** 12

Calm Animal

There is a separate version of this Dysha for each of the three types of life forms on Jorune: Terran (includes Iscni races), native Joruni, and Ramian-like life forms. Each must be purchased separately.

Moon Requirements: Shal +2, Tra +1

4d6 Mind Control; Nonverbal Command (+°); Dysha Limitations (-1°); Mental Power based on CON (-); Only to calm (-); Only effects life forms of similar biology: Terran, Joruni or Ramian-like (-); Extra Time: Full Phase (-); Concentrate: DCV (-°); x2 IPTS (-)

Active Cost: 25 **Real Cost:** 5 **IPTS:** 5

6d6 Mind Control....

Active Cost: 37 **Real Cost:** 7 **IPTS:** 7

8d6 Mind Control....

Active Cost: 50 **Real Cost:** 10 **IPTS:** 10

Blinding

Moon Requirements: Shal +3, Launtra +2, Desti +1

2d6 Flash Sight & Isho Senses; Dysha Limitations (-1); +2 Flash Defense for native Joruni life forms (-); x2 IPTS (-)

Active Cost: 30 **Real Cost:** 8 **IPTS:** 6

Scramble

The effects of this Drain to the victim's Moon Skill Levels are applied exactly as specified in the description in the Skills section (p.1) with one notable exception – the effects on the Desti Moon are completely ignored. This means that

if a character has an 8 point Moon Skill Level (all seven Moons) then it is the first Drained by this power, but only the six other Moons besides Desti are reduced by one; Desti is unaffected.

Moon Requirements: Shal +5, Desti +1

Nxd6 Drain: Moon Skill Levels; Ranged (+); Dysha Limitations (-1); All Moons except Desti (-°); Extra Time: Full Phase (-); Concentrate: DCV (-°); x4 IPTS (-1)

Active Cost: Nx15 **Real Cost:** Nx3 **IPTS:** Nx6

Body Freeze

There is a separate version of this Dysha for each of the three types of life forms on Jorune: Terran (includes Iscni races), native Joruni, and Ramian-like life forms. Each must be purchased separately.

The “entangled” character breaks out of the hold by rolling 1d6 per 5 points of CON. Calculate the amount of “BODY” on the dice and subtract from the Entangle as if it had been attacked.

The Entangle may be externally affected by Ego-based attacks which do STUN and/or BODY damage. Of course, Unweaving and/or Interference may also be used.

Moon Requirements: Shal +5, Desti +4

1d6 Entangle; Transparent to Attacks (+); Works against CON, not STR (+); Dysha Limitations (-1æ); No DEF (-1); Only affects life forms of similar biology: Terran, Joruni or Ramian-like (-); x4 IPTS (-1)

Active Cost: 20 **Real Cost:** 3 **IPTS:** 8

2d6 Entangle;

Active Cost: 40 **Real Cost:** 6 **IPTS:** 16

3d6 Entangle;

Active Cost: 60 **Real Cost:** 10 **IPTS:** 24

Brain Blast

There are two variants of this Dysha: one which affects Joruni and Terran life and one which affects Ramian-like life. Each must be purchased separately.

As a special effect of this painful attack, characters who are stunned by this attack (STUN damage greater than half the character's CON) must make an EGO roll or drop whatever they are carrying.

Moon Requirements: Shal +5, Desti +4

2d6/4d6/6d6 Energy Blast; Dysha Limitations (-1æ); STUN Only (-); Beam Attack (-°); Only against specified life forms (-°); x2 IPTS (-)

Active Cost: 10/20/30 **Real Cost:** 2/5/7 **IPTS:** 2/4/6

Craze

This Dysha is based on Telekinesis in order to simulate external control of the victim's body, but it is distinctly *physiological* effect – therefore, the victim resists using CON rather than STR.

As a special effect of this Dysha, the victim should make a DEX roll each Phase (minus 1 per 10 Active Points of Telekinetic STR). If the victim fails the modified DEX roll,

he suffers one die of Normal Damage per 5 points of Telekinetic STR in that Phase from impact with objects in the area. Apply the damage to a random location. Physical defenses work normally against this damage.

The weaver must pay IPTS for the first phase of effect, after which the IPTS Reserve will continue to fuel the Telekinesis for another 4 of the weaver's phases.

Moon Requirements: Shal +4, Desti +1, Tra +1

Telekinesis: 10 STR; Area Effect: 1 hex (+); Works against CON, not STR (+); Dysha Limitations (-1); Only to simulate epileptic fit in a single target (-1); Only affects Terran life forms (-1); x4 IPTS (-1)

IPTS Reserve: 50 IPTS, 0 REC; Dysha Limitations (-1); Does not apply to initial weave cost (-)

Active Cost: 30 **Real Cost:** 7 **IPTS:** 12

Telekinesis: 15 STR....

IPTS Reserve: 72....

Active Cost: 46 **Real Cost:** 11 **IPTS:** 18

Telekinesis: 20 STR....

IPTS Reserve: 96....

Active Cost: 60 **Real Cost:** 13 **IPTS:** 24

Drain

The weaver must pay IPTS for the first phase of effect, after which the IPTS Reserve will continue to fuel the Drain for another 2 of the weaver's phases.

Moon Requirements: Shal +6, Tra +3, Desti +2, Du +1

1d6 Drain: IPTS; Ranged (+); Continuous, Uncontrolled (+1); Dysha Limitations (-2); x5 IPTS (-2); Extra Time: Full Phase (-); Concentrate: DCV (-°)

IPTS Reserve: 30 IPTS, 0 REC; Dysha Limitations (-2); Does not apply to initial weave cost (-)

Active Cost: 30 **Real Cost:** 6 **IPTS:** 15

2d6 Drain: IPTS, IPTS Reserve: 60 IPTS;

Active Cost: 60 **Real Cost:** 12 **IPTS:** 30

DYSHAS OF EBBA

Push

Moon Requirements: Ebba +1

Telekinesis: 6 STR; Dysha Limitations (-1°); Only to push target away from weaver (-°); Maximum Duration: 1 Phase (-1)

Active Cost: 9 **Real Cost:** 2 **IPTS:** 1

Ping

Moon Requirements: Ebba +2

Telekinesis: 6 STR, Fine Manipulation; Dysha Limitations (-1°); Only to push target away from weaver (-°); Maximum Duration: 1 Phase (-1); x2 IPTS (-)

Active Cost: 19 **Real Cost:** 4 **IPTS:** 4

Power Orb

Moon Requirements: Ebba +2

2d6/3d6/4d6 Physical Energy Blast; Dysha Limitations (-1°); x2 IPTS (-)

Active Cost: 10/15/20 **Real Cost:** 4/5/7 **IPTS:** 2/3/4

Tumble

Moon Requirements: Ebba +3, Launtra +2, Tra +1

Damage Reduction: 50% Non-resistant; Dysha Limitations (-1); Only to reduce damage from falls (-1); x2 IPTS (-)

Active Cost: 20 **Real Cost:** 5 **IPTS:** 4

Levitate

Other individuals can grasp and ride this Dysha with a successful COLOR Roll. Note that the IPTS of the Dysha are still spent by the weaver, and not the controlling character (as specified in the Usable by Others Power Advantage).

Moon Requirements: Ebba +3, Tra +2

Flight: 5"; Usable by Others (+°); Dysha Limitations (-1); Slow-moving: SPD 1 (-); Vertical Movement Only (-)

Active Cost: 12 **Real Cost:** 3 **IPTS:** 2

Power Hold

The weaver must pay IPTS for the first phase of effect, after which the IPTS Reserve will continue to fuel the Telekinesis for a number of the weaver's phases.

Large creatures reduce the duration by reducing the amount of IPTS in the Reserve. Subtract 10 IPTS from the Reserve for each level of Growth (beyond normal human size). The effect's duration is at least one Phase, though the victim may always attempt to break out immediately using casual STR.

Moon Requirements: Ebba +4, Gobey +2

Telekinesis: 10 STR; Area Effect: 1 hex (+); Uncontrolled (+); Dysha Limitations (-1); Only to bind a single opponent (-1); Affects all parts of target (-°); Extra Time: Full Phase (-); Concentrate: DCV (-°); x2 IPTS (-)

IPTS Reserve: 30 IPTS, 0 REC; Dysha Limitations (-1); Does not apply to initial weave cost (-); Reserve reduced by creature's size (-1)

Active Cost: 30 **Real Cost:** 6 **IPTS:** 6

Telekinesis: 15 STR;....

IPTS Reserve: 45 IPTS;....

Active Cost: 46 **Real Cost:** 9 **IPTS:** 9

Telekinesis: 20 STR;....

IPTS Reserve: 60 IPTS;....

Active Cost: 60 **Real Cost:** 12 **IPTS:** 12

Suspension Orb

As an Uncontrolled power, the weaver supplies enough IPTS up front to sustain the orb for the desired number of Phases.

Moon Requirements: Ebba +5, Gobey +3, Tra +1

Telekinesis: 10 STR; Area Effect: 1 hex (+); Uncontrolled (+); Dysha Limitations (-1æ); Only to suspend target(s) a few feet above ground (-); Affects all parts of target (-°); x3 IPTS (-1)

Active Cost: 30 **Real Cost:** 7 **IPTS:** 9

Telekinesis: 15 STR;....

Active Cost: 46 **Real Cost:** 10 **IPTS:** 14

Telekinesis: 20 STR;....

Active Cost: 60 **Real Cost:** 13 **IPTS:** 18

Spinner

As an Uncontrolled power, the weaver supplies enough IPTS up front to sustain the orb for the desired number of Phases.

The special effect of this Dysha requires the target to make a STR roll each phase while under its effect. If the STR roll fails, the target drops any hand-held items.

The DEX Drain only takes effect for as long as the target is under the effect of the Telekinesis. Make a STR vs. STR contest each Phase, as in a Grab attack. If the target successfully escapes the hold of the Dysha, the orb dissipates. Bonuses to STR from Escape maneuvers do not apply.

Note that draining DEX also affects the target's SPD and CV.

Moon Requirements: Ebba +5, Gobey +4, Tra +2, Du +1

Telekinesis: 10 STR; Area Effect: 1 hex (+); Uncontrolled (+); Dysha Limitations (-2); Only to spin a single target (-1); Affects all parts of target (-°); Extra Time: Full Phase (-); Concentrate: DCV (-°); x2 IPTS (-)

1d6 Drain: DEX; Continuous (+1), Uncontrolled (+); Dysha Limitations (-2); Linked to TK (-); Extra Time: Full Phase (-°); Concentrate: DCV (-°); x2 IPTS (-)

Active Cost: 55 **Real Cost:** 10 **IPTS:** 11

Telekinesis: 20 STR;

1d6 Drain: DEX;

Active Cost: 85 **Real Cost:** 16 **IPTS:** 17

Constrictor

This Dysha is most effective against thin objects – like a rope or an arm. The TK is at full strength against an ordinary rope (-10 to hit in ranged combat). As a rule of thumb, use the relative combat modifier to determine the effectiveness against other objects. Reduce the Active Points of the TK by 3 points for each point of penalty less than -10. The Sholari has the final decision on the number of Active Points actually reduced by any given object or hit location.

Note that the weaver need not specifically target a specific location on the target (in order to avoid range penalties). However, the Active Points of the TK is still determined by the location which was hit.

Example:

Injury Location	Active Points	STR
Rope (-10)	30	20
Arm (-5)	15	10
Leg (-6)	18	12
Chest (-3)	9	6
Head (-8)	24	16

Moon Requirements: Ebba +5, Gobey +4

Telekinesis: 20 STR; Dysha Limitations (-1æ); Only to constrict target (-); Reduced by diameter/thickness (-1); x4 IPTS (-1)

Active Cost: 30 **Real Cost:** 5 **IPTS:** 12

Telekinesis: 30 STR;....

Active Cost: 45 **Real Cost:** 8 **IPTS:** 18

Telekinesis: 40 STR;....

Active Cost: 60 **Real Cost:** 10 **IPTS:** 24

DYSHAS OF DU

Orb of Light

The duration of this Dysha is counted in 1 hour increments (rather than Phases) and increases with dimness. Dim light (-2 PER) moves down one level on the Time Chart (5 hours). Very dim light (-4 PER) moves down two levels (1 day).

As an Uncontrolled power, the weaver supplies enough IPTS up front to sustain the orb for the desired duration.

Moon Requirements: Du +1

Change Environment: Light, 2" Radius; Uncontrolled (+); Increased Duration: 1 Hour (+); Duration Increased by Dimness (+°); Dysha Limitations (-1°); No Range (-); Extra Time: 1 Turn (-1); Concentrate: DCV (-°)

Active Cost: 22 **Real Cost:** 5 **IPTS:** 2

Bell

Moon Requirements: Du +3, Ebba +2, Desti +1

Images (Clear Tone); Dysha Limitations (-1); x4 IPTS (-1)

Active Cost: 10 **Real Cost:** 2 **IPTS:** 4

Flingers

Moon Requirements: Du +2, Ebba +1

2d6 Energy Blast (Heat); Autofire: 5 shots (+); Dysha Limitations (-1°); x4 IPTS (-1)

Active Cost: 15 **Real Cost:** 5 **IPTS:** 6

3d6 Energy Blast;

Active Cost: 22 **Real Cost:** 8 **IPTS:** 9

4d6 Energy Blast;

Active Cost: 30 **Real Cost:** 11 **IPTS:** 12

Quantum

Moon Requirements: Du +2

2d6/3d6/4d6 Energy Blast (Heat); Dysha Limitations (-1°); x2 IPTS (-)

Active Cost: 10/15/20 **Real Cost:** 4/5/7 **IPTS:** 2/3/4

Cast Energy

Moon Requirements: Du +3, Desti +2

1d6+1 RKA (Heat); Dysha Limitations (-1) ; x4 IPTS (-1)

Active Cost: 20 **Real Cost:** 5 **IPTS:** 8

2d6 RKA (Heat)....

Active Cost: 30 **Real Cost:** 7 **IPTS:** 12

3d6-1 RKA (Heat)....

Active Cost: 40 **Real Cost:** 10 **IPTS:** 16

Crater

Moon Requirements: Du +5, Desti +3

1d6+1 RKA (Heat); Explosion (+); Dysha Limitations (-1æ); x3 IPTS (-1); Extra Time: Full Phase (-); Concentrate: DCV (-°)

Active Cost: 30 **Real Cost:** 7 **IPTS:** 9

2d6 RKA (Heat);

Active Cost: 45 **Real Cost:** 10 **IPTS:** 12

3d6-1 RKA (Heat);

Active Cost: 60 **Real Cost:** 13 **IPTS:** 18

DYSHAS OF GOBEY

Shield

Moon Requirements: Gobey +3, Launtra +2, Tra +1

Force Wall: 4 rPD/rED; Dysha Limitations (-1); Only to form 1” flat barrier (-1); No Range (-); Doesn’t block Isho (-°); Maximum Duration: 1 Phase (-1); x2 IPTS (-)

Active Cost: 20 **Real Cost:** 3 **IPTS:** 4

Force Wall: 6 rPD/rED....

Active Cost: 30 **Real Cost:** 5 **IPTS:** 6

Force Wall: 8 rPD/rED....

Active Cost: 40 **Real Cost:** 6 **IPTS:** 8

Bubble

Forms a thin barrier in a domed shape – similar to the Wall Dysha.

Very slow moving objects can be passed through the barrier of the bubble, given sufficient strength. Small objects, like a pointed stick, are easier to push through. Larger objects, like people, are next to impossible.

Roll the character’s STR vs. the Bubble’s Active Points divided by 5. Count the “BODY” on the dice, applying the object’s DCV modifier for Size (see Growth and Shrinking) to the total BODY rolled by the character. If the character’s total is greater than the Bubble, the object has been pushed through the barrier.

Example: Andars wants to pass a crystal through a 3d6 Bubble. The Sholari determines that it would have a Size modifier of +12 DCV. Andars has a 13 STR, so rolls 3 dice (13 / 5 = 3). The Bubble has 60 Active Points, so rolls 12 dice (60 / 5 = 12). Andars rolls 3 BODY, while the Bubble rolls 13. The crystal’s Size modifier adds 12 to Andars roll bringing his total to 14, which surpasses the Bubble’s roll – the crystal has been pushed through successfully.

Moon Requirements: Gobey +4, Ebba +1, Tra +1

2d6 Entangle; Area Effect: 2” Radius (+1); Dysha Limitations (-1); No DEF (-1); Doesn’t block Isho (-°); Doesn’t restrain movement (-); Limited resistance against slow moving objects (see text) (-°); x3 IPTS (-1)

Active Cost: 40 **Real Cost:** 7 **IPTS:** 12

3d6 Entangle, 3” Radius

Active Cost: 60 **Real Cost:** 10 **IPTS:** 18

4d6 Entangle, 4” Radius

Active Cost: 80 **Real Cost:** 13 **IPTS:** 24

Body Shield

This is implemented as a Force Wall instead of a Force Field for two reasons. First, the shield protects the character *and* the items personal gear he is carrying. Second, the shield takes damage from attacks – including the character’s.

The shield lies close to the character’s body, but not as close as a Force Field. Effectively, it is a flexible cylinder protecting the hex area surrounding the character. The shield bends around any items which are within the hex area but which lie outside of its protection.

Large or bulky objects which are not normally carried are not protected by this shield. The Sholari is the final judge as to whether or not a carried item is considered “personal gear”.

As an Uncontrolled power, the weaver supplies enough IPTS up front to sustain the orb for the desired number of Phases. Note that this Dysha loses 2 Active Points of Defense (before Advantages) per Turn. The IPTS cost to sustain the shield is *not* reduced.

Moon Requirements: Gobey +4, Launtra +1, Tra +1

Force Wall: 4 PD/ED; Uncontrolled (+); Dysha Limitations (-1); Only Protects Character and Gear (-1); Doesn’t block Isho (-°); Loses 2 Active Points Per Turn (-°)

Active Cost: 15 **Real Cost:** 3 **IPTS:** 2

Force Wall: 6 PD/ED....

Active Cost: 22 **Real Cost:** 5 **IPTS:** 2

Force Wall: 8 PD/ED....

Active Cost: 30 **Real Cost:** 7 **IPTS:** 3

Force Wall: 10 PD/ED....

Active Cost: 37 **Real Cost:** 8 **IPTS:** 4

Wall

This entangle forms a thin energy barrier around the area of effect. If used to block an entrance, use the size of the entrance as the area affected. The weaver may also specify

that the area not be enclosed, forming a “wall” along an appropriate number of hexes.

As a barrier, it prevents movement in or out, but those enclosed can move freely.

Moon Requirements: Gobey +5, Ebba +3, Tra +1

3d6 Entangle (3 DEF); Area Effect: Any Area, 3 hexes (+1); Dysha Limitations (-1æ); No DEF (-1); No Range (-); Doesn't block Isho (-°); Doesn't restrain movement (-); Extra Time: 5 Minutes (-2); Concentrate: 0 DCV (-); x3 IPTS (-1)

Active Cost: 60 **Real Cost:** 7 **IPTS:** 18

4d6 Entangle, 4 hexes....

Active Cost: 80 **Real Cost:** 9 **IPTS:** 24

5d6 Entangle, 5 hexes....

Active Cost: 100 **Real Cost:** 11 **IPTS:** 30

6d6 Entangle, 6 hexes....

Active Cost: 120 **Real Cost:** 13 **IPTS:** 36

Shield Shatter

The weaver must pay IPTS for the first phase of effect, after which the IPTS Reserve will continue to fuel the Dysha for another 4 of the weaver's phases.

This Dysha is only effective against the Force Walls and Entangles created by Gobey Dyshas (e.g. Bubble, Body Shield, Wall, Cage, etc.). Note that the effect is Penetrating, which means that at least 1 BODY is applied as damage each Phase, even against Force Walls with high defense.

Moon Requirements: Gobey +5

1d6-1 RKA (Isho); Continuous (+1); Uncontrolled (+); Penetrating (+); Dysha Limitations (-1); Only to Attack Shield Dyshas (-1); x4 IPTS (-1)

IPTS Reserve: 48 IPTS, 0 REC; Linked w/Drain (-); Does not apply to initial weave cost (-)

Active Cost: 30 **Real Cost:** 7 **IPTS:** 12

1d6+1 RKA (Isho), IPTS Reserve: 96 IPTS;

Active Cost: 60 **Real Cost:** 16 **IPTS:** 24

Cage

This is a combination of Bubble and Lightning Blast. At the moment just before the Bubble is felled through normal means, the Lightning Blast is fired at the target within the Bubble. If more than one target is held captive, then one should be selected randomly.

Moon Requirements: Gobey +5, Desti +4, Ebba +2, Tra +1

2d6 Entangle, 2" Radius (see Bubble)...; Dysha Limitations (-2);....

1d6+1 RKA (Heat); Trigger: When Shield is Defeated by Normal Attacks (+°); Dysha Limitations (-2); Linked to Entangle (-); x4 IPTS (-1)

Active Cost: 65 **Real Cost:** 11 **IPTS:** 22

3d6 Entangle, 3" Radius

2d6 RKA (Heat)....

Active Cost: 97 **Real Cost:** 16 **IPTS:** 33

4d6 Entangle, 4" Radius

3d6-1 RKA (Heat)....

Active Cost: 130 **Real Cost:** 22 **IPTS:** 44

Shield Implosion

This Dysha operates exactly like Shield Shatter. In addition, it causes the shield to rapidly contract, inflicting damage (much like Power Orb) to all within. This damage is only applied if the shield being imploded is fully enclosed.

The weaver must pay IPTS for the first phase of effect, after which the IPTS Reserve will continue to fuel the Dysha for another 4 of the weaver's phases.

Moon Requirements: Gobey +4, Ebba +3, Desti +1

2d6 Physical Energy Blast (Shield Collapse); Continuous (+1); Uncontrolled (+); Area Effect: Any, Up to 20 Hexes (+1); Dysha Limitations (-1æ); Only to Attack Captives of Enclosed Shield Dyshas (-2); x2 IPTS (-)

1d6-1 RKA (Isho); Continuous (+1); Uncontrolled (+); Penetrating (+); Dysha Limitations (-1æ); Only to Attack Shield Dyshas (-1); Linked with EB (-); x3 IPTS (-1)

IPTS Reserve: 68 IPTS, 0 REC; Linked w/Drain (-); Does not apply to initial weave cost (-)

Active Cost: 70 **Real Cost:** 16 **IPTS:** 17

3d6 Physical Energy Blast (Shield Collapse), 1d6-1 RKA (Isho), IPTS Reserve: 100 IPTS....

Active Cost: 120 **Real Cost:** 25 **IPTS:** 25

DYSHAS OF DESTI

Lightning Blast

Moon Requirements: Desti +1

1d6+1 RKA (Heat); Dysha Limitations (-1°); x4 IPTS (-1)

Active Cost: 20 **Real Cost:** 5 **IPTS:** 8

2d6 RKA (Heat)....

Active Cost: 30 **Real Cost:** 8 **IPTS:** 12

3d6-1 RKA (Heat)....

Active Cost: 40 **Real Cost:** 11 **IPTS:** 16

Lightning Blast (Crugar Variant)

Moon Requirements: Desti +1

1d6+1 RKA (Heat); Dysha Limitations (-1°); Charges: 1 per day (-2)

Active Cost: 20 **Real Cost:** 5 **IPTS:** None

Stiff

If the victim of this Dysha fails to resist its effect, he must make a DEX roll to remain standing (Acrobatics or Breakfall may be used instead, with a bonus of +3), and an unmodified STR roll to keep from dropping any hand-held objects.

The duration of the effect is instant.

Moon Requirements: Desti +2, Shal +1

Telekinesis: 10 STR; Area Effect: 1 hex (+); Dysha Limitations (-1°); Only to “stiff” a single opponent (-1); Affects all parts of target (-°); x3 IPTS (-1)

Active Cost: 22 **Real Cost:** 5 **IPTS:** 7

Telekinesis: 15 STR....

Active Cost: 34 **Real Cost:** 7 **IPTS:** 10

Telekinesis: 20 STR....

Active Cost: 45 **Real Cost:** 10 **IPTS:** 14

Frost Bolt

Moon Requirements: Desti +3, Du +2, Gobey +1

4d6 Energy Blast (Cold); Dysha Limitations (-1); x2 IPTS (-)

Active Cost: 20 **Real Cost:** 7 **IPTS:** 4

6d6 Energy Blast (Cold)....

Active Cost: 30 **Real Cost:** 10 **IPTS:** 6

8d6 Energy Blast (Cold)....

Active Cost: 40 **Real Cost:** 13 **IPTS:** 8

Lightning Strike

Since Knockback is not normally used in heroic campaigns, this Dysha applies the ‘Does Knockback’ Power Advantage.

Moon Requirements: Desti +5, Ebba +3, Shal +1

2d6 RKA (Heat); Does Knockback (+°); Dysha Limitations (-1æ); x4 IPTS (-1)

Active Cost: 30 **Real Cost:** 9 **IPTS:** 15

3d6-1 RKA (Heat)....

Active Cost: 40 **Real Cost:** 12 **IPTS:** 20

Penetration Bolt

This Dysha inflicts both BODY *and* STUN damage, even though NND attacks generally inflict only STUN.

This Dysha releases its energy when it encounters the dense Isho concentrations within a living creature. Isho barriers like the Wall and Bubble Dyshas are also dense concentrations of Isho, and therefore cause Penetration Bolts to prematurely (and harmlessly) release their energy.

Moon Requirements: Desti +5, Tra +3

1d6+1 RKA (Heat); NND: Isho Barriers (+1); Dysha Limitations (-1æ); x4 IPTS (-1)

Active Cost: 40 **Real Cost:** 9 **IPTS:** 16

2d6 RKA (Heat)....

Active Cost: 60 **Real Cost:** 14 **IPTS:** 24

DYSHAS OF LAUNTRA**Fire Touch**

Moon Requirements: Du +3, Launtra +2

1d6+1 HKA (Heat); Dysha Limitations (-1); No increase w/STR (-); x3 IPTS (-1)

Active Cost: 20 **Real Cost:** 5 **IPTS:** 6

2d6 HKA (Heat)....

Active Cost: 30 **Real Cost:** 7 **IPTS:** 9

3d6-1 HKA (Heat)....

Active Cost: 40 **Real Cost:** 10 **IPTS:** 12

Healer

Moon Requirements: Launtra +2, Shal +1, Desti +1, Tra +1

3d6 Aid BODY; Dysha Limitations (-1); Only to restore lost points (-); Extra Time: 1 Minute (-1); Gradual Effect: 5 Hours (-1°); Concentrate: 0 DCV (-); x2 IPTS (-); Gradual Effect must complete before another application has any effect (-)

Active Cost: 15 **Real Cost:** 2 **IPTS:** 3

4d6 Aid BODY....

Active Cost: 20 **Real Cost:** 3 **IPTS:** 4

6d6 Aid BODY....

Active Cost: 30 **Real Cost:** 4 **IPTS:** 6

8d6 Aid BODY....

Active Cost: 40 **Real Cost:** 5 **IPTS:** 8

Night Eyes

Moon Requirements: Launtra +2, Tra +1

+4 to Sight Perception Rolls; Dysha Limitations (-1°); Only to offset penalties for darkness (-); Does not work in total darkness (-°); Maximum Duration: 1 Turn (-); Cost IPTS to Use (-)

Active Cost: 8 **Real Cost:** 2 **IPTS:** 1

Faint Touch

The effect of this Dysha works by inverting the target’s Isho, in the same manner as Faint (see the Dyshas of Shal).

Moon Requirements: Shal +3, Launtra +2, Tra +1

4d6 EB: Isho; Dysha Limitations (-1); STUN Only (-); Isho Inversion (see description) (-1); No Range (-); x2 IPTS (-)

Active Cost: 20 **Real Cost:** 4 **IPTS:** 4

6d6 EB: Isho....

Active Cost: 30 **Real Cost:** 6 **IPTS:** 6

8d6 EB: Isho....

Active Cost: 40 **Real Cost:** 8 **IPTS:** 8

Spider Grip

As an Uncontrolled power, the weaver supplies enough IPTS up front to sustain the orb for the desired number of Phases.

Moon Requirements: Launtra +4, Ebba +2, Gobey +1

Clinging; Uncontrolled (+); Dysha Limitations (-1); Costs IPTS to use⁷ (-æ); Not in areas rich with Ebba Isho (-°); x2 IPTS to use (-)

Active Cost: 15 **Real Cost:** 4 **IPTS:** 3

Clinging + 15 STR....

Active Cost: 22 **Real Cost:** 5 **IPTS:** 4

Spectral Stun

This attach stuns using intense light, but does not blind the opponent. Flash defense, or opaque eye coverings (like hands) render this Dysha harmless.

Note that this Dysha requires a unique gesture (cupping palms together) which is an obvious tip to anyone familiar with it.

Moon Requirements: Du +4, Launtra +3

2d6 EB (Intense Light); NND: Sight Flash Defense (+1); Dysha Limitations (-1); Must hit face (-1°); Beam Attack (-°); STUN Only (-); x2 IPTS Cost (-)

Active Cost: 20 **Real Cost:** 4 **IPTS:** 4

3d6 EB (Intense Light)....

Active Cost: 30 **Real Cost:** 6 **IPTS:** 6

4d6 EB (Intense Light)....

Active Cost: 40 **Real Cost:** 8 **IPTS:** 8

DYSHAS OF TRA

Deflector

As an Uncontrolled power, the weaver supplies as much IPTS up front as he would like to use to deflect Dyshas.

This Dysha only works against Dyshas which are targeted directly upon (or through) the weaver.

This Dysha expends IPTS normally (per Phase), but also for each Dysha which it “deflects”. Each incoming Dysha requires half of its own IPTS cost from the Deflector Dysha. If there is not enough IPTS to meet this requirement, the

remaining IPTS are expended, the Deflector stops functioning, and the incoming Dysha hits its target with full effect.

Since the Desolidification on which this Dysha is based is so restricted, the +2 Power Advantage required to affect the physical world is waived.

Moon Requirements: Tra +1

Desolidification; Uncontrolled (+); Dysha Limitations (-1°); Only against Dyshas (-2); Must expend IPTS for each incoming Dysha (-1); Extra Time: Full Phase (-)

Active Cost: 60 **Real Cost:** 10 **IPTS:** 6 (see text)

Inner Ear

Moon Requirements: Tra +2, Launtra +1

Clairsentience (Hearing); Uncontrolled (+); Dysha Limitations (-1°); Only through barriers up to 1” (2m) thick (-1); Does not work through Isho rich barriers (-°); Extra Time: 1 Turn (-1); Concentrate Throughout: DCV (-); x2 IPTS (-)

Active Cost: 30 **Real Cost:** 5 **IPTS:** 6

Inner Eye

Moon Requirements: Tra +3, Launtra +2

Clairsentience (Sight); Uncontrolled (+); Dysha Limitations (-1); Only through barriers up to 1” (2m) thick (-1); Does not work through Isho rich barriers (-°); Extra Time: 1 Turn (-1); Concentrate Throughout: DCV (-); x3 IPTS (-1)

Active Cost: 30 **Real Cost:** 5 **IPTS:** 9

Reflect

Normally Persistent, this Dysha is Instant – meaning that the weaver must use a Phase action for each Dysha he wants to Reflect. This cannot be aborted to. This means that the weaver must have an action held in order to weave this orb.

This Dysha only works against Dyshas which are targeted directly upon (or through) the weaver.

Though not Uncontrolled (like Deflector), the weaver must expend additional IPTS based on the incoming Dysha in order to reflect it. The incoming Dysha requires half of its own IPTS cost from the weaver, in addition to the weaver cost. If there is not enough IPTS to meet this requirement, the weaver’s remaining IPTS are expended and the incoming Dysha hits its target with full effect.

Moon Requirements: Tra +3

Missile Reflection (Dyshas); Dysha Limitations (-1°); Linked with Desolidification (-); Only against Dyshas (-1); Instant Effect (-1); Costs IPTS to use (-); Must expend IPTS for each incoming Dysha (-1); x2 IPTS (-)

Active Cost: 40 **Real Cost:** 5 **IPTS:** 8 (see text)

⁷ Because this power is normally Persistent, and not just Constant, the value of the “Costs IPTS to use” Limitation has been slightly increased.

Create Warp

Moon Requirements: Tra +5

1d6 Minor Transform (Open/Close Warp); Continuous (+1);
Cumulative (+°); Area Effect: 2" Radius (+1°); Dysha
Limitations (-1); Extra Time: 1 Turn (-1); Concentrate
Throughout: DCV (-); x3 IPTS (-1)

Active Cost: 35 **Real Cost:** 6 **IPTS:** 10

Chapter 3

Bestiary

SCRAGGER

Val	Char	Cost	Combat Stats
0	STR	-10	OCV: 6
18	DEX	24	DCV: 10
13	CON	6	ECV: 2
5	BODY	-10	Phases: 4, 8, 12
5	INT	-5	
5	EGO	-10	Costs
10	PRE	0	
10	COM	0	Char: 6 Base: 100
10	ISHO	0	+
10	COLOR	0	Powers: 204 Disads: 110
4	PD	4	=
3	ED	0	Totals: 210 210
3	SPD	2	
4	REC	2	
26	END	0	
15	STUN	3	
20	CPTS	*	
20	IPTS	0	
4	IREC	0	
2	ISPD	0	* Includes bonus for shrinking
Cost	Powers		
27	Shrinking (20 pts), Persistent, Always On (-4 to other's Perception, +6" KB, +4 DCV)		
6	+2 to all Perception rolls		
45	True Tra-sense		
2	+5 STR, Only for leaping – 1" horz, " vert (-1)		
12	+18 STR, Only for STR vs. STR when biting – i.e. grab (-)		
24	1d6 HKA, Continuous (+1), Reduced Penetration (- ⁰)		
78	Drain: 2d6 STUN, 1D6 STR, 8 Clips of 8 Charges (+ ⁰), Continuous Uncontrolled (+1), Recover per 5 Minutes (+); Gradual Effect: Every phase (-0), Must do BODY – i.e. bite (- ⁰)		
Cost	Skills	Roll	
7	Concealment	12-	
3	Stealth	13-	
100+	Disadvantages		
70	Creature Bonus		
5	Blind to Vision Sense Group		
15	No Fine Manipulation		
20	Hunted by Civilized Creatures 11-		