

Return to Jorune

Storyteller™ Conversion

Name
Player
Gender	Nationality
Allegiance	Race
Nature	Vice
	Virtue
	Inspiration

ATTRIBUTES & ABILITIES

PHYSICAL		MENTAL		RELATIVE	
Strength Ø0000		Perception Ø0000		Appearance Ø0000	
Archery00000 O __		Awareness00000 O __		Disguise 00000 O __	
Brawl00000 O __		Invigate 00000 O __		Intimidate00000 O __	
Might00000 O __		Navigation00000 O __		Style 00000 O __	
Dexterity Ø0000		Intelligence Ø0000		Manipulation Ø0000	
Athletics00000 O __		Academics 00000 O __		Animal Handling00000 O __	
Firearms00000 O __		Bureaucracy 00000 O __		Interrogate 00000 O __	
Legerdermain00000 O __		Engineering 00000 O __		Isho00000 O __	
Melee00000 O __		Linguistics00000 O __		Savvy 00000 O __	
Stealth00000 O __		Medicine 00000 O __		Suberfuge00000 O __	
..... 00000 O __		Science00000 O __	 00000 O __	
..... 00000 O __		Survival00000 O __	 00000 O __	
..... 00000 O __	 00000 O __	 00000 O __	
..... 00000 O __	 00000 O __	 00000 O __	
Stamina Ø0000		Wits Ø0000		Charisma Ø0000	
Endurance00000 O __		Arts00000 O __		Command00000 O __	
Resistance00000 O __		Drive.....00000 O __		Etiquette 00000 O __	
..... 00000 O __	 00000 O __		Perform..... 00000 O __	
..... 00000 O __	 00000 O __		Rapport.....00000 O __	

BACKGROUND		KNACKS		SOAK		
Allies00000		KernØ0000 O __		Armor	Rating (B/L)	Penalty
Backing00000	 00000 O __		None	___ / 0	0
Cipher00000	 00000 O __		_____ / _____		
Contacts00000	 00000 O __		_____ / _____		
Followers00000	 00000 O __		Total	___ / ___	
Gear00000	 00000 O __				
Influence00000	 00000 O __		Bruised		- 0 <input type="checkbox"/>
Menagerie00000	 00000 O __		Hurt		- 1 <input type="checkbox"/>
Mentor00000	 00000 O __		Injured		- 1 <input type="checkbox"/>
Nemesis00000	 00000 O __		Wounded		- 2 <input type="checkbox"/>
Reputation00000	 00000 O __		Maimed		- 3 <input type="checkbox"/>
Resources00000	 00000 O __		Crippled		- 4 <input type="checkbox"/>
Sanctum00000	 00000 O __		Incapacitated		<input type="checkbox"/>

WILLPOWER		Intuitive Facet	00000	INSPIRATION
00000000000000		Reflective Facet	00000	00000000000000
-----		Destructive Facet	00000	-----

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Basic Generation (modified from ADVENTURE! Page 116)

PHASE ONE

STEP ONE:	Concept – Nationality, Race, Gender, Origin, History
STEP TWO:	Attributes – Choose Primary group (Physical, Mental or Relative) ; Primary = 6 dots; Secondary = 4 dots; Tertiary = 3 dots; no Attribute over 3
STEP THREE:	Abilities – Desired Abilities (23 dots); No Ability over 3. Calculate die pools.
STEP FOUR:	Isho – Note Isho Allegiance/Lihal, Calculate Isho Pool. Buy Knacks w/Pool
STEP FIVE:	Background – 6 dots limited to Concept
STEP SIX:	Finishing Touches – Willpower (3), Inspiration (0), Initiative (Dex+Wits), Movement (walk = Dex x 2m; run Dex x 4m; sprint ((Dex x 3) + 10m))
STEP SEVEN:	Bonus Points: 15 points Attribute = 5; Ability = 2; Special (max 3 per ability) = 1; Background = 1, Willpower = 2; Initiative = 1

PHASE TWO **Inspiration** – choose character's transformation; heroic, psychic or dynamic
Definat Facet – Intuitive, Reflective or Destructive

Spend 13 Transformation points on Inspiration, Background enhancements, Knacks or Traits

PHASE THREE Calculate Final Dice Pools, Initiative, Movement and Soak
Define characters history

Racial Limitations

<p>Human Triple Cost for Isho Knacks</p> <p>ISHO: Desti or Du only</p>	<p>Boccord Must take Physical as Primary -1 on Dexterity Rolls Double Cost for Isho Knacks +2 on Strength Rolls ISHO: Desti, Du or Gobey</p>	<p>Muadra Cannot take Physical as Primary +1 on Dexterity Rolls +2on Isho Rolls ISHO: Any</p>
<p>Bronth Must take Physical as Primary Double Cost for Isho Knacks -2 on Dexterity Rolls +2 on Relaion Rolls w/Woffen +3 on Strength Rolls ISHO: Gobey, Ebba or Launtra</p>	<p>Woffen -2 on Relation Rolls w/ Cruagr/Cygra Double Cost for Isho Knacks +1 on Dexterity Rolls +2 on Relation Rolls w/Bronth ISHO: Gobey, Ebba, Launtra</p>	<p>Crugar -2 on Relation Rolls with Woffen Double Cost for Isho Knacks +2 on Dexterity Rolls ISHO: Desti or Du only</p>
<p>Cygra Double Cost for Isho Knacks +2 on Dexterity Rolls ISHO: Desti or Du only</p>	<p>Blount Double Cost for Isho Knacks Cannot take Physical as Primary ISHO: Gobey or Desti only</p>	<p>Tologra +1 on Isho Rolls Cannot take Relatie as Primary ISHO: Any</p>
<p>Trarch Triple Cost for Isho Knacks +2 on Strength Rolls +1 on Dexterity Rolls Cannot take Mental as Primary ISHO: Gobey or Du only</p>	<p>Acubon Triple Cost for Isho Knacks +2 on Dexterity in Fresh Water Base Swim at 2 Cannot take Relative as Primary ISHO: Launtra or Ebba only</p>	<p>Salu Triple Cost for Isho Knacks +2 on Dexterity in Salt Water Base Swim at 3 Cannot take Relative as Primary ISHO: Launtra or Ebba only</p>
<p>Thivin Quadruple Cost for Isho Knacks +2 on Relative Rolls +1 on Wits or Intelligence Rolls ISHO: Shal or Launtra only</p>	<p>Scarmis No Isho Knacks Cannot take Mental as Primary +3 on Dexterity Rolls -2 on Perception Rolls ISHO: None</p>	<p>Ramian No Isho Knacks Cannot take Relative as Primary -2 on Relative Rolls +2 on Strength Rolls ISHO: +2 on damage from Shal</p>

Add Corastin

Isho from PLUS & FUZION Isho Conversion

ISHO from PLUS/FUZION Isho Conversions

Skill Translator

Conversions Fuzion / PLUS / Storyteller / 3rd Edition