



Introduction to Jorune The Short Form

Skyrealms of Jorune is the saga of a lost colony.

Shortly after the development of Faster-than-Light drive, Kajida Jorune discovered a world. An expedition found several races sharing the world, including the eyeless Shantha - clearly the native race - and a variety of aliens; thriddle, ramian, corastin, cleash, scarmis, croid and others.

A unique energy in the world, called Isho by the natives, which permitted the creation of beautiful displays of light and power. Isho was deemed worthy of further study and a scientific project was set up to study Jorune.

A treaty was negotiated with the Shantha to permit the establishment of research stations and colonies, and within twenty years 80,000 humans called Jorune their home - if only temporarily.

Without warning, all communication and supply ships from Earth stopped. The fear was that a great conflict had eliminated the home world and the colonists were cut off forever.

Two schools of thought developed among the colonists. One said that we could live by sharing the world with the

other races, as was the case before humans arrived. The other declared the need to secure land for food and the survival of the species.

Dispute within the colony expanded. The militant colonists assumed that the natives would be an easy conquest, to be relocated as other races had been during the previous age of exploration. The isho technology was not perceived as a threat, but at a certain point, the Shantha stood their ground and revealed the war uses of Isho.

The Shantha, under the direction of the Desti Lih-al, moved to protect their world with massive flows of violent isho channeled through warp openings created by Tra.

Unexpectedly, the Isho interacted with the power sources of the Earth-tec weapons and a far more destructive result began the Shyee - the Dying Times. Full scale war erupted. Colonists discovered that when they abandoned the Earth-tec, the Shantha did not attack them and thousands of them went into 3000K cryo-bins under the colony sites. Colonial actions drained isho from whole areas and the Shantha began to die.

A bio-tec master released a specially designed plague to wipe out the Shantha and nearly succeeded. The population of Jorune was reduced to bare survival rates and a dark age began.

One scientist, Theo Iscin, who was the creator of durlig which allowed humans to survive on Jorune with only a small crop of plants from the home world, and hilt to allow digestion of the native foods, was alone at a research station in the Gauss valley. Believing himself to be the last survivor of Earth's heritage, Iscin began a series of genetic experiments that would result in the Iscin races, spliced with animals of Earth to insure the survival of something Terran in the universe. His work would result in the arrival of woffen, crugar, cygra, blount, bronth and tologra on the face of Jorune.

Over the next 3500 years humans, shanthas and the many aliens of Jorune struggled to achieve the levels of civilization they had enjoyed before. The thriddle of Tan Iricid maintained a store of knowledge in their island fortress, but even they did not retain everything.

Mutations and monsters appeared. Many appeared and vanished, but some variants of humanity established themselves; the brutal Trarch, the aquatic Salu and Acubon, the robust boccord and the frail muadra.

Pocket empires appeared and vanished. Eras of enlightenment elevated the races on Jorune, to be followed by pestilence, rot plagues and the ignorance that flourished between enlightenments.

A generation ago a young prince named Khodre Allonkarb began a conquest to unite the kingdoms around him. From Ardoth the prince led an army to draw Ardis, the Sobayid, the Gauss, Glounda, Sydra, Lelligire and Essanja into the empire of Burdoth. With his forces spread thin he was attacked from the land by the crugar, who lusted for the rich Gauss Valley, said to be the home of their adored Iscin, from sea by the bronth, who feared the new conquering force, and the ramian, who liked a good opportunity. Heridoth, neighbors to the south, feared for their sovereignty and joined in the attacks on young Burdoth.

When he neared the end of his forces, Allonkarb's troops discovered a cryo-bin filled with perfectly preserved

Earth-tec weapons and devices. Armed with the fearsome weapons, Khodre marched west, to Temauntro and nearly to the borders of Jasp, and secured his holdings to the Empire.

The new weapons brought a new opponent into the mix - the Shantha.

Fearing a new Shyee, the thriddle sage Salrough Gomo negotiated a treaty and returned Burdoth's borders to the original provinces, freed the Sobayid, established the nations of north and south Khodre under the control of Allonkarb's illegitimate daughter, Saess. Allonkarb died with his empire securely in the hands of his son Dhandrenn and a well armed military.

For nearly a generation Burdoth has been in renaissance. Earth-tec opportunities in tools and agriculture, as well as weapons, have allowed a booming economy and flourishing

population to tour the world as a new luxurious social class. Drenn, the recognized citizens of Burdoth, enjoy rights and privileges unknown to non-Burdothians and drennship has become the ticket to wealth and security.

Jorune today is a blend of primitive and technologically sophisticated cultures. Free and independent nations trade, and sometimes war, with each other. Agents of the querrids seek new information on the secret past of Jorune. Tautther - those who seek drennship - serve the nation and Drenn to earn their rights. A thousand unlanded classes work, trade, travel, explore and dream.

Welcome to Jorune.

Getting Into Jorune

Skyrealms of Jorune is an established role playing game with a loyal following in Australia, North America and Europe. The world contains one of the richest, detailed worlds in any fantasy settings. In 1995, SSI released a computer game, *Alien Logic*, based on *Skyrealms of Jorune*, but after the publication of *The Gire of Sillipus* by Chessex, the release of commercial Jorune product has been halted until some technical problems can be resolved. Thanks to the Internet, more people have been able to discuss the game in greater detail than ever before.

Third Edition material is still available from Chessex and can be special ordered through your local game or hobby shops through the Chessex catalog the shop owners already possess. Both new and old Jorune material appear regularly on the internet rpg marketplace and on the used game shelves of many gaming shops.

It is all still available.

However, a problem in the three editions of the role playing game has been the system. While the Third Edition system was ultimately a very playable game, the explanation in the rule book was difficult to follow and did not really follow the designer's intent. Most people have played Skyrealms of Jorune have done so in a variety of existing and patch-work systems, ranching from the original systems published in the first and second editions, to BRPS/Chaosium percentile systems, HERO and GURPS 3d systems and dozens of individual designed variants of the published system.

The purpose of *PLUS Jorune* is to make the world available to more people through the miracles of net-publishing. *PLUS Jorune* is not a product of, nor does it represent, official development of the game, the system or the world of Jorune. *Skyrealms Of Jorune* is a trademark of Skyrealms, Inc., and this version of the game is not intended as any challenge to the copyright, ownership or trademarks to the game.

PLUS Pro Jorune may not be sold.

To play *Skyrealms of Jorune* the Sholari will need to have at least one copy of the *Skyrealms Of Jorune 3rd Edition*, published by Chessex. A copy of *The Sholari Companion/Sholari Pack* is highly recommended, also available from Chessex. Other *Skyrealms of Jorune* supplements that may prove useful include *The Sobayid*

Atlas and The Gire Of Sillipus. Recommended 2nd Edition materials included the main rules boxed set, which includes the *Sholari Guide*, *Tautther Guide*, and *Player Guide*; the *Companion Jorune: Ardoth*, *Companion Jorune: Burdoth*, *Earth-Tec*, *Shanthas Of Jorune* and *Playing The Iscin Races* supplements for the 2nd Edition of the game.

The new Jorune home page address is:

<http://www.jorune.org>

Special thanks to Andrew Leker, Miles Teves and Amy Leker-Kalish, for the creation of the world and the years of dedication in bringing the pencil, paper and dice version of the game to players around the world.

Thanks also to Dan Beyer; Mark Wallace; Janice Sellers; the many players in my living room, the various gaming groups at DunDraCon, Origins, OrcCon, Stratigicon, and GenCon; to Richard Eide for suggestion a simple starting point for the games, to Janice Sellers and David Ackerman for their assistance in reviving Jorune, to Shawn Smith for HIS *Galactic Legion* game and system, which have helped shape Plus Jorune; the people on four continents who help get PLUS through five revisions to make the Pro version possible, and to the players on the Jorune internet mailing list who kept the interest in the world when mine was lagging (information on the mailing list is available through the web site).

And an extra special thank you to Jim West who developed the point based system used to create this variant of *PLUS*, which will get to see the light of day some time soon (we hope), as well as for creating the computer models which prepared the actuarial tables on which the die distributions were calculated.

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RACES

Not all of the races of Jorune are available as player races. Because of the problems of game mechanics and balance, certain races have been relegated to the area of NPCs (Non-Player Characters) or ZIPz (Zeitgeist Instant Profiles).

You are free to choose any of the shown player races and apply the set of racial characteristics to the development of your new player character, following the modifiers, restrictions, bonuses, and penalties as shown below. There is no "best" race – some races are better able to handle particular situations than others and most races have some area of inability.

RACIAL NOTES

There are a number of races you will encounter on Jorune. This is a summary of the known races (never close your mind to a new idea) and the races which can be chosen as player races are indicated with (PC - Phase #). This is Phase 1 of the listing.

ACUBON (PC - Phase #2).

Acubon are a fresh water human mutation found in the eastern waters of Lake Dah-uh-deh. Their language has been simply called Acubon. They are quiet, secretive and hold Revealing family information as a betrayal to their tribe. They have no known religion but are very environmentally sensitive and do not take well to strangers invading their territories, but seem to live in harmony with several of the neighboring Blount family groups. They must keep moist or they will dy from rapid dehydration. Acubon possess the secret of coleels, a opal-like gemstone infused with an inner fire that captivates all who see it..

Acubon Notes

- Homelands :** Lake Dah-uh-deh
Language : Acubon (1P to understand Salu)
Taboos: Revealing family Matters to outsiders
Religion: Nature - water and weather
Weaknesses: Must keep moist or skin is damaged
Special : Makers of the coleel gemstones

BLOUNT (PC - Phase 2).

Blount were the first of the Iscin races and share the waters of Lake Dah-uh-deh with the Acubon and merchants who trade along the shores. They speak Ablanth and consider the adoption of human customs to be offensive, although many blount have become successful in service and bartending work. They do not Worship Iscin, but revere him as the race's creator, and also honor Mayatrish, who taught tolerance for all the races of Jorune. They carry containers of a noxious mixture call malthin, which can serve as an intoxicant for blount, or a vicious stink-bomb against their enemies. Like the Acubon, they must keep moist to survive and in hot climes maintain "wet beds" - barrels of brackish water - at their workplace and their homes.

Blount Notes

- Homelands** Lake Dah-uh-deh, most port cities
Language Ablanth

- Taboos** Taking on human affectations
Religion Varied, Mayatrish dominant
Weaknesses Must keep moist or skin is damaged, possibly fatal, physically weak
Special Note Uses noxious Malthin as weapon.

BOCCORD (PC - Phase 1).

A robust human mutation that now calls the old Bronth homes of Crendor as their home. Ros Crendor (ros in Boru means "original") is a source of great pride for the boccord, home of many shanthic ruins and a large thoos-ah near Ro-Obis. Revealing the details of Ros Crendor's society is sure way to lose kri - the personal and family honor that boccord revere more than all other concepts. Boccord do not tolerate immigration by non-boccord, but travelers will be allowed for brief periods in certain coastal cities. Older boccord may develop exceptional isho interference skills, becoming histin, advanced dysha teachers.

Boccord Notes

- Homelands:** Ros Crendor, most human realms
Language: Entren
Taboos: Revealing Ros Crendor's secrets
Religion : Varied, Mayatrish dominant
Weaknesses : Must eat a lot to survive, expensive to feed
Special : Ros Crendor has working t'hoosa

BRONTH (PC - Phase 1).

A later Iscin race based on Terran bears, the bronth have built their home in Dobre, Yobreh, Crendor and the Hobeh. Their language, Boru, shares many characteristics of Woffen Thowtis and each can understand about half of the others language. Bronth enjoy festivals, games and set a side special days for the memory of Iscin, his death, the great wanderings and other sorrows. The bridge at Yobreh harbor is one of the great wonders of Jorune - nearly fifteen miles long with arches to allow the tall masts of sailing ships to pass beneath. A light burns in a great stone lantern at the seaward apex of the bridge and small replicas of the bridge or the light are shared among the friends of many Bronth for celebration of Day Iscin. While burdened with poor sight and poor hearing, their sense of smell is acute and their compassion for other races is unexcelled. Bronth founded the Green Order, a society of healers comprised mostly of bronth and muadra, to offer services to the sick and injured. They never demand a fee but survive quite well on donations. It was the bronth entry into the Energy Weapons War that prompted the final success of the negotiations started by Salrough Gomo.

Bronth Notes

- Homelands:** Dobre, Hobeh, some coastal cities
Language: Boru (Thowtis 1B)
Religion: Iscin, as a great person, some Mayatrish
Weaknesses: Poor sight

CORASTIN (PC - Phase 2)

A servitor race of a lost invasion fleet, the Corastin live in many swamps, marshes and have become a familiar resident of many large cities. The physical restrictions on their use of language should not be taken as a sign of low intelligence - many corastin understand many languages and in the company of an interpreter (Entris) someone could be surprised with their knowledge. Corastin are very sensitive about the value of their work and prefer to accept payment in bit-coins, rather than receive a few coins of larger value. A corastin will not tolerate an insult on the quality of his work or the value of his word. If a corastin holds you in special esteem, he will worry a large scale from his back or shoulders, and present you with the still bleeding part of himself. Admiration is expected, as well as elevating the scale to a position of honor (at least in the Corastin's presence), and no other repayment is expected.

Corastin

Homelands: Swamp and coastal town
Language: ggra'k, but may understand many
Taboos: Insulting honor or another person's value
Religion: Family contacts
Weaknesses: Pride
Special: Corastin are very sensitive and offend easily

CRUGAR (PC - Phase 1)

Crugar, the second Iscin race hold the vast plains of the Temauntro as their home, but have always desired possession of Gauss Valley, where Iscin, at his remote lab first gave them life. Crugar have invaded Gauss Valley many times in the last 3500 years, and have been driven off into the Doben-al desert, which divides the Temauntro from Gauss Valley. The society is largely nomadic with only three recognizable cities in the western Temauntro. Family groups or pawms prowl the plains in an eternal hunt and groups will frequently war on each other for better hunting territories. The crugar are driven by a fanatical worship of Iscin and treasure anything of his artifacts. Choundra, the first crugar, killed his creator in a confrontation with the anti-thone prototype Karl Bomoveris. On Iscin's death, Choundra and his brothers and sisters took the rest of the Iscin races away from Gauss in a saga still called the Great Wanderings. Crugar share their language, chuan tse, with the Cygra.

Crugar Notes

Homelands: Temauntro
Language: Tchaun tse
Religion: Iscin fanatics
Weaknesses: Poor sight
Special : Fanatic Iscinists

CYGRA (PC - Phase 1)

Cygra are a variant of the crugar and are believed to be the race Iscin was hoping to create. In several writings he mentioned how disappointed he was with Crugar. Cygra have longer, paler fur than their crugar cousins, have a slightly better temper and have worked their way into the

fabric of human society in Jasp, as well as settlements in the North Temauntro and western Khodre territories. They share their cousin's language (Tchaun tse), are slightly less fanatical in their devotion to Iscin, and can run on all fours when required.

Cygra Notes

Homelands: North Temauntro Jasp and Khodre
Language: Tchaun tse
Religion: Iscin moderates
Weaknesses: Poor sight
Special: Kinder, Gentler crugar

HUMAN (PC - Phase 1)

Look down. See you? That's a human just like the one's on Jorune. Humans have established several realms on Jorune, from the cosmopolitan society of Jasp in the north, to the fanatic human-only society of Thantier in the south, with the nations of Burdoth and Heridoth in between. The language has evolved over 3500 years into "Entren" but some scholars can read and write various Earth tongues as a classic languages. Humans are identified by the genetic locks on Earth-tec weapons and devices. In the hands of a true human a piece of Earth-tec will power on and allow its use. A broken or modified Earth-tec device will sometimes activate for a non-human or a human variant, but that is not a circumstance to be counted on. Earth-based humans have the same variety of mood, skin, hair and intelligences as their ancestors on our world. While some Earth religions survived, usually preaching Jorune as God's punishment for leaving the home prepared for man, most humans share a mystic view of the Isho of Jorune - the Sho Sen. At death the bodies are burned to "release" the soul into Sho Sen and the ashes are returned to the soil.

Human Notes (PC - Phase 1)

Homelands: Burdoth, Heridoth Khodre, Jasp, Thantier
Language: Entren
Religion: varied, Earth-based, Isho, Mayatrish
Special: Can use Earth-tec through geno-locks

MUADRA (PC - Phase 1)

Muadra are a small human variant which can be found in most human realms except for Thantier. They spent generations as an easy target for abuse by other races until the Caji Gends discovered that muadra had a mutant ability to manipulate isho and learned the secrets of isho weaving from the Shantha Sho Copra Tra. The discovery of isho abilities and the rise of the militant Maustin Caji created a great deal of fear of muadra. To this day, Burdoth maintains a corps of daijic - isho-police - who use the isho charged flesh of the daij fish to see isho concentrations. A few muadra also serve as daijic in the Ardothian force, but are looked down upon by their kinsmen. Muadra have fared best in the trading nation of Jasp, the restructured Burdothian Empire under Dharsage Dhandrenn, and with the caravans of the Doben-al. Since the rescue of besieged woffen by the Maustin Caji in the Gauss Valley, where invading crugar attacked hospitals with woffen plague victims, the woffen and muadra have shared a special appreciation of each other's culture and muadra-woffen partnerships are not uncommon.

Muadra Notes

Homelands: Most human realms, Doben-al desert
Language: Entren
Religion: Mayatrish, Isho
Weaknesses: Smaller and weaker than most races
Special: The second most capable weavers of isho.

SALU (PC - Phase 2)

The salt-water variant of humanity can be found in most coastal waters. Salu are excellent shipbuilders and the fastest sea vessels on Jorune come from the Salu shipyards. While making solid and watertight ships for other races, Salu make their own ships open to the water with crew and Salu-passengers riding the keels and outriggers. Cargo on a Salu vessels is carried high on a special deck constructed for the purpose and delivery times on the Salu chausis is the shortest. Their language is related to the Acubon tongue, but the Salu spend little time in contact with their freshwater brethren. A Salu can lose all of his or her aquatic ability if left on dry land for too long. While it will not kill them outright, the condition is permanent and the afflicted dry Salu are known as salibe.

Salu Notes

Homelands: Most coastal areas (salt water)
Language: Salu (1P to understand Acubon)
Religion: Nature, water, tides and weather
Weaknesses: Must keep moist or lose their aquatic abilities (Salibe)
Special: Shipbuilders, Navigators, Traders

THIVIN (PC - Phase 2)

A mutation of the alien Ramian, the thivin appeared for the first time outside Voligire less than 300 years ago. In that time they have proven themselves adapt business people with great personal industry, family group production, and the shrewdest merchants on Jorune. A "thivin's five" is four, etc. Every thivin will either be able to do business with you directly, or has an uncle or a cousin who just happens to be in the business you are looking for. Thivin swords are second only to shanthic blade for workmanship and quality. Because of their interest in trade, they have bonuses with almost any race they encounter, but because of their upbringing are not well schooled in the arts of war. Thivin can be found in most major cities and manufacturing enclaves in rural regions. They also run or partner with most of the caravans traveling Jorune.

Thivin Notes

Homelands: Coastal areas and Metropolitan cities
Language: Thuak
Weaknesses: Greed
Special Note: Expert traders and craftsmen

TOLOGRA (PC - Phase 2)

The last of Iscin's Children - interbred with human and the big cats, tologra males sport lionesque manes, are quite strong, have a chance of activating Earth-tec weaponry, and have some isho weaving abilities. Long thought to be a

legend, Iscin's Lost Race appeared in Ardoth three years ago with a small trading mission. They have penalties to interactions with many races, are not generally trusted and have yet to find their way into the mainstream of Jorune society. Their homeland Sharden is seldom visited but a new leg of the Jaspian airship fleet has included Sharden in its regular air service, which may bring changes. Their language, Hotha, is so far removed from the other Iscin tongues that very few people have learned it, and Tologra are still learning Entren. Their indulgences in sensual pleasure has lowered them in the eyes of the more established races.

Tologra Notes

Homelands: Sharden
Language: Hotha
Religion: Iscin, Nature
Weaknesses: Sensualists
Special: Limited isho ability and may use Earth-tec

TRARCH (PC - Phase 2)

Trarch are a brutal human mutation with strongly muscled bodies and pale blue skin. Tusks grow from the lower jaws of both males and females, giving older members of the tribes extra weapons, should they be needed. Trarch speak Troffa and use their heavy war clubs to emphasize their statements and to indicate that they want the floor in the discussion. Trarch live on the mainland and islands of Drail, but will travel great distances to trade. Trarch require a bribe - purchase of a trading coin - to open discussions with them. The bribe can be a bauble, a tool or a favor. The Draili Trarch worship shanthic and Earth-tec artifacts and, from the detail shown in their wood and stone carvings of the objects, they may have first-hand knowledge of some relic sites.

Trarch Notes

Homelands: Drail, seaports
Language: Troffa
Religion: Earth-tec, Shantha
Weaknesses: genetic throwbacks
Special: Trarch are human mutations and may know of Earth-tec

WOFFEN (PC - Phase 1)

The creation of Woffen from human and wolf genetic material, after the disaster of the Crugar, pleased Iscin, and woffen feel a very comfortable superiority to the crugar. Woffen will seek out crugar to start fights and it is not unusual to come across a band of young woffen traveling across the empty wastes of the Doben-al on their way to or from crugar battles in Temauntro. Woffen will gravitate toward muadra when they find them, and the two Woffen females have problems bringing pregnancy to a successful conclusion and all pups are considered the responsibility of any adult Woffen who may be around. Treating pups to treats and gifts is a good way to work your way into a new Woffen group. Woffen have a very human temperament with most things, but have a particular weakness for strong drink. Woffen outcasts created by uncontrolled drinking are shunned as "authew" and a culture of anti-drinking is strong in the woffen lands of Anasan and Lundere. Woffen are

brave and, if you earn their respect (or pay well), loyal. Hundreds of woffen work as sailors to get from one land to another, just to satisfy their longing for adventures. The woffen language of Thowtis is very similar to Boru and bronth and woffen can often communicate well with no training in the other's language.

Woffen Notes

Homelands: Lundere, Anasan, Metropolitan cities
Language: Thowtis (Boru at Thowtis w/IP)
Taboos: harming children or pregnant women
Religion: Iscin, moderate, Mayatrish
Weaknesses: susceptible to drink and extreme alcoholism (awthew)
Special : Expert sailors

Races You Will Not Be Playing

Jorune's is a strange world where several races have learned to share the world. Some will be available for you to play in the game, and other ... you will simply encounter. There are secret knowledge to each race, but there is a level of public knowledge, also.

THRIDDLE

These pear-shaped, stalk-eyed aliens are the language masters of Jorune and brokers in a wide variety of knowledge and artifacts. Their fortress island of Tan Iricid houses a great museum with far more information about the past of Jorune than many people expect. Thriddle are born through a mating process never observed by the outside. Every five years a new crop of thriddle babies arrive and the Thriddle find it impolite for you to ask. Thriddle may instigate some of the greatest intrigues on the planet, but few have the stomach for a fight. When frightened they will involuntarily release a foul stench through their "trid nodes", located on the top rear of their pear shaped bodies. Some thriddle have learned enough isho skills to be "fadri" - instructors. They will give you half an answer for each question you ask, and maintain a series of Thriddle centers around the planet - always a good place to stop for some information, or a job (check the board at the Thriddle Center).

SHANTHA

The recognized original inhabitants of Jorune, the eyeless Shantha are an object of terror or awe for the other races. They are not dependent on their personal isho levels to weave massive dyshas, or create new isho constructs on a whim. They prefer walking through warps to get where they want to go and will only be seen in other forms of transportation for special reasons. Shantha live underground and belong to one of the seven Lih-al by birth. Their underground cities are usually built where a skyrealm is about to break free of the ground - Shantha stabilize the birthing skyrealm and create homes and civic centers in the huge caverns opened beneath the crystal rich mountains. Shantha see by isho and can observe you without facing you, which can unnerve some travelers. Ud Sho Gobey is the current speaker for the Shantha and lives with a resident Tra-Shantha in Ardoth. Desti is an island west of Temauntro where Shantha keep the old ways. Travelers are not forbidden, but no provision is made for those requiring non-shanthic foods.

RAMIAN

A fierce race of blue-skinned warriors who undergo periodic changes of temperament and body. During times of chiveer,

assumed to be a mating bloodlust, bony spikes appear over the ramian's body and their ability to resist the impulse to kill cannot be suppressed. They will attack with their great stone swords with a gusto unknown to other races. The ramian who is able to withstand his or her own bloodlusts may wear a circlet of distinction and will explode veins on the sides of their head, indicating the depth of the struggle to retain 'chiven-rachu-eh', or master of one's self. Oddly, there are records of heroic and admirable ramian, though most members of the general public may not believe that such a thing is possible.

CLEASH

Huge, beetle-like denizen of the Trinnu Jungles between Burdoth and Anasan. Cleash have been spotted in other areas of Jorune - the plains of Western Temauntro, the ice fields of Gilthaw, or the wastes of the Doben-al. Periodically clean have attacked Tan Iricid, home of their blood enemies, the thriddle. Cleash produce egg capsules from a special orifice in their abdomen, which can be created by the conscious control of the cleash to become throw-explodes, smoke, acid, blinding flashes of light. Cleash control Scarmis as their personal servants, apparently by chemical codes released near the scarmis. Cleash will also 'fry' their own eggs to create a type of money that is highly prized - 'cleash eggs' are transparent pods about eight inches long and three inches wide, often amber or pale green colored, in which the translucent embryo of an unborn cleash can be found. As a barter item, 'cleash eggs' are valuable, although the upper society of the civilized realms consider them proof of the cleash inhuman disregard for life.

SCARMIS

A tall and slender race of servants to the cleash, scarmis resemble the praying mantis of lost Earth. They are fierce fighters and when encountered away from their cleash masters, quite docile. A few free scarmis live in Ardoth and regularly win beagre-hunt competitions. Their language is difficult and their usual greeting is 'Please wet me down' and the proper greeting by most non-scarmis to scarmis is 'Please DON'T wet me down'. Scarmis often cultivate a slender reed like tree which they rub up against, but do not seem to eat.

LAMORRI

The very lucky may know about the Lamorri. They were an invading force that came to Jorune a thousand years ago and temporarily enslaved the Shantha. The Eelshon-she-evid is a shanthic representation of the Lamorri, as are the Lamorrid evids. Lamorri brought ramian, croid, corastin, and thriddle

as their servants, and the cleash came with the Lamorri as their partners. Somewhere out there the Lamorri may still exist. After fifty years of enslavement, a Ca-Desti known only as The Desti, rose up to expel the Lamorri. The Desti

built isho-cannon that shot a lamorri ship from the sky and he created a whole new war technology to use against the invaders. The lamorri left, abandoning their slaves and their partners, and have not returned. Yet.

CHOOSING A PLAYER RACE

At the opening level of the game, only Human, Muadra or Boccord may be chosen. These are humans and human variants which will allow a new play to get into the world to sample the flavor of Jorune before expanding into other races.

The Ischo races of Bronth, Crugar, Cygra, Trarch and Woffen will be made available before long and, after a while,

Corastin, Thivin, Blount, Acubon/Salu and Tologra will be added to the rules.

There are advantages and disadvantages to each race. The Ischo races and alien races should not be played just like humans wearing a funny mask - they are different cultures, creatures and attitudes. Allow yourself time to explore Jorune as a human variant before trying one of the more difficult races.

Base Modifiers (Phase 1)

	Boccord	Bronth	Crugar	Cygra	Human	Muadra	Woffen
Strength	1B	2B	1P	1P	-	2P	-
Reflexes	1P	2P	2B	2B	-	1B	1B
Coordination	-	-	1B	1B	-	-	-
Education	1P	-	1P	1P	-	1P	-
Will	1B	-	1P	1P	-	-	1P
Mechanical	2B	-	1P	1P	-	1P	-
Charm	1P	1B	2P	1P	-	-	1B
Intuition	1P	-	1P	1P	-	1B	1B
Isho	1P	1P	1P	1P	2P	2B	-
Sight	-	-	2P	2P	-	-	1B
Hearing	-	1P	1B	1B	-	-	1P
Smell	-	-	1B	1B	-	-	1B
Taste	-	-	-	-	-	-	-
Touch	-	-	-	-	-	-	1B

Racial Modifiers

	Boccord	Bronth	Crugar	Cygra	Human	Muadra	Woffen
Lifting Wt.	STR x 70 lbs	STR x 80 lbs	STR x 40 lbs	STR x 40 lbs	STR x 40 lbs	STR x 30 lbs	STR x 40 lbs
Injury Mod	-4	-6	-	-	-	+2	+1
Damage Mod	+4	+6	-	-	-	-2	-1
Isho Factor	1	.5	.5	.5	..25	2	1
Isho Restore	5 days	5 days	3 days	3 days	15 days	daily	4 days
Running Speed	b	b	a	a	a	c	a
	a = STR+COORD+WIL/3		b = STR+COORD+WIL/2		c = STR+COORD+WILL/3 (1P)		

Racial Awards

	Isho Mod.	Parental Benefit	Average Height	Average Weight	Other Languages	Common Weapon
Boccord	0.5	1d, each Parents Occ.	6'8"	260	-	Sword 3
Bronth	0.5	1d, each Parents Occ.	7'2"	350	Thowtis=Boru -1	Club 3
Crugar	1.0	1d, each Parents Occ.	5'10"	140	-	Sword 2
Cygra	1.0	1d, each Parents Occ.	5'10"	140	-	Sword 2
Human	0.5	1d, each Parents Occ.	5'11"	180	-	Knife 2
Muadra	3.0	1d, each Parents Occ.	4'10"	115	-	Knife 2
Woffen	1.0	2d, each Parents Occ.	5'7"	160	Boru=Thowtis -1	Sword 2

Interactions

When dealing with other races, your character will usually have a positive or negative reaction to that race. The following Bonuses and Penalties will be considered by the GM. Interactions can apply to conversation, etiquette, language, or other dealings between races.

B = Bonus die

P = Penalty die

	Boccord	Bronth	Human	Muadra	Crugar	Cygra	Woffen
Acubon	1P	1P	1P	2P	2P	2P	1B
Blount	1B	1B	1B	1B	2B	1B	1B
Boccord	2B	2B	1B	1B	3B	2B	2B
Bronth	1B	1B	2B	2B	2B	1B	2B
Cleash	4P	4P	4P	4P	4P	4P	5P
Corastin	1P	1P	2P	1P	2P	1P	1B
Croid	2P	2P	3P	3P	3P	2P	1P
Crugar	3P	3P	4P	4P	2B	3P	5P
Cygra	2P	2P	2P	3P	1B	2P	4P
Human	1B	1B	2B	2B	1P	1B	2B
Muadra	1B	1B	1B	2B	2P	1B	3B
Ramian	4P	4P	5P	4P	5P	4P	4P
Salu	1P	1P	1P	1P	1P	1P	1P
Scarmis	2P	2P	2P	3P	2P	2P	3P
Shantha	3P	3P	4P	1B	4P	3P	1P
Thivin	2B	2B	3B	2B	1B	2B	4B
Thriddle	1B	2B	1B	2B	2P	1P	1B
Tologra	1P	1B	1P	1P	3P	2P	1B
Trarch	1P	1P	2P	0	2P	1P	1B
Woffen	1B	1B	2B	2B	3P	1B	1B

Jorune Armor

Armor purchases provide die rolls for armor protection from damage. If your opponent has succeeded with hitting your character, your damage can be reduced if you wear good armor. Three questions must be answered. 1 - Where were you hit? 2 - Do you have armor there? 3 - Is it the right kind of armor? Armor effectiveness is determined a) if your armor provides resistance to the type of weapon being used against you, and b) you win a roll of your armor dice against the damage to be taken (the numerical success of your opponent's attack) against you by rolling your armor dice. If you succeed in your armor roll, you reduce the damage number rolled. If you roll extremely well with armor you can eliminate all damage. Fate dice apply with Armor rolls. The following table provides the number of dice allowed for armor rolls.

Armor	Bludgeon	Slice	Puncture	Burn/ Electrical	Isho	Base Costs
Canvas	1d	None	None	2d	None	15 gu
Cotton	None	None	None	1d	None	10 gu
Denim	2d	2d	1d	2d	None	15 gu
Earth-tec	5d	4d	4d	5d	None	5 gc
Leather	3d	2d	2d	3d	None	4 gems
Padded Leather	3d	3d	3d	4d	None	5 gems
Plate	6d	4d	2d	None	None	1 gc
Ring Mail	2d	4d	2d	None	None	8 gems
Wool	1d	None	None	2d	None	10 gu
Crystal Net	1d	2d	None	None	2d	2 gc
Crystal Studs on Leather	n/e	n/e	n/e	None	3d	4 gc
Crystal Scale	2d	2d	2d	2d	5d	8 gc

Successful Armor Roll Bonus

Roll difference	6 or Less	8-11	12-16	17-22	23-Up
Additional Reduction	0	+1d3	+1d6	+2d6	+3d6

ARMOR TYPES

A variety of armors can be used, and usually only the armor appropriate to the setting can be used. Check with your GM. Cost is according to the campaign setting.

Effective Code: Bludgeon (B), Puncture (P), Slicing (S), Electrical (E), Fire (F), Isho (I)

LEATHER AND FABRIC

Type	Cover	B	P	S	E	F	I	Penalty
Leather Shoe/Boot	F	Y	N	Y	Y	Y	N	
Canvas Shoes	F	Y	N	Y	Y	Y	N	-
Cotton Clothing	n+a	-	-	-	-	-	-	
Felt Hat	S	Y	N	N	Y	Y	N	
Heavy Long Coat	LTA	Y	N	Y	Y	Y	N	
Heavy Uniform	STAHL	Y	Y	Y	Y	N	N	
Leather Boots	F	Y	N	Y	Y	Y	N	
Leather Shoes	F	Y	N	Y	Y	Y	N	
Leather Chaps	L	Y	N	Y	Y	Y	N	
Leather Jacket	TA	Y	N	Y	Y	Y	N	1dP Reflexes
Leather Pants	HL	Y	N	N	Y	Y	N	1dP Reflexes
Leather Vest	T	Y	N	Y	Y	Y	N	
Leather Helmet	S	Y	N	Y	Y	Y	N	
Pith Helmet	S	Y	Y	Y	Y	Y	N	
Wool Cloak	LHTA	Y	N	Y	Y	N	N	
Wool Suit	LHTA	Y	N	Y	Y	N	N	
Wool Trousers	L	Y	N	Y	Y	N	N	

METAL

Type	Cover	B	P	S	E	F	I	Penalty
Helmet (Military)	S	Y	Y	Y	N	Y	N	
Metal Plate	SHTHAL	Y	Y	Y	N	Y	N	2dP Reflexes/Stealth
Ring Mail	SHTA	Y	Y	Y	N	Y	N	1dP Reflexes/Stealth

EARTH-TEC

Type	Cover	B	P	S	E	F	I	Penalty
MAS Reflector Armor	SHTHAL	Y	Y	Y	Y	N	-	2dP Reflexes/Stealth

CRYSTAL

Type	Cover	B	P	S	E	F	I	Penalty
Vest	T	None	None	None	None	None	Y	
Stud/Leather	TAL		(as leather type, plus)				Y	1dP Reflexes
Scale	HTAL	2d	1d	2d	2d	1d	Y	2dP Reflexes/Stealth

Note: A crystal vest is a lattice open net of metal or leather with intermittent crystal chunks fixed in the junction of the strands. Studded leather includes the protection of leather or padded leather, plus the isho protection of evenly placed crystal studs. Scale leather is finely made thin, broad flakes of crystal fixed in an overlapping pattern of 'scales' for broad coverage in a flexible covering.

Coverage code: A = Arms, F = Feet, H=Hips, L=Legs, S=Skull, T=Trunk

Weapons

Every weapon is assigned a damage factor in d6, d3 and/or Bonus dice. Damage is calculate by applying the difference between a successful attack roll and a failed defensive role. To that number you add the Damage Factor for the weapon, missile or ammunition. That total is deducted from the victim's Body. (See Damage Effects for effects of loss from Body.) **Strength** under **Range** means, roll the number of dice you have in **Strength** . The result is the number of yards are able to throw during this action round. **Strength** under **Damage Factor** means damage will be the difference between the succeeding Attack roll and the failed Defending roll, plus the total of a throw of the number of dice the character has in **Strength** , adjusted by the indicated fraction or multiplier.

Damage Bonus and Penalty dice are thrown with the weapon. (*) rolls are unmodified - no Fate or Trash Dice apply to those rolls.

Found Weapons Weapon	Cost	Type	Gm Determined Range (Yards)	Additional Damage
Stick (small)	-	Bludgeon	1/2 Strength	1P
Stick (Medium)	-	Bludgeon	1/2 Strength	
Baseball Bat	-	Bludgeon	1/2 Strength	1B
Wooden Chair	-	Bludgeon	1/4 Strength	1B
Metal Chair	-	Bludgeon	1/2 Strength	2B
Brass Knucks	-	Bludgeon	n/a	+1d6
Rock	-	Bludgeon	Strength	1d6-14d6.(GM determined)

Bladed Weapons

Axe	Gu 200	Slicing	Strength	+1/2 Strength
Dart	Gu	8/3	Puncture	Strength 2X (*)
Knife	Gu 20	Slicing	-	1P
Knife (throwing)	Gu 35	Puncture	Strength 2X	
Dagger	Gu 50	Slicing	-	
Dagger (thrown)	Gu 50	Puncture	Strength 2X	
Dirk	Gu 75	Puncture	-	1B
Short Sword	Gu 150	Slicing	-	1B
		Puncture	Strength	1B
Med. Sword	Gu 250	Slicing	-	+1d6
		Puncture	1/2 Strength	+1d6
Long Sword	Gu 350	Slicing	-	1B and +1d
		Puncture	1/3 Strength	1B and +1d
Shanthic (sm)	Gl 200	Slicing	-	1B and +1d
		Puncture	1/3 Strength	1B and +1d
Shanthic (lg)	Gl 600	Slicing	-	2B and +1d
		Puncture	1/3 Strength	2B and +1d
Thikes *	Gu 400	Slicing	-	1B + 1d
		Puncture	1/2 Strength	2B + 1d

* Thikes are two handed weapon - 2 attacks each round. Base of Fist with Career of Sherja, from Specialty dice if no Sherja occupation.

Bows

Standard	Gu200	Bludgeon	-	2P
Longbow	Gu 250	Bludgeon	-	1P
Steel Arrow	Gu 12/12	Puncture	45	1d6
Sheaf Arrow	Gu 20/12	Puncture	60	1B and +1d
Crossbow	Gu 300	Bludgeon	-	
Wood Bolt	Gu 20/15	Puncture	75	1B and +1d
AP Bolt	Gu 45/10	Puncture	60	2B and +1d

**Bludgeons
Weapon**

Weapon	Cost	Type	Range (Yards)	Additional Damage
Club	Gu 65	Bludgeon	1/2 Strength	+1d
War Club	Gu 85	Bludgeon	1/2 Strength	1B
Mace	Gu 120	Bludgeon	1/4 Strength	
Morning Star	Gu 300	Puncture	1/4 Strength	2B and +1d

Polearms

Spear .	Gu 45	Slicing	-	1B and +1d
		Puncture	Strength x 2	+1/2 Strength
		Bludgeon	-	1P
Trident .	Gu 80	Held (Slicing)	-	1B and +1d
		Thrown (Puncture)	Strength	1P and +1/2 Strength (*)
		Bludgeon	-	1B and +1d

Earth-Tec

Very few Earth-tec weapons should be encountered, and require power cells to operate.

Laser gun .	G1 2500	Burn	-	1B and +2d
Laser Rifle .	G1 4000	Burn	-	1B and +3d
Slab Ammo gun .	G1 4500	Burn	-	1B and +2d
Clab Ammo Rifle .	G1 6000	Burn	-	1B and +3d
Power Cell .	G1 450	100 Shot Handgun / 50 Rifle		
Ammo Slab	G1 600	200 Shot Handgun / 100 Rifle		

Staff of weapon can be used as small club.

Thrown object ranges are multiplied by Strength, measured 1d6 yards.



PRO Jorune

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