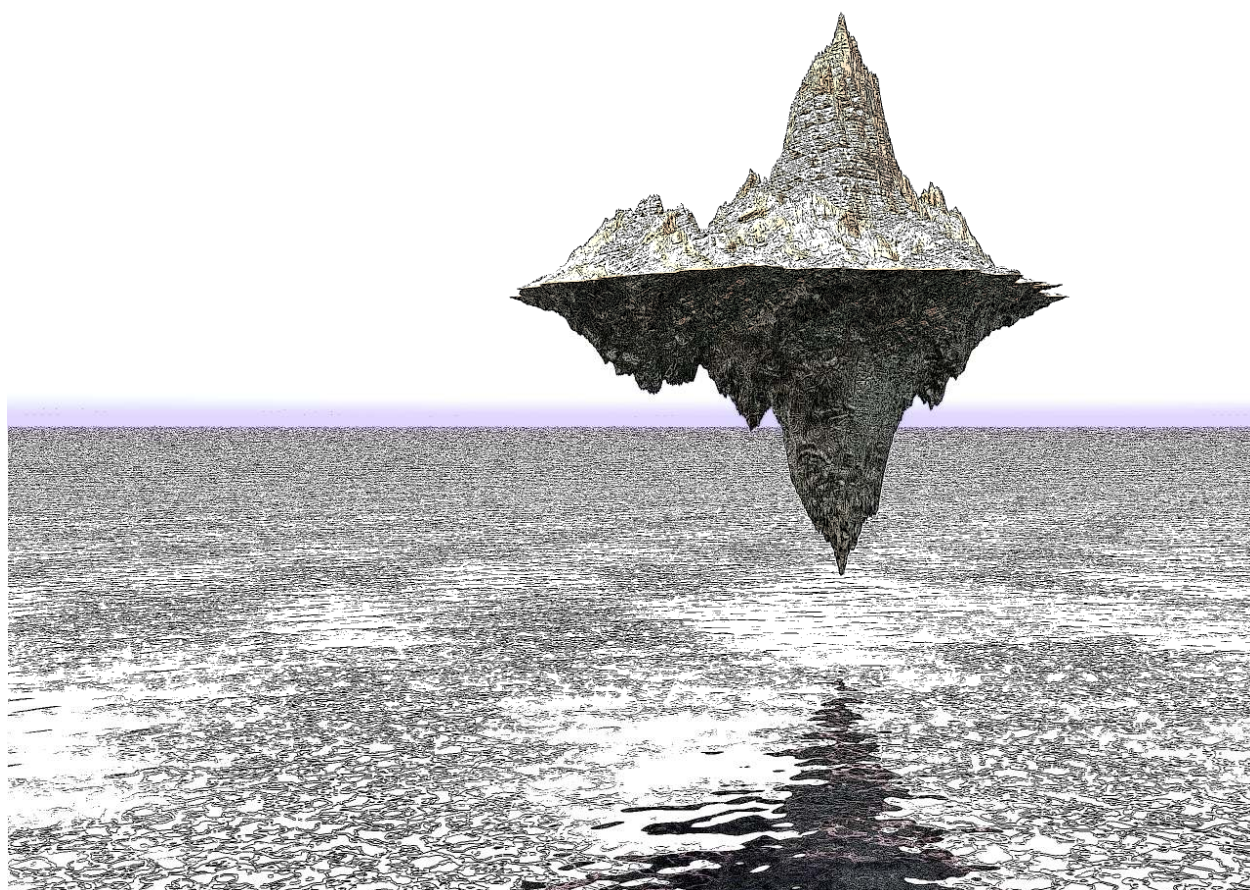


Savage Skyrealms Of Jorune



Adapted by Bruce "Rophan". Anderson



Savage Jorune

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Introduction

Thank you for taking the time to look at Savage Jorune. To use this document you will need the Savage Worlds rules as well as a copy of Skyrealms of Jorune. My primary source for this conversion has been the Third Edition (Available from Chessex - <http://chessex.com/Games/Games2.htm>), but it should be just as useable if you have the Second Edition rules (now out of print). In order to cut down on the wordiness of this document, I have assumed that the reader is familiar with many of the Joruni terms from the setting and have not attempted to explain them. In converting this setting I have tried to follow the Savage Worlds philosophy of "convert the setting, not the rules." I have no doubt that this conversion will not be Joruni enough for some, and not Savage enough for others, but I hope it will be a start for those who want to explore the world of Jorune through the Savage World's system. Any inaccuracies or contradiction with accepted Joruni conventions or Savage Worlds rules are entirely my fault. If you have any comments or constructive criticism, I would love to hear from you. Please feel free to email me at bruce.germund@gmail.com.

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Table of Contents

<u>Ch. 1</u>	Setting Rules	2
	Playable Races	2
<u>Ch. 2</u>	Skills, Edges and Hindrances	4
	Background Edges	5
	Power Edges	5
	Professional Edges	6
<u>Ch. 3</u>	Gear	7
	Adventuring Gear, Tools	7
	Trained Animals, Animal Care,	8
	Transportation	
	Food and Drink, Crystals	9
	Services, Clothing	10
	Limilates, Melee Weapons	11
	Ranged Weapons	12
	Cleash Capsules, Armor	13
<u>Ch. 4</u>	Isho	14
	Signature Powers	14
	Dyshas: Desti	14
	Dyshas: Du, Ebba	15
	Dyshas: Gobey	16
	Dyshas: Launtra	17
	Dyshas: Shal	18
	Dysahs: Tra	19
<u>Ch. 5</u>	Bestiary	20
	Intelligent Races	20
	Non-Intelligent Creatures	23
<u>Appendix</u>	Character Sheet	29

Chapter 1 - Setting Rules

New Traits and Terms:

Color is calculated as $\frac{1}{2}$ Spirit +2. It is used to determine a character's starting Isho Points, as well as some Dysha effects.

Color also represents the natural interference ability of non-Dysha using races (Human and Boccord) in the same way that Parry works for melee combat. If a Human or Boccord possesses the same Color Group as the incoming attack Dysha, the attacker needs to beat the character's Color score. If the character does not possess the matching Color Group, the attacker's TN is 4 as usual.

A character's **Color Groups** are calculated as $\frac{1}{2}$ of their Spirit die. These are the initial color groups that a character has access to. As a character's Spirit increases, so does his access to other Color Groups

Isho Points is the term used in this conversion for Power Points.

Dyshas are the term used to refer to Powers in this conversion. In order to preserve the feel of the original setting, the trappings are described in the Dysha descriptions.

Summary: Color = $2 + \frac{1}{2}$ Spirit
Color Groups = $\frac{1}{2}$ Spirit
Isho Points = Power Points
Dyshas = Powers

Crystals

Crystals can be drained to temporarily increase a character's Color rating by 1 - this effect lasts for 1 hour; they can also be used to gain 1d10 Isho Points by making a successful Spirit roll. A successful Spirit roll is also required to activate a crystal and use its inherent power. If necessary, this is resisted by the target's Color score.

Drenn Status

For characters that want to go through the Tauther – Drenn process, their progress is rated as a skill. Tauther characters start out with a Drenn Rating of d4-2. For each mark on a Challisk, the Tauther receives 3 Drenn Points. For each mark on their Copra, the character receives 5 points. Every 10 Drenn Points raises the Drenn Rating by 1 die type. A character must wait until his Drenn Rating is at least

d8 before considering applying for Drenn status, however it is advisable to wait until the skill is higher, as failure has its consequences. Advances in the Drenn Rating can only be bought with Drenn Points, they cannot be purchased with standard Advances.

When the character is ready to apply for Drenn status, he must make a Drenn test. The application process is rigorous and demanding, involving much paper work and many long interviews to defend his Challisk and Copra marks. The character must achieve 5 successes on the Drenn test, however he is only allowed 3 die rolls. If he fails, his application is rejected and he cannot return to try again until he has advanced one more die type in his Drenn Rating. There are a number of modifiers that may help or hinder the Tauther in this final process:

Drenn Test Modifiers

Character is Muadra	-1
Every 10 points below 50	-1
Every previous failed attempt	-1
Any formal legal convictions	-2
Every 10 points above 50	+1
Any mark from a Kesht or Keshtia	+1
Any Drenn or Kesht with an interest in the character who chooses to testify	$\pm 1-3$
Character's Charisma Modifier	$\pm 1-2$

Playable Races

There are many intelligent races inhabiting Jorune, but only 3 are available for play at this time: Humans, Boccord, and Muadra, all of which are offshoots of the original human colonists from 3000 years ago.

Humans

As in most RPGs, Humans are the baseline against which all other races are measured. Their starting Color and Color Groups are determined as above. They are the dominant power on Jorune, and have remained relatively unchanged over the millennia. Humans are among the least sensitive to the surrounding Isho, but are able to instinctively interfere with incoming Isho attacks.

- **Interference** Humans can interfere with incoming Dyshas as long as they possess the same color group as the attacker's Dysha.
- Humans start with *1 free Edge* as in the standard Savage Worlds rules.

Boccord

Boccord stand 6 ½ to 7 ½ feet tall, and have a reputation for clumsiness due to their much larger size. They also are not considered to be as intelligent as other races. However, they are more sensitive to Isho than Humans, even though they are unable to weave Dyshas. They can sense the Isho signatures of other creatures and with concentration identify them by their Isho signature alone. Boccord begin by calculating their Color, and Color Groups as above. They are also able to instinctively interfere with incoming Isho attacks.

Racial Hindrances:

- *Clumsy* – Due to their larger than average size and strength, Boccord are clumsy beings, especially in the presence of the smaller races. They receive a -1 to Agility checks when in crowded settings.
- *Heavy Handed* – A Boccord's larger than normal sized hands make it difficult to use items designed for humans. Use of any items not specifically designed for Boccord incur a -2 penalty to the action.

Racial Edges

- *Interference* Boccord can interfere with incoming Dyshas as long as they possess the same color group as the attacker's Dysha.
- *Size +1* – Due to their larger size, Boccord gain +1 to their Toughness.
- *Strong* – Boccord start with d6 Strength.
- *Arcane Background (Signature Sense)* – Boccord characters have access to a number of Signature related powers as well as 5 Isho Points to start.

Muadra

Muadra are smaller and weaker than humans, but are much more sensitive to Isho than the other two offshoot human races. At a young age, they are taught to use their abilities to weave Dyshas and develop their other Isho related senses. Because of their ability to release destructive Dyshas, and because of their choice to side against Humanity in the Energy Weapons War 50 years ago, Muadra are not fully accepted in human society. Muadra begin by determining their Color and Color Groups, as above, but their extreme Isho sensitivity and training grants them extra power points. However, they are unable to interfere with incoming Dyshas.

Racial Hindrances

- *Outsider* – Muadra are not fully accepted in human society, and have difficulty raising their social status.
- *Weaker* – Because of their small size, Muadra require two points to raise their Strength at character creation. However, later in their career they may raise their Strength normally.
- *Unweaving* - Muadra characters do not possess the ability to interfere with Dysha

attacks, instead they must use their Unweaving ability.

Racial Edges

- *Arcane Background (Isho)* – Muadra have the ability to weave Dyshas and also gain 10 Isho Points.
- *Tuned in to Isho* – Muadra have a greater ability interact with the surrounding Isho, and begin with a D6 Spirit Die.
- *Caji Training* – Muadra are trained to use their Tra Sense and to unweave incoming Dyshas for their own self defense.



Chapter 2 - Skills, Edges, and Hindrances

New Skills

Signature Sense: This is the skill associated with the edge Arcane Background (Signature Sense). Signature related powers do not have any effect on creatures that can see in the visible spectrum. They are most effective against native Joruni life forms.

Sculpt Isho: This is the skill associated with the edge Arcane Background (Isho). It is used for casting, or weaving Dyshas. The Sculpt Isho roll resolves both the weaving and throwing of the Dysha with one roll. If the character rolls a critical failure on his Sculpt Isho roll, he violently kerns the Isho he was attempting to weave (see below).

- *Violent Kerning:* When a character kerns (i.e. releases a burst of uncontrolled Isho) violently he sends a burst (2d10 damage) in a random direction (roll a D8 and place the template accordingly). All of the Isho points he was intending to use are lost as a result.

New Knowledge Skills

On Jorune, knowledge is very important. As such, there are a number of important new knowledge skills available. Most are common sense and do not need to be fully described here, or may be looked up in your Skyrealms of Jorune rulebook

Knowledge (Etiquette) – With so many different races rubbing shoulders on Jorune, it takes skill and caution to avoid offending someone. A successful Etiquette roll signifies that your character has an awareness of some obscure custom of the race he is dealing with. On a Failure he receives -2 to his dealings with the other being, and on a Raise he receives +2

Knowledge (Animal Handling) - This provides basic knowledge to deal with the different types of animal life on Jorune, from riding a Thombo to taming a Tarro.

Classical Iscin Knowledge Skills - History, Literature, Math, Languages, Philosophy

Outdoor Iscin Knowledge Skills - Biology, Earth Tec, Bio Tec, Geography, Geology, Isho Weather, Physics

Languages

There are many different languages on the world of Jorune. To keep language an interesting part of the game, I suggest using the Language chart in the Skills section of the Savage Worlds Deluxe rulebook. At the start of the game, Entren is known at d8, while a number of languages equal to ½ Smarts are known at d6. More languages may be learned, but they must be bought with skill points and start at d4. See the New and Changed Edges section for an adjustment of the Linguist Edge.

Joruni Languages – Acubon, Blount, Bronth, Cleash, Corastin, Croid, Crugar, Entren, Ramian, Salu, Scarmis, Shantha, Thriddle, Thivin, Trarch, Woffen

Hindrances

Disallowed Hindrance

Doubting Thomas

New Hindrance

Isholess (Major)

The character (or Race in the case of Ramian, for example) is completely Isholess – they are unable to sense or interact with Isho in any way. This kind of character is practically defenseless against Dyshas, and has no Color trait.

Edges

Disallowed Edges

Adept, Arcane Background (all except Jorune specific ones), Arcane Resistance, & Improved Arcane Resistance, Champion, Gadgeteer, Holy/Unholy Warrior, Martial Artist, Martial Arts Master, McGuyver, Mentalist, Mr. Fixit, Noble, Power Surge, Rock and Roll, Soul Drain, Wizard

Renamed Edges

Ace – Sailor
Woodman – Jer, Hunter
Scholar – Iscin
Thief – Githerin
Investigator – Yord, Yiordeh, Querrid
New Power – New Dysha/New Signature Power
Power Points – Isho Points
Rapid Recharge – Pick Up Wind
Improved Rapid Recharge – Improved Pick Up Wind

New and Changed Edges

Background Edges

Arcane Background (Isho) (Racial - Maudra, Special)

Related Skill: Sculpt Isho

Starting Isho: 10

Starting Dyshas: 3

Races with this Edge are able to sculpt their internal Isho into powers called Dyshas. Dyshas are woven into orbs, bolts, or trickled over the user's physical body to create a desired effect. Characters only have access to Dyshas from the Color Groups they have chosen previously. The related skill for this Edge is Sculpt Isho (see above).

Arcane Background (Signature Sense) (Racial - Boccord, Special)

Related Skill: Signature Sense

Starting Isho: 5

Starting Powers: 2

Signature Sense allows characters to sense the "ripples" of Isho given off by other living creatures. With effort a character can even detect the race of the creature. There are only 2 Signature Powers available for Novice characters, *Scanning* and *Spotting*.

Caji Training (Racial - Muadra)

A Muadra who has been trained to use his natural Isho related abilities is known as a Caji. This training involves the weaving of Dyshas (See Arcane Background (Isho)) as well as Tra Sense and Unweaving.

Tra Sense: Isho is naturally deflected around inanimate objects. This ability allows a character to sense variations in the surrounding Isho Geography to a range of Color x 2. To use Tra Sense, a character makes a Sculpt Isho roll:

- Failure will produce a Coarse Reading which will only allow the Caji to sense large variations in the Isho of 10 points or more.
- Success will produce a Fine Reading which will have better resolution, allowing the Caji

to sense variations in the Isho of 5 points or greater. It will also allow a character to detect what Color Groups another Caji possesses

- A Raise will produce an Acute Reading, which will allow the Caji sense Isho variations of 1 point, it will also allow the Caji to detect what Dyshas another character might have

Unweaving: This ability allows the Caji to defend against Isho attacks by unweaving the incoming Dysha. The Caji must make an opposed Sculpt Isho roll versus the opponents roll that produced the Dysha. The range for this ability is the Caji's Color.

Linguist (Changed)– As in the SW rule book with the following changes: Entren starts at d8, Characters increase their number of languages to their Smarts die at d6, and any new language heard spoken for 1 week is gained at d4 with a successful Smarts -2 roll.

Power Edges

Caji Entropy (Racial – Muadra, Novice)

With this ability a Caji is able to take in double or even triple his normal Isho maximum. However, the Caji can only take in Isho of one Color Group. The extra Isho only lasts for one hour, and during that time, only one group of Dyshas may be used. After the hour limit, any remaining excess Isho is **Kerned Violently**, (see the skill description Sculpt Isho for handling this) the Caji takes 2d10 nonlethal damage, and his Isho Points are cut in half for 1 week.

To use this ability, the Caji makes a standard Spirit check. Each check takes about 10 minutes. On a successful check, the Caji's Isho maximum is doubled, on a raise it is tripled. A critical failure will cause 2d10 nonlethal damage, and the Caji cannot try again for another full day. Isho cannot go beyond triple as a result of this ability.

Isho Points (Novice, any Isho using edge)

This Edge allows any Isho sensitive character to gain 5 more points of Isho. This Edge may be taken more than once, but only once per Rank.

New Dysha (Novice, AB Isho)

This Edge allows a character to learn a new Dysha in a Color Group he already has access to. Dyshas above Novice can only be taken if your character has at least one of each of the previous rank's Dyshas.

New Signature Power – (Seasoned, AB Signature Sense)

This Edge allows a character to learn a new Signature Power.

Pick Up Wind (Racial – Muadra, Seasoned)
As the Edge, Rapid Recharge

Improved Pick Up Wind (Racial - Muadra, Veteran)

As the Edge, Improved Rapid Recharge

Pick Up Wind and Improved Pick Up Wind represent the ability of a Caji to recharge his Isho Points by drawing in Isho from the surrounding area.

Professional Edges

Beaster (Animal Handler)

Requirements: Novice, Spirit d8, Knowledge (Animal Handling) d6, Persuasion d6

The character receives the Beast Master Edge, and +2 Persuasion when dealing with creatures of animal intelligence.

Burdothian Military

Requirements: Novice, Strength d6, Vigor d6, Brawny

The character receives +2 to Shooting and Fighting rolls, as well as +2 on all military-related Common Knowledge checks.

Condrij (Mercenary)

Requirements: Novice, Strength d6, Vigor d6, Fighting d8,

The character has turned his military past into a lucrative occupation. You receive +2 to all Tests of Will, and +2 to all Fighting rolls.

Dyte Punk

Requirements: Novice, Muadra, Spirit d6, No Caji Training, Wanted, Minor

The character is an uneducated street punk from a Muadra gang. He receives +2 when weaving Desti Dyshas, and +2 on Streetwise and Intimidation.

Militia

Requirements: Novice, Strength d6, Vigor d6

The character receives +2 to Shooting and Fighting rolls, as well as +1 on all military-related Common Knowledge checks.

Githerin – As the Thief Professional Edge

Hishtin

Requirements: Novice, Boccord, Spirit d8, Signature Skills d8, Smarts d6

The character is a master at deflecting and critiquing Dyshas for training Caji. He receives +2 to your Color score when interfering with incoming Dyshas

Hunter – As the Woodsman Professional Edge

Iscin, Classical – As the Scholar Professional Edge, choose from History, Literature, Math, Languages, or Philosophy

Iscin, Outdoor – As the Scholar Professional Edge, choose from Biology, Earth Tec, Bio Tec, Geography, Geology, Isho Weather, or Physics

Jer (Jungle Guide) - As the Woodsman Professional Edge, but bonuses only apply to the Trinnu Jungles.

Learsis (Healer)

Requirements: Novice, Spirit d8, Healing d8

The character is one of the famous healers of Jorune. He gains +2 Healing, and +2 Charisma

Merchant

Requirements: Novice, Knowledge (Etiquette) d8, Persuasion d6, Streetwise d6

The character has mastered the difficult art of negotiating with the many different cultures that make up Jorune. He receives +1 Charisma and +2 to all Persuasion rolls.

Querrid (Information Broker)

Requirements: Novice, Smarts d10, Investigation d8, Streetwise d8

Querrids will buy or trade information to pass it back to their Thriddle masters, they gain +2 to all Common Knowledge rolls, as well as +2 to all Streetwise and Investigation rolls.

Sailor – As the Ace (Boating) Professional Edge

Sherja (Gladiator)

Requirements: Novice, Agility d6, Fighting d8, Strength d6

From fighting in the arena the character has developed quick reflexes and a ruthless combat style, Benefits: +2 to all Fighting rolls and +2 to Tricks in combat.

Yiordeh (Private Investigator) – As the Investigator Professional Edge

Yord (City Guard)

Requirements: Novice, Vigor d8, Fighting d6, Knowledge (Yordigs) d6, Streetwise d6

Yords are city guards whose job it is to keep the peace. They gain +2 Charisma from yordig abiding citizens, as well as +2 to any Streetwise or Investigation rolls.

Chapter 3 – Gear

Adventuring Gear

Item	Cost	Weight	Notes
Backpack	25	2	
Bedroll	25	4	
Belt Pouch	1	1/2	
Blanket	10	4	
Book, Any Subject	100	2	Printed and bound book, 10-200 Pages
Candle	1	1/2	
Metal Chest	2	25	Holds up to 50 pounds, can be locked
Flask (ceramic)	5	1	
Flask (metal)	10	1	
Flint and steel	3	1	
Giddyne	100	-	Allows admission to the library at Tan Iricid
Glasses	500	-	
Grappling hook	50	2	
Learsis Kit	50	5	+2 to healing rolls
Ink (1 oz.)	8	-	
Ink pen	1/10	-	
Lantern	25	3	MBT (Medium Burst Template) light, burns for 6 hours
Lock	1	1	
Lockpicks	100	1	
Magnifying Glass	1000	1	
Mirror, Small Steel	10	1/2	
Oil (1 pint)	2	1	Lamp fuel for 6 hours
Paper (20 sheets)	40	-	
Pavilion	100	20	Round tent, sleeps 6
Perfume	50	1	
Rope (10")	10	15	
Sack	1/10	1/2	
Sewing Kit	5/10	-	
Soap	1	1/5	
Spyglass	1,000	1	
Tent	30	10	Sleeps 2
Torch	5	1	Medium Burst Template, burns for 1 hour
Whistle	2	—	
Waterskin	5	1	
Whetstone	5	1	

Tools

Item	Cost	Weight	Notes
Tool Kit	5	5	Basic tools for any one profession
Crowbar	10	2	
Hammer	10	1	
Ladder (10 ft.)	5/10	20	
Shovel	5	5	
Pick	5	5	
Sledgehammer	1	10	+1 damage vs. objects. Improvised weapon
Spikes (10)	10	10	

Trained Animals

Animal	Cost	Notes
Hunting Bird	200+	
Bochigon	500	Huge pack and riding animal
Dog, Guard	25	
Dog, Hunting	100+	
Dog, War	150+	
Horse	1000	Very rare, Drenn or Kesht only
Lothorn	250	Large pack animal, popular with Bronth
Pibber	50	Small, cute and furry animal popular as a pet – don't get it angry!
Thombo	150	Large pack and riding animal, skittish in combat
Talmaron	1500	Flying beast capable of carrying riders
Tarro	50	Small 4 armed creature trained for hunting or guard duty
Tarro, Pocket	50	Small 4 armed creature trained as a pet.

Animal Care

Item	Cost	Weight	Notes
Animal Learsis	5		A vet's services for one day
Barding, large	x6		Bochigon
Barding, Medium	x4		Horse
Barding, Small	X2		Dog
Feed (per day)	1	10	
Leash, small animal	1		For pets, guard animals
Lothorn Carrier			Pack harness for Lothorn
Riding Gear, Land	20	30	For Bochigon, Thombo, Horse
Riding Gear, Air	40	30	For Talmaron
Saddlebags	4	8	
Stabling (per day)	2	-	
Yoke and Harness	30	50	

Transportation

Item	Cost	Weight	
Per Day			
Caravan	3+per day	—	
Litter with Bearers	4 per day		
Salu Chausis	5+ per day	—	A fast ship built and manned by Salu
Purchased			
Cart	15	200	
Chariot		150	
Litter	100		
Rowboat	50	100	
Sled	20	300	
Wagon		35	400

Food and Drink

Item	Cost/Serving	Weight	
Food			
Byritt	2		Deep fried Durlig flavored with Crethin and spices
Cream Candy	1		A sweet treat
Coditch	2		A corn-like starch, popular with Thriddle
Creshi	2		Pickled fish
Crethin	2		Leaves used to treat Durlig to make it palatable
Durlig	1		A genetically engineered plant from Colony times. It tastes bad, but contains necessary human vitamins. A staple throughout all human lands
Fresh Fruit			
Apple	1		Earth apple adapted to Jorune
Haspill	1		Gourd like fruit that grows on trees
Jorbus	1		Orange melon with a similar flavor to a potato, popular deep fried
Gerrig	1		Wild Durlig – an acquired taste!
Giggit Larvae	5		A grub, mildly intoxicating when crushed, favored by Thriddle
Gunther Burger	3		Fround Beagre mixed with Durlig and deep fried
Kayedi	3		A sweet leafy vegetable, a treat for Bochigon
Potatoes	1		
Rothis-mats	1		A tasty mixture of Durlig and Sallsa fish
Swollic	2		A popular Joruni vegetable, crunchy on the outside, with mushy pulp on the inside
Sweet Roll	2		
Tarro Jerky	2		
Wug and Wooc	3		Bread soaked in a blood based gravy – popular with Woffen
Meal, Cheap	3	—	
Meal, Good	5	—	
Meal, Feast	10	—	
Rations, 1 week (good)	25	10	
Rations, 1 week (plain)	10	10	
Drink			
Mallmis	1		A thick paste from the bottom of Rusper barrels – very popular with Bronth
Mathin	2		A foul smelling intoxicant favored by Blount
Rusper	1		A Joruni ale
Rusper, (Scolian)	3		Very strong, expensive Rusper
Squam	1		Non-alcoholic fruit juice from Trinnu Jungle
Stomeh	1		A Joruni ale, very addictive for Woffen
Fresh Water (1 quart)	1	2	
Wholl	1		A Woffen drink, unpalatable to other races
Wine	2		Fermented Squam or other fruit juice

Crystals

Crystal	Color	Cost	Effect
Blue	Shal	30	Bolt of energy knocks user unconscious
Yellow	Ebba	25	Levitates user up 3 yards then lowers him down slowly
Orange	Du	10	Creates intense heat, able to start a fire
Black	Gobey	40	Creates a +2 shield for 1 round
Green	Launtra	35	Raise Vigor by 1 die type for 5 minutes
Red	Desti	25	Lightning Blast (p. 15), -2 Shooting
White	Tra	20	Deflector (p.20) for 1 round, or <i>create warp</i> as the Dysha

Services

Item	Cost/Day	Weight	
Beaster	10		Animal trainer and handler
Blacksmith	10		
Caji	25		Muadra skilled in Dysha use
Challisk Scribe	100		The cost for marking a Challisk is to be paid by the Tauther
Condrij	25		A mercenary or body guard with a military background
Condrij, Rogue	15		A mercenary or body guard with no military background, despised by Condrij
Copra	50		A teacher of Dysha mastery
Corastin Guard	25		
Corastin Porter	10		
Githerin, Klade	15		A licensed thief/spy
Githerin, non-Klade	9		An unlicensed thief/spy
Hishtin	50		A Boccord trained in interfering with and critiquing Dyshas
Inclep, Bath	2	—	A hot bath at an Inclep
Inclep, Expensive	5		An inn
Inclep, Good	2		
Inclep, Poor	1		
Room (Common Room)	x1	—	
Room (Double)	x2	—	
Room (Private)	x5	—	
Iscin	25		A scientist, Natural or Classic
Jer	100		A jungle guide
Querrid	10		An information broker for Thriddle
Learsis	35		A healer
Tutor	10		
Yiordeh (Per Day)	10		A private investigator

Clothing

Item	Cost	Weight	
Apron, Ceremonial	50		
Apron, Work	10		
Boots, Travelling	3		
Boots, Swamp	5		
Boots, Work	2		
Hat, Casual	3		
Hat, Ceremonial	35		
Hat, Jer	10		
Outfit, Drenn	60	—	Outfit = everyday dress
Outfit, Kesht	100+	—	
Outfit, Tauther	10	8	
Outfit, Casual		20	—
Outfit, Cold Weather	8	10	
Sash, Drenn	30		
Sash, Kesht	50		
Sash, Tauther	20		
Uniform, Iscin	30		Uniform = working clothes specific to each profession
Uniform, Jer	20		
Uniform, Learsis	30		
Uniform, Military	20		
Uniform, Yord	20		
Uniform, Yiordeh	20		

Limilates

Limilate	Cost/dose	Game Effect
Ambreh	75	Increases Smarts by one die type for 3 hours
Arrigish	100	Allows an extra Natural Healing roll to be made on the day it is taken
Awthrew-tie	5	Cure for Awthrew (Woffen alcoholism)
Daij	500	Grants limited Tra Sense to Humans
Doul	100	+1 Color for 3 hours
Gawdieth	3	Allows Woffen to run on 4 legs easily
Goseen	5	Contraceptive
Halcen	10	Tranquilizer, allows a character to ignore all wound penalties for 1 hour, but causes one level of Fatigue
Hilc	10	Aids digestion of native Joruni plants and animals
Keether	25	Prevents body from holding Isho for 1 hour (Prevents IP recharge)
Rimeen	100	Lose 1 point of Color, -2 Weave Isho for 1 day
Scedri Cloth	25	Bandage soaked in Arrigish, +2 to natural healing rolls
Serri	5	+2 on Vigor roll to resist airsickness
Shirm-eh	500	Allows Ramian characters to make 1 Natural Healing roll for the week. It is Illegal to sell Shirm-eh to Ramian
Stoma	3	Cures hangover in Woffen
Thon	100	Adds 1 die type to strength for 3 hours - addictive
Tothy	25	Inferior form of Arrigish, +1 to weekly natural healing roll. Cannot be combined with Arrigish.

Melee Weapons

Type	Damage	Weight	Cost	Notes
Blades				
Knife	Str+d4	1	25	
Shanthic Blade	Str+d8+1-5	6	1000 per bonus	AP2
Sword, Short	Str+d6	4	200	
Sword, Long	Str+d8	8	300	
Sword, Ramian Hard	Str+d8+2	12	700	Parry -1 (Non Ramian only)
Sword, 2 Handed	Str+d10	12	400	Parry -1, 2 hands
Thikes	Str+d6+2	1	50	
Axes and Mauls				
Axe	Str+ d6	2	200	
Battleaxe	Str+d8	10	300	
Club	Str+d6	10	10	Parry-1
Mace	Str+d6	8	400	AP1
Morning Star	Str+d8	6	400	AP2, Parry-1
Pole Arms				
Halberd	Str+d8	15	250	Reach 1, 2 hands
Pike	Str+d8	25	400	Reach 2, Requires 2 hands
Spear	Str+d6	5	100	Parry +1, Reach 1, 2 hands
Staff	Str+d4	8	10	Parry +1, Reach 1, 2 hands
Trident	Str+d8	6	300	Parry +1, Reach 1, 2 hands
Earth Tech				
Laser Scalpel	Str+d4+2	1	5000	AP2, Cannot be thrown
Laser Torch	Str+d8+2	3	Mil	AP2

Ranged Weapons

Type	Range	Damage	RoF	Cost	Weight	Shots	Min Str.	Notes
Thrown Weapons								
Axe, Throwing	3/6/12	Str+d6	1	75	2	--	--	
Bola	4/8/16	Str+d4	1	40	3	--	--	On a Raise, Target must check Agility or fall prone
Knife, Throwing	3/6/12	Str+d4	1	25	1	--	--	
Mathin	5/10/20	Special	1	10	2	--	--	MBT, Vigor check or Shaken
Sis-ganj	3/6/12	Str+d6	1	40	2	--	--	
Sling	4/8/16	Str+d4	1	10	1	--	--	
Spear, Thrown	3/6/12	Str+d6	1	100	5	--	D6	
Bows								
Bow, Short	12/24/48	2d6	1	250	3	--	D6	
Bow, Long	15/30/60	2d6	1	200	5	--	D8	
Crossbow	15/30/60	2d6	1	500	5	--	D6	AP2, 1 Action to reload
Crossbow, Heavy	24/48/96	2d8	1	700	15	--	D8	AP3, 2 Actions to reload
Earth Tech								
Blaster Pistol	15/30/60	3d8	1	Mil	4	24	--	Semi-Auto
Blaster Rifle	30/60/120	3d8	3	Mil	8	48	D6	Auto. 3RB
Blaster Turret	50/100/200	3d8	5	Mil	15	200	D8	Auto
Field Ram Pistol	15/30/60	Special	1	Mil	4	24	--	Semi-Auto, Strength check or be knocked prone
Field Ram Rifle	30/60/120	Special	3	Mil	8	48	D6	Auto. 3RB, Strength check or be knocked prone
Field Ram Turret	50/100/200	Special	5	Mil	15	200	D8	Auto, Strength check or be knocked prone
Laser Pistol	15/30/60	3d6	1	Mil	4	24	--	Semi-Auto
Laser Rifle	30/60/120	3d6	3	Mil	8	48	D6	Auto. 3RB
Laser Turret	50/100/200	3d6	5	Mil	15	200	D8	Auto
Pulsar Pistol	15/30/60	2d6	1	Mil	4	24	--	Semi-Auto
Pulsar Rifle	30/60/120	2d6	3	Mil	8	48	D6	Auto. 3RB
Pulsar Turret	50/100/200	2d6	5	Mil	15	200	D8	Auto
Stunner Pistol	15/30/60	Special	1	Mil	4	24	--	Semi-Auto, Vigor check or Shaken
Stunner Rifle	30/60/120	Special	3	Mil	8	48	D6	Auto. 3RB, Vigor check or Shaken
Stunner Turret	50/100/200	Special	5	Mil	15	200	D8	Auto, Vigor check or Shaken
Throw Explode	5/10/20	3d6	1	Mil	2	--	--	LBT (Large Burst Template)

Cleash Capsules

Type	Range	Damage	ROF	Cost	Weight	Shots	Min Str	Notes
Blinder	5/10/20	Special	1	50	2	--	--	LBT, Tear Gas, dissipates in 5 rounds
Cold	5/10/20	3d6	1	200	2	--	--	MBT
Fire	5/10/20	3d6	1	200	2	--	--	MBT
Flare	5/10/20	--	1	50	2	--	--	MBT Creates light source with no heat for 1 hour
Food Odor	5/10/20	--	1	25	2	--	--	May attract non-intelligent creatures within 1 mile
Knock-Out	5/10/20	Special	1	100	2	--	--	LBT, Vigor check or be knocked out for 5 minutes, gas dissipates in 5 rounds
Repel	5/10/20	Special	1	100	2	--	--	LBT, Non-intelligent creatures must make Vigor check or be repelled
Smoke	5/10/20	Special	1	25	2	--	--	As Obscure Power
Tangler	5/10/20	Special	1	150	2	--	--	MBT, As Entangle Power
TJ	5/10/20	3d6	1	200	2	--	--	SBT (Small Burst Template), Concussive blast

Armor

Type	Armor	Weight	Cost	Notes
Leather	+1	15	50	Torso, arms, legs
Ring Mail	+2	25	300	Torso, arms, legs
Thailierian Armor	+3	25	500	Torso, arms, legs
Locurian Grunder	+1	15	500	Torso, arms, legs; +1 Color rating against Dyshas
Pot Helm	+3	4	75	50% vs. head shot
Deflector Armor	+3	4	1000	Torso, Arms, Legs; Protects against Energy attacks



Chapter 4 - Isho

Signature Powers

Spotting

Rank: N

Isho Points: 1

Range: 2 x Color

Duration: 3 (1/round)

This ability allows the character to sense the presence of another living Isho-infused being.

However, he cannot detect the race of the creature with this ability. A raise will double the range of the ability.

Scanning

Rank: N

Isho Points: 1

Range: 2 x Color

Duration: 3 (1/round)

This ability allows a character to determine the race of a creature, or the color of a Dysha being woven nearby.

False Signature

Rank: S

Isho Points: 3

Range: 2 x Color

Duration: 10 Minutes (1/minute)

Allows a character to disguise his Isho as that of another creature with which he is familiar. To see through the *false signature* requires an opposed Sculpt Isho or Signature Sense skill roll. This power does not work on creatures that are able to see the character.

Disguise Signature

Rank: S

Isho Points: 5

Range: 2 x Color

Duration: 10 Minutes (1/minute)

Allows a character to match his Isho with the surrounding Isho Wind making himself invisible to Isho sensitive creatures. If the character attacks or makes any sudden violent movements he will lose his invisibility. To detect an Isho-invisible character requires an opposed Sculpt Isho or Signature Sense skill roll. This power does not work on creatures that are able to see the character.

A character can attempt to hide additional characters by expending another 5 Isho Points per target and making another Signature Sense skill roll for each additional person. Additional rolls receive the standard SW penalty for maintaining powers.

Dysha Descriptions

The following Dysha descriptions have been loosely converted to Savage Worlds powers. Certain Dyshas have prerequisites and these are noted after the Trapping description. Trapping descriptions are only included if the Skyrealms of Jorune rules give a specific description of the Dyshas appearance. If the trapping is blank, it will appear simply as described by the Color description.

Desti - The Red Harbinger

All Desti Dyshas are red bolts, about a meter long, and forked slightly like a lightning bolt. Desti Dyshas are violent and explosive. They are the easiest Dyshas to learn. For each of the Desti Dyshas a character can fire up to three bolts per round if he pays the appropriate IP cost.

Lightning Blast

Rank: N

Isho Points: 1 per bolt

Range: 12/24/48

Duration: Instant

Trappings: A red lightning shaped bolt which inflicts flaming damage

The *lightning blast* Dysha inflicts 2d6 points of damage, and may cause flammable objects to catch fire (1 in 6 chance).

Stiff

Rank: N

Isho Points: 2 per bolt

Range: 12/24/48

Duration: Instant

Trappings: A grotesque sudden stiffening of the target's limbs followed by his collapsing on the ground.

A target hit by this bolt will suddenly experience an intense muscle spasm forcing him to stiffen immediately and drop anything carried and fall to the ground. The target must make a Vigor check or be Shaken.

Frost Bolt

Rank: N

Isho Points: 2 per bolt

Range: 12/24/48

Duration: Instant

Trappings: A bolt causing intense freezing damage.

This Dysha produces a blast of intense cold causing 2d6 points of damage. In addition, the target must make a Vigor roll or suffer 1 level of Fatigue.

Lightning Strike

Rank: S

Isho Points: 3 per bolt

Range: 12/24/48

Duration: Instant

Trappings: A more powerful form of *Lightning Blast* causing knockback

Prerequisite: One Dysha from **Ebba**

Targets hit by this Dysha suffer the initial 2d6 damage of the *lightning blast* and are knocked back an additional 1d4". Targets suffer an additional 1d6 damage for each inch they are knocked back.

Penetration Bolt

Rank: V

Isho Points: 4 per bolt

Range: 12/24/48

Duration: Instant

Trappings: A bolt able to penetrate armor

This bolt does not go off until it is completely surrounded by a strong Isho field, such as inside a person. It causes 3d6 damage, and ignores armor. Subjects wearing crystal armor are unaffected by this Dysha, but their armor is destroyed.

Du – The Illuminator

Du orbs are amber colored, about the size of a softball. They produce heat and light effects.

Orb of Light

Rank: N

Isho Points: 3

Range: Color

Duration: Variable

Trappings: A glowing orb that remains in place, but may be moved by physically pushing or pulling it.

The *Orb of Light* can be created at varying levels of brightness, but once created, it cannot be changed, unless it is unwoven and a new one is created. At its brightest, it clearly illuminates a 6" area, but only lasts for an hour. It will provide dim lighting (-1) for approximately 6 hours, or dark lighting (-2) for approximately 12 hours

Flingers

Rank: N

Isho Points: 4

Range: Medium Burst Template

Duration: Instant

Trappings: A cloud of tiny burning orbs surrounding the weaver each causing a small amount of damage.

This Dysha causes 2d6 damage (3d6 on a raise) to anyone within a Medium Burst Template centered on the weaver (weaver is immune) as they are struck by multiple tiny burning orbs.

Quantum

Rank: S

Isho Points: 2

Range: 12/24/48

Duration: Instant

Trappings: An orb of intense heat

Quantum sends out an intensely hot orb causing 3d6 points of damage to the target. Flammable objects struck by the orb may catch fire from the heat (1 in 6 chance).

Cast Energy

Rank: S

Isho Points: 2 per orb

Range: 12/24/48

Duration: Instant

Trappings: A group of *quantum* orbs sent at once

The *Cast Energy* Dysha allows the weaver to send out 1-3 Quantum Orbs in a round.

Crater

Rank: V

Isho Points: 6

Range: 24/48/96

Duration: Instant

Trappings: An orb that explodes into a fiery blast when it hits its target

When the *Crater* orb detonates it causes a huge blast of heat and fire, causing 3d6 damage in a Large Burst Template. Flammable objects in the burst area will catch fire.

Ebba – The Sender

Ebba orbs are yellow and either push or hold objects.

Power Orb

Rank: N

Isho Points: 1 per orb

Range: 12/24/48

Duration: Instant

This small orb hits like a physical projectile causing 2d6 damage per orb. The target must also make an Agility check (-1 per additional orb they were hit with) or be knocked down. Up to 3 Orbs can be created per weaving .

Force

Rank: N

Isho Points: 3

Range: Color

Duration: 3 (1 per round)

Trappings: A broad slow orb that pushes an object or person away from the weaver.

Force produces a large orb that will push a person or object back in the direction the weaver chooses. The maximum weight that can be moved is 20 x the weaver's Color. A person can attempt to resist the force orb by making an opposed roll with his Strength versus the weaver's Sculpt Isho roll. If the target can hold on to something solid he gets a +2 to his roll.

Tumble

Rank: S

Isho Points: 2

Range: Personal

Duration: 3 (1/round)

This Dysha creates an orb that the weaver can hold on to in order to prevent himself from falling. The orb slows the weaver's fall down to a safe descent.

Levitate

Rank: S

Isho Points: 2

Range: Personal

Duration: 3 (1/round)

Levitate is the opposite of *tumble*. It creates an orb that the weaver can grab hold of that rises at a rate 2" per round. The *levitate* orb will only raise the weaver straight up. It will not travel horizontally, nor will it descend

Power Hold

Rank: S

Isho Points: 2

Range: Color

Duration: 3 (1/round)

Trappings: A ring of yellow Isho surrounding the person or object being held.

Power hold produces a constricting orb that surrounds the target holding it in place. Only the part of the target encircled can be held immobile. The target may attempt to break the hold by opposing the weaver's Sculpt Isho roll with a Strength roll. The smaller the area being held, the stronger the hold is, thus holding an arm or leg would impose a penalty of -2 to the target's Strength roll, whereas holding the person by the waist could be opposed with no penalty. The weaver must say at the time of weaving what area he is targeting.

Spinner

Rank: V

Isho Points: 3

Range: Color

Duration: 3 (1/round)

A person hit with the *spinner* orb will begin rapidly spinning (just off the ground) for several rounds. He must make a Strength roll to continue holding on to any held items. He must also make a Vigor roll at the end of the duration or suffer 2d6 non-lethal damage

Constrict

Rank: V

Isho Points: 4

Range: Color

Duration: 2 (2/round)

Trappings: Produces a band of yellow energy that slowly constricts whatever it is encircling.

The *constrictor* Dysha is similar to the *Power Hold* Dysha, except that it slowly constricts and can cause damage even to the point of severing a limb. Each round it causes 2d6 damage, if a person becomes Incapacitated as a result of the *constrictor* Dysha, consider the limb or other object severed. The target may attempt to break the hold by opposing the weaver's Sculpt Isho roll with a Strength roll. The smaller the area being held, the stronger the hold is, thus holding an arm or leg would impose a penalty of -2 to the target's Strength roll, whereas holding the person by the waist could be opposed with no penalty. The weaver must say at the time of weaving what area he is targeting.

Gobey – The Protector

Gobey orbs are brown and associated with shields and the destruction of shields.

Shield

Rank: N

Isho Points: 2

Range: Personal

Duration: 3 (1/round)

Trappings: A shield emanating from the weaver's hand

This Dysha creates a medium sized shield in front of the weaver that is effective against physical and energy weapons, but not other Isho based attacks. A successful Weave Isho roll creates a Shield that grants +1 Parry, and 2 points of armor against ranged attacks. A Raise doubles the armor value of the shield.

Bubble

Rank: N

Isho Points: 4

Range: Color

Duration: Color in minutes

Trappings: A brown orb that expands into a large transparent dome.

This Dysha creates an immovable protective dome around the target the size of a Small Burst Template. The *bubble* has a Toughness of 10, 15 with a raise. This Toughness is effective on both the inside and outside of the *bubble*. The *bubble* will remain in place until destroyed by someone on either the inside or the outside.

Body Shield

Rank: S

Isho Points: 2

Range: Personal

Duration: 3 (1/round)

Trappings: A floating body shield that remains in front of the weaver.

This creates a moveable *body shield* in front of the weaver. It blocks both physical and energy attacks but not Isho attacks. A successful Weave Isho roll creates a *body shield* that grants +2 Parry, and 2 points of armor against ranged attacks. A Raise doubles the armor value of the *body shield*.

Wall

Rank: S

Isho Points: 6

Range: Color

Duration: Color in hours

Trappings: A solid wall of brown Isho.

This orb spreads out to create a permanent wall up to 6" long. It has a Toughness of 5, 10 with a raise, and will remain until broken down. Multiple walls can be created but each extra one suffers an additional -1 penalty to the Weave Isho skill

Shield Shatter

Rank: S

Isho Points: 3

Range: Color

Duration: 2 rounds

Trappings: A loud violent attack against a shield.

This orb specifically attacks any Gobey shielding Dyshas doing 3d6 points of damage to them (4d6 on a raise) for 2 consecutive rounds. It is very loud, and produces a lot of light as it attacks the shield, but does no damage to any other object or creature

Cage

Rank: V

Isho Points: 5

Range: Color

Duration: Color in hours

Trappings: A brown orb that expands into a large transparent dome.

Prerequisite: *Lightning blast*

Cage creates a protective shell around a target, similar to *bubble*, but when the shield is destroyed it also hits the target inside with a *lightning blast* Dysha for 2d6 points of damage.

Shield Implosion

Rank: V

Isho Points: 5

Range: Color

Duration: 5 rounds

Trappings: A loud violent prolonged attack designed to destroy any Gobey shielding Dysha and injure those protected by it.

This Dysha acts as the *Shield Shatter* orb, plus anyone protected by the shield suffers 1 *Power Orb* attack (2d6 each) per round

Launtra – The Flow

Launtra Dyshas appear as green energy that trickle Isho over the part of the body that is affected.

Fire Touch

Rank: N

Isho Points: 3

Range: Touch

Duration: 3 (1/round)

Trappings: The weaver's hands glow with heat

The *Fire Touch* Dysha makes the weaver's hands as hot as fire, causing 2d6 damage to anyone or anything he touches. If the weaver actually hits his opponent instead of just attempting to touch him, he causes Str +2d6 damage.

Healer

Rank: N

Isho Points: 3

Range: Touch

Duration: Special

Trappings: Green healing energy flowing over the weaver's hands

This Dysha will heal 1 Wound per success and raise, over a period of several hours. Wounds are not healed quickly enough for the Dysha to be useful in combat, but healing is sped up so that 1 Wound point will be restored per hour.

Night Eyes

Rank: N

Isho Points: 1

Range: Personal

Duration: 3 (1/round)

Trappings: Eyes glowing bright green

Allows the weaver to see in the dark as if it were daylight.

Faint Touch

Rank: N

Isho Points: 1

Range: Touch

Duration: Instant

Trappings: Green Isho trickling over the weaver's hand.

When a person is touched by this Dysha, his Isho flow is reversed and he becomes very disoriented. The target must make a Vigor roll or suffer 1 level of Fatigue and become Shaken.

Quiet

Rank: S

Isho Points: 3

Range: Personal

Duration: 1 Minute (1/minute)

Trappings: Faint green glow surrounding the weaver

This Dysha creates a sound dampening field around the weaver allowing him to move in complete silence. This gives him a +4 to his Stealth roll.

Spider Grip

Rank: S

Isho Points: 2

Range: Personal

Duration: 1 minute (1/minute)

Trappings: Green Isho trickling over the weaver's hands and feet

The weaver is able to climb walls and ceilings at half his Pace (full Pace with a raise). He is also able to use this Dysha to strengthen his grip on whatever he is holding (+2, to Strength, +4 with a raise)

Spectral Stun

Rank: V

Isho Points: 2

Range: Color

Duration: Instant

Trappings: A bright green flash from the weaver's hand.

This Dysha allows the weaver to flash an intense beam of light in the target's face to instantly stun him, causing him to make a Spirit check or become Shaken.

Shal – The Keeper of the Ancient Order

Shal Dyshas appear as blue orbs that affect the nervous systems of their targets

Faint

Isho Points: 1

Range: Color

Duration: Instant

Trappings: A flying blue orb that leaves its target disoriented

When a person is hit by this Dysha, his Isho flow is reversed and he becomes very disoriented. The target must make a Vigor roll or suffer 1 level of Fatigue and become Shaken. The difference between this Dysha and *Faint Touch* is that this one delivers the effect from a distance.

Calm Animal

Rank: N

Isho Points: 1+ twice the Size rating of the animal

Range: Color

Duration: 10 minutes

Trappings: This cool blue Dysha creates a calming aura around an animal

This Dysha will calm an enraged animal for 10 minutes. On a raise it will calm the creature for 20 minutes. After the duration the animal will return to its natural attitude towards those around it.

Darkness

Rank: N

Isho Points: 2

Range: Color

Duration: 1 round

Trappings: This blue orb flashes in the face of its target temporarily blinding him.

Those struck by this orb are blinded (-6 to all trait rolls) until their next action. On their next action they must make a Spirit roll or be Shaken by the sudden loss and regaining of their sight.

Scramble

Rank: N

Isho Points: 2

Range: Color

Duration: 1 minute

Trappings: A blue orb faintly swirling with other Isho colors.

This orb scrambles the target's Isho making it impossible to weave orbs for the duration. A raise will keep the target scrambled for 2 minutes.

Body Freeze

Rank: N

Isho Points: 2

Range: Color

Duration: 3

Trappings: A stunning blue orb

This Dysha will immediately freeze all voluntary body movement. Those who are moving must make an Agility check or fall (-2 if running)

Brain Blast

Rank: S

Isho Points: 2

Range: 12/24/48

Duration: Instant

This Dysha hits the pain center of the brain. The target must make a Vigor roll or suffer 3d6 non-lethal damage

Craze

Rank: S

Isho Points: 2

Range: 12/24/48

Duration: 1 round

This orb will cause an immediate epileptic seizure for 1 round. The target must make a Vigor roll or suffer 2d6 non-lethal damage from the seizure.

Drain

Rank: V

Isho Points: 3

Range: Color

Duration: Instant

Targets hit by this orb must make a Spirit roll opposed by the weaver's Sculpt Isho roll. If they fail, the weaver is able to drain off 1d6 of the target's Isho and add it to his own. If the weaver gets a raise he will drain 2d6 Isho Points.

Senses

Rank: V

Isho Points: 2

Range: Color

Duration: 3 rounds (1/round)

Trappings: An orb of swirling blue patterns.

Targets hit by this Dysha will become temporarily oblivious to anything happening around them. They will not see, hear or remember anything that happens during that time. An attack of any kind will immediately bring them out of their daze.

Tra – The Warp Maker

Tra Dyshas appear as White physical energy that affects the ebb and flow of Isho energy.

Deflector

Rank: N

Isho Points: 2-4

Range: Personal

Duration: Instant

Trappings: A glowing pathway redirecting Isho around or away from the weaver.

Weavers of this Dysha are able to create a path through the Isho to channel an incoming Dysha around or away from the weaver. Deflecting physical projectiles is possible, but costs double the Isho Points. A successful use of this Dysha gives the attacker -2 to his attack roll. On a raise the penalty becomes -4.

Inner Ear

Rank: N

Isho Points: 3

Range: Personal

Duration: 3 (1/round)

The weaver is able to hear sounds on the other side of a barrier as if he were in the room.

Inner Eye

Rank: N

Isho Points: 3

Range: Personal

Duration: 3 (1/round)

The weaver is able to see events on the other side of a barrier as if he were in the room.

Reflect

Rank: S

Isho Points: 4-8

Range: Personal

Duration: Instant

Trappings: A glowing pathway redirecting Isho away from the weaver and back towards the caster.

This Dysha works like *deflector*, but the weaver is able to redirect the attack back at the original attacker or another target. Cost is doubled for physical projectiles.

Power Vine

Rank: S

Isho Points: 5

Range: Personal

Duration: 1 hour

Trappings: The air becomes colored with the Isho that is being drawn in.

This Dysha acts similar to the Caji Entropy Edge except that it increases the weaver's Isho Points by a factor of 5 (6 with a raise). The weaver must declare the Color that he is drawing in, and can only use the points on Dyshas of that particular Color. Any of the extra Isho remaining after 1 hour is kernalled violently (See Arcane Background: (Isho) for details).

Create Warp

Rank: V

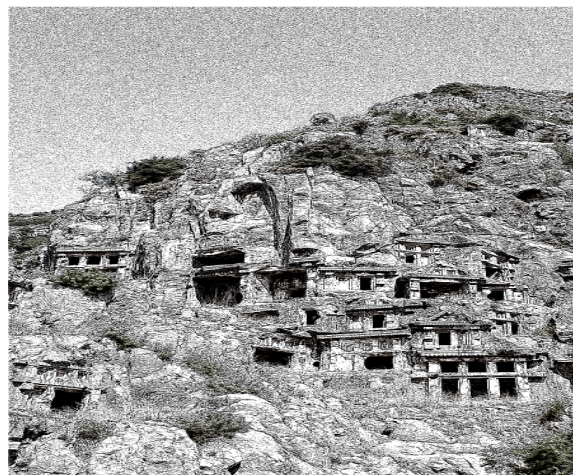
Isho Points: 10

Range: Special

Duration: 1 round

Trappings: A warp opening like a doorway in the air.

The weaver is able to open an unstable warp that will last till his next action. Without a warp map, there is no way for him to know where the warp will lead. The warp can be unwoven by a nearby Isho weaver on either side of the warp.



Chapter 5 ~ Bestiary

Intelligent Races

Acubon

Acubon are a fresh water dwelling offshoot of humanity. They are very territorial and are easily offended.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Throwing D6, Swimming D8, Survival d6

Pace: 6, (6 Swim); **Parry:**6; **Toughness:**5; **Color:** 5

Gear: Spear (Str+d6), Coleel Gems

Special Abilities

- **Water Dependant:** Acubon must return to water once a week or lose their water breathing ability
- **Water Breathing**
- **Vengeful(Major):**
- **Code of Honor**

Blount

Blount are the first of Iscin's creations, descended from Terran amphibians.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Throwing d6, Survival d6, Knowledge (Swamp) d8

Pace: 6; **Parry:**5; **Toughness:**5; **Color:** 5 , **Charisma:**-2

Gear: Knife (Str+d4), Mathin (Vigor check or Shaken).

Special Abilities

- **Amphibious:** – If skin dries out Blount take 1 level of Fatigue per day
- **Small:**+1 Parry, -1 Toughness

Boccord

Boccord are a larger offshoot of the human race, standing up to 7 feet tall. They are more Isho sensitive than Humans.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Throwing D6, Intimidate d6, Survival d6, Signature Sense d6

Pace: 6; **Parry:**6; **Toughness:**5; **Color:** 5

Gear: Great Sword (Str+d10)

Special Abilities

- **Interference**
- **Size +1**
- **Arcane Background (Signature Sense)**
- **Isho Points 5**

Bronth

Bronth are the fourth creation of Iscin, descended from bears, standing between 7 and 8 feet tall.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Throwing, d6, Intimidate d6, Knowledge(Animal Handling) d8, Knowledge (Iscin races history) d6

Pace:6; **Parry:**5; **Toughness:**8; **Color:**5

Gear: Sword (Str+d8), Pet

Special Abilities

- **Quirk:** Hate slavery
- **Size:** +1
- **Alertness:** Notice +2

Cleash

Cleash are large insect like creatures with a cold intelligence. They are hostile to all other life forms on Jorune.

Attributes: Agility d8, Smarts d8 , Spirit d6, Strength d4, Vigor d8

Skills: Fighting d6, Shooting d8, Throwing d8, Intimidation d8, Knowledge (Iscin) d8

Pace: 6; **Parry:** 6; **Toughness:** 8(1); **Color:** 0; **Charisma:** -4

Gear: Capsules, Crossbow (15/30/60, 2d6), Pike (Str+d8 Parry +1, Reach 1)

Special Abilities

- **Isholess:** No Color
- **Carapace:** Armor +1
- **Puppet:** Scarmis only (5pp)
- **Size** +1
- **Noisy Exoskeleton:** Stealth -2
- **Quirk:** Attack Shanthas on sight
- **Outsider:** Cha -2
- **Capsules:** See Gear for details

Corastin

Corastin are 9 ½ feet tall and appear reptilian. They like their privacy.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Throwing d6, Intimidate d8,

Pace: 10; **Parry:** 6; **Toughness:** 9(1); **Color:** 0

Gear: Club/Mace (Str+d6).

Special Abilities

- **Crudge:** Armor +1
- **Isholess:** No Color
- **Size:** +3
- **Linguist:**
- **Vengeful (Major):**

Croid

Croid are 9 foot tall brutes. They are bulkier than Corastin, and are barely sentient.

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12, Vigor d8

Skills: Fighting d8

Pace:5 (Run d8); **Parry:**6; **Toughness:**11; **Color:**0

Gear: Club (Str + d6).

Special Abilities

- **Crudge:** Armor +2
- **Isholess:** No Color
- **Size:** +3
- **Slow:**-1 Pace
- **Vulnerable Spot:** Sahs (neck gland) -4 to hit, +4 damage

Crugar

Crugar were created by Iscin from cougars as an improvement over the Blount. They are hated by most other Iscin races for their cruelty and savagery.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Climbing d8, Jumping d8,

Pace:8; **Parry:**6; **Toughness:**5 **Color:**5 (Desti)

Gear: Sword (Str+d8)

Special Abilities

- **Blood Thirsty**
- **Dysha:** Lightning Blast, 10 IP
- **Leap:** +2 to all jumping and climbing rolls, +2 to fighting rolls when they can leap or pounce upon their target.
- **Notice:** +2
- **Vengeful (Major):** Crugar are easily provoked and will kill for even the slightest offense.

Human

Humans are the direct descendants from the original Earth colony.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Throwing D6, Swimming D6, Survival d6

Pace: 6; **Parry:**5; **Toughness:**5; **Color:** 5

Gear: Sword (Str+d6)

Special Abilities

- **Free Edge**
- **Interference**

Muadra

Muadra are a smaller offshoot of the human race, averaging only 51/2 feet tall. They are extremely Isho sensitive

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Throwing D6, Weave Isho d8, Survival d6

Pace: 6; **Parry:**6; **Toughness:**4; **Color:** 6

Gear: Sword (Str +d4)

Special Abilities

- **Arcane Background (Isho)**

- **Dyshas:** Any 3
- **Tra Sense**
- **Unweave Dyshas**

Ramian

Ramian are an extremely tall (9 ft.) race with a bony exoskeleton. They are extremely xenophobic.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Shooting d8

Pace: 8 (running d8); **Parry:** 6; **Toughness:** 9(1);

Color: 0; **Charisma:** -2

Gear: Ramian Hard Sword (Str+d8+2), Bolas (4/8/16, Str+d4, Target falls prone on a Raise).

Special Abilities

- **Exoskeleton:** Armor +1
- **In Cheveer:** Bloodthirsty and Berserk
- **Isholess:** No Color
- **Outsider:** Cha -2
- **Phobia (Major):** Shanthic lands and artifacts
- **Size:** +3
- **Slow Healing:** -2 to Vigor rolls for natural healing tests
- **Vengeful(Minor):** Ramian never forget an offence, and will repay in kind when the time is right.

Salu

Salu are a salt water dwelling offshoot of the human race. Unlike Acubon they get along well with the other races. They are among the best ship builders and sailors on Jorune.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Throwing D6, Boating D8, Swimming D8, Survival d6, Knowledge (Ship Building) d6

Pace:6, (6 Swim); **Parry:**5; **Toughness:**5; **Color:** 5

Gear: Trident (Str+d6).

Special Abilities

- **Sailor:**+2 Boating, may make Soak rolls for boats
- **Water Breathing**
- **Water Dependant:** Salu must return to water once a week or lose their water breathing ability

Scarmis

Scarmis are an insectoid race that is enslaved by the Cleash. On their own they can be quite peaceful, but under the power of the Cleash they are very dangerous.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Shooting d8,

Pace:8; **Parry:**6; **Toughness:**6(1); **Color:**0

Gear: Mace (Str. +d8). Capsules (See Gear), Cleash Gems,

Special Abilities

- **Carapace:** Armor +1

- **Cleash Pawns:** -2 to resist Cleash domination
- **Clueless:** -2 to all Common Knowledge rolls
- **Entangle:** With a successful Shooting roll, the Scarmis can hit a target with a sticky, wet fluid that dries and reduces the target's Pace by one. Multiple hits give a cumulative penalty.
- **Improved Frenzy:** 2 melee attacks with no penalty
- **Linguist**
- **Noisy Exoskeleton:** -2 to Stealth

Shantha

The Shantha are the true natives of Jorune. They stand 7 feet tall, and are masters of Isho manipulation.

Attributes: Agility d8, Smarts d10, Spirit d12 +2, Strength d8, Vigor d10

Skills: Fighting d8, Sculpt Isho d12

Pace: 8; **Parry:** 6; **Toughness:** 8; **Color:** 9

Gear: Shanthic Blade (Str+d8+2) .

Special Abilities

- **Alertness:** Notice +2
- **Arcane Background (Isho)**
- **Dyshas** All
- **Isho Points:** 40
- **Martial Artist:** Ebitra – Never considered unarmed, +4 to all unarmed combat damage rolls
- **Size:** +1

Thivin

Thivin are a smaller and much more sociable offshoot of the Ramian race. They are excellent craftsmen and traders.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Persuasion d8, Streetwise d8, Repair d8, Gambling d8

Pace: 6; **Parry:** 5; **Toughness:** 5; **Color:** 5

Gear: Sword (Str+d8), Music Rods.

Special Abilities

- **Charismatic:** Charisma +2
- **Fast Healer:** +2 to all natural healing rolls
- **Merchant:** +2 Streetwise & Persuasion, Linguist
- **Superstition:** Harming a Thivin is considered bad luck; anyone taking hostile action against a Thivin suffers -2 to all rolls.

Thriddle

Thriddle are small odd looking creatures, standing only 5 feet tall (including their eyestalks!) They are found all over Jorune and are a great source of information for those in need.

Attributes: Agility d4, Smarts d12+2, Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Persuasion d10, Knowledge (Iscin) d10, Notice d8

Pace: 5 (run d4); **Parry:** 4; **Toughness:** 4; **Color:** 6

Gear:

Special Abilities

- **Alertness:** +2 Notice
- **Curious:** A Thriddle's continual thirst for knowledge is bound to get him in trouble.
- **Dyshas:** Any
- **Isho Points:** 15 IP
- **Jack of all Trades:** No -2 for unskilled Smarts based tests
- **Linguist**
- **Small:** Toughness -1

Tologra

Tologra are the pinnacle of Iscin's creations. They are descended from Earth lions. They had been thought lost for thousands of years and are just now becoming re-integrated into the life of Jorune.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Climbing d8, Survival d8

Pace: 6; **Parry:** 6; **Toughness:** 7(1); **Color:** 6

Gear: Sword (Str+d8).

Special Abilities

- **Anemic:** Vigor -2 to Fatigue tests
- **Fur:** Armor +1
- **Quirk:** They consider themselves the most perfect of all Iscin created races and don't try to hide their attitude.

Trarch

Trarch are a very primitive offshoot of the Human race, living primarily in Drail.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8 Survival d8, Climbing d6

Pace: 6; **Parry:** 6; **Toughness:** 8; **Color:** 5

Gear: Talking Club (Str +d8)

Special Abilities

- **Size :** +1

Woffen

Woffen are the third of Iscin's creations, descended from the wolf. They have a great respect for Muadra.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Notice D6, Survival d6

Pace: 8; **Parry:** 6; **Toughness:** 6; **Color:** 5 (Ebba)

Gear: Sword (Str+d8), Crossbow (15/30/60, 2d6).

Special Abilities

- **Alertness:** Notice +2
- **Dyshas:** Power Hold, Power Orb
- **Habit:** Ruspier addiction
- **Isho:** 20 IP

Non-Intelligent Creatures

Beagre

A Chicken sized carnivorous vermin that commonly infest cities.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 3; **Color:** 5

Senses: Tra Sense

Special Abilities

- **Bite:** Str +d4
- **Knock Down:** A character hit by a running Beagre must make an Agility check or be knocked down.
- **Size:** -2
- **Small:** -2 to hit, -2 Toughness

Bochigon

Huge beasts of burden standing 15 feet tall, they are also used as gun platforms in war time.

Attributes: Agility d4, Smarts d6(A), Spirit d8, Strength d12+5, Vigor d8

Skills: Fighting d8, Intimidate d8, Notice d8

Pace: 8; **Parry:** 4; **Toughness:** 11; **Color:** 0

Senses: Vision

Special Abilities

- **Head Swing:** Str +d8 – Bochigon attack by swinging their heads back and forth at opponents
- **Size:** +5 Bochigon stand 15 feet tall

Clemmisin

Low slung hairy carnivores native to Hobreh. They are possibly related to Lothorn. Their hide is valued for armor, and their hair is valued for rope making.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d10, Vigor d10

Skills: Fighting d6, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 13(1); **Color:** 5

Senses: Tra Sense

Special Abilities

- **Armor:** +1
- **Attacks:** Claws Str+d6, Bite Str+d4
- **Large:** Attackers add +2 to Fighting and Shooting rolls due to their size.
- **Size:** +5
- **Soft Underbelly:** The underbelly is considered unarmoured.

Corodon (Dhar Corodon)

A Corodon is a ferocious looking monstrosity with fierce claws and capable of throwing powerful Dyshas.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d12+9, Vigor d12

Skills: Fighting d10, Intimidation d8, Weave Isha d10

Pace: 6; **Parry:** 5; **Toughness:** 14; **Color:** 7

Senses: Tra Sense

Special Abilities

- **Attacks:** Claws(4) Str+d8, Bite Str + d6, Tail Lash (as Dragon in SWD)
- **Dyshas:** 1/round/ashk (Usually 2) *lightning blast, penetration bolt, lightning strike, suspension orb, power hold*
- **Hardy:** Corodon do not suffer a wound from being Shaken twice.
- **Large:** Attackers add +2 to shooting and Fighting rolls due to its size
- **Improved Frenzy** (2 attacks per round without penalty)
- **Isha:** 20 IP
- **Size:** +6

Cougar

Some Earth cougars have adapted to life on Jorune. Cougar sometimes hide among Cougar packs, and exert some control over them.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d10, Vigor d8

Skills: Fighting d8, Notice d8

Pace: 8 (d10 Running); **Parry:** 6; **Toughness:** 7; **Color:** 7

Senses: Vision

Special Abilities

- **Bite or Claw:** Str + d6
- **Improved Frenzy:** 2 Fighting attacks per round with no penalty
- **Pounce:** Cougars can leap 1d6" to gain a +4 on its attack and damage. Reduce Parry by -2 for the next round.
- **Size:** +1

Creshi

A small carnivorous fish found off the coast of Burdath. They can be very dangerous when groups of them are thrown into a ship during storms.

Attributes: Agility d8, Smarts d4(A), Spirit d4, Strength d4, Vigor d6

Skills: Fighting d6, Notice d6,

Pace: 3 (6 Swimming); **Parry:** 5; **Toughness:** 3; **Color:** 4

Senses: Tra Sense

Special Abilities

- **Bite:** Str+d4
- **Small:** -2 to hit, -2 Toughness
- **Size:** -2

Crill

Crill are ferocious birds of prey. They are sometimes hunted for the Boc Rod in their tails.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Notice d6

Pace: 6 (8 Flying); **Parry:** 7; **Toughness:** 4; **Color:** 5

Senses: Tra Sense

Special Abilities

- **Bite:** Str+d6

- **Immunity:** Boc Rod gives immunity to Dyshas
- **Size:** -1
- **Swoop:** Crill add +4 to their damage if they dive at least 6" towards their target

Daij

Daij are ocean dwelling enervores. Only the Isholess Ramian are able to hunt them safely.

Attributes: Agility d8, Smarts d6(A), Spirit d10, Strength d4, Vigor d6

Skills: Fighting d4, Notice d6, Weave Isho d8

Pace: 8 (Swimming and Flying); **Parry:** 5;

Toughness: 4; **Color:** 7

Senses: Tra Sense

Special Abilities

- **Dyshas:** Isho Drain, Power Orb, Lightning Blast
- **Isho:** 20 IP
- **Size:** -1

Dharmac

A Dharmac is an amphibious cousin to the Dharmee. They will often ambush their prey by hiding underwater

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Notice d4, Intimidation d8, Stealth d8, Swimming d8

Pace: 6, (6 Swimming); **Parry:** 6; **Toughness:** 6; **Color:** 5

Senses: Tra Sense

Special Abilities

- **Carapace:** +2 Armor (0 on tail end)
- **Claws:** Str+d6
- **Size:** -1

Dharmee

Dharmees are a native Jorune creature that resemble Komodo Dragons but are protected by a tough carapace.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Notice d4, Intimidation d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 6; **Color:** 5

Senses: Tra Sense

Special Abilities

- **Carapace:** +2 Armor (0 on tail end)
- **Claws:** Str+d6
- **Size:** -1

Dichandra

A Dichandra is an amphibious carnivore often hunted by Thivin who make musical instruments out of their bones

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d6, Survival d6, Stealth d8, Shooting d6

Pace: 6; **Parry:** 6; **Toughness:** 8(1); **Color:** 5

Senses: Tra Sense

Special Abilities

- **Armor:** +1
- **Fists:** Str +d6
- **Improved Frenzy:** 2 Attacks per round with no penalty
- **Paralysing Saliva:** On a successful Shooting roll, the character must make a Vigor check or the part of his body that was hit becomes paralyzed. Roll on the Injury Table to determine an approximate hit location
- **Size:** +1

Do-odreh

A jungle snake whose patterned hide is prized for expensive clothing

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 4; **Color:** 5

Senses: Vision

Special Abilities

- **Attack:** Bite Str+d6 The Do-odreh has vicious needle like teeth
- **Size:** -1
- **Entangle:** On a Raise, the target is considered entangled by the Do-odreh

Dothobider

A Dothobider is a commonly domesticated herbivore bred for meat.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d4, Notice d6

Pace: 6; **Parry:** 4; **Toughness:** 6; **Color:** 5

Senses: Tra Sense

Special Abilities

- **Horns:** Str+d6
- **Charge:** If the Dothobider is able to move at least 20 feet it does an additional d6 on its horns attack.
- **Kick:** Str+d6

Dreglamon

Dreglamon have several large serpentine necks with vicious heads on the end. They live in rocky areas and blend in with the rocks well

Attributes: Agility d4-2, Smarts d4(A), Spirit d6, Strength d12+2, Vigor d12

Skills: Fighting d8, Notice d8, Stealth d10, Throw d8

Pace: 3; **Parry:** 2; **Toughness:** 14; **Color:** 5

Senses: Tra Sense

Special Abilities

- **Armor:** +1
- **Bite:** Str + d6
- **Large:** Attackers add +2 to shooting and Fighting rolls due to its size
- **Size:** +6
- **Throw Rocks:** 2d8

Duradon

Duradon are larger cousins of the domesticated Talmaron. They like to pick up their prey and drop it from a great height in order to tenderize it before eating it.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d10

Skills: Fighting d10, Notice d4

Pace:6 (8 flying); **Parry:**5; **Toughness:**15; **Color:**5

Senses: Tra Sense

Special Abilities

- **Bite/Claw:** Str+d6
- **Drop:** A Duradon will drop any creature it is carrying from a great height. Falling damage =1d6 per 10 feet **Grab:** On a raise on the Fighting roll, a Duradon will pick up its target
- **Large:** Attackers add +2 to shooting and Fighting rolls due to its size
- **Size:** +6

Entropy Vine

Entropy Vines are plant enervores which inhabit the jungles of Sillipus

Attributes: Agility d8, Smarts --, Spirit d10, Strength d4, Vigor d6

Skills: Fighting d10, Notice d4, Stealth d6

Pace:0; **Parry:**7; **Toughness:**5; **Color:**7

Senses: Tra Sense

Special Abilities

- **Multiple Vines:** Each wound caused to the Entropy Vine severs only one vine. To completely destroy a plant its core must be tracked down and destroyed
- **Vines:** An Entropy Vine will try to hit a target with 1-10 vines. For each successful hit, the target's Isho is increased by 5 IP. The target must make a Spirit check at -1 per vine or kern all of his Isho immediately for the vine to feed on.

Farg

Farg are giant ape like creatures that dwell in swamps. They often uproot trees to use them as clubs

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d10, Vigor d10

Skills: Fighting d8, Notice d4

Pace: 4; **Parry:** 4 ; **Toughness:**13 ; **Color:**5

Senses: Tra Sense

Special Abilities

- **Attack:** Arms Str + d6
- **Large:** Attackers add +2 to shooting and Fighting rolls due to its size
- **Notice:** -2
- **Parasite:** Lirgin Beetle: A 1 on a character's Fighting die will cause a Lirgin Beetle to bite. Target must make

a Vigor roll or become Delusional for 1 week.

- **Size:** +6

Giddle

A Giddle is a fast herbivore native to Lundera capable of leaping 8 feet to avoid capture. It is a Woffen delicacy

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Notice d10

Pace: 8; **Parry:** 5; **Toughness:** 5; **Color:** 5

Senses: Tra Sense

Special Abilities

- **Bite:** Str+d4
- **Fast:** Giddle receive a d10 running die
- **Leap:** Giddle can leap up to 8 feet when running

Giggit (Stage 2 and 3 Spirric)

The Spirric is a large insect like creature native to the East Trinnu Jungle. It is the later stage of the Giggit. The Stage 2 Giggit is all teeth and claws, and is to be avoided at all costs

Attributes: Agility d6 (d4 in Stage 3), Smarts dd4 (A), Spirit d4, Strength d6, Vigor d6

Skills: Fighting d8, Notice d6, Stealth d6

Pace: 6 (4 in Stage 3); **Parry:** 8; **Toughness:** 3;

Color: 0

Senses: Sight

Special Abilities

- **Attacks:** Bite Str +d6, Claw Str+d4
- **Isholes:** No Color
- **Size:** -2
- **Small:** -2 to hit

Harn

Harns live in the desert under the sand waiting to ambush any unwary passebys.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d6

Pace: 6; **Parry:** 5 ; **Toughness:**4; **Color:** 5

Senses: Tra Sense

Special Abilities

- **Size:** -1
- **Sandblast:** 2d6 damage, A raise on the Shooting roll means the sandblast hit the character's eyes and has temporarily blinded him.

Horse

Horses from Earth still exist on Jorune even though they have never adapted very well to the planet. They are very rare and only owned by the very rich.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12, Vigor d8

Skills: Fighting d4, Notice d8

Pace: 10; **Parry:** 4; **Toughness:** 8; **Color:** 5

Senses: Vision

Special Abilities

- **Fleet Footed** Horses roll a d8 when running instead of a d6.
- **Kick:** Str.
- **Size:** +2

Locure

A Locure is a low armored creature similar to a giant armadillo with claws. The natural covering can be shaped into Locurian Grunder armor.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d10, Vigor d12

Skills: Fighting d8, Notice d6, Weave Dysha d6

Pace: 6; **Parry:** 6; **Toughness:** 14(1); **Color:** 6

Senses: Tra Sense

Special Abilities

- **Claws:** Str+d6
- **Dyshas:** Lightning Strike, Power Orb
- **Isho:** 10
- **Large:** Attackers add +2 to shooting and Fighting rolls due to its size
- **Size:** +5

Mandare

Mandare are gigantic mounds of flesh and teeth. They are to be avoided at all costs

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d8, Notice d6

Pace: 6; **Parry:** 2; **Toughness:** 16; **Color:** 6

Senses: Tra Sense

Special Abilities

- **Armor:** +1
- **Bite:** Str+d8
- **Huge:** Attackers add +4 to shooting and Fighting rolls due to its size.
- **Roar:** Vigor check or Shaken
- **Size:** +8
- **Swallow Whole:** on a raise for the Fighting roll

Mandare, White

White Mandare are arctic dwelling cousins of the Mandare. They are even more dangerous due to their ability to weave Dyshas.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+4, Vigor d 12

Skills: Fighting d8, Notice d6

Pace: 6; **Parry:** 2; **Toughness:** 19; **Color:** 6

Senses: Tra Sense

Special Abilities

- **Armor:** +1
- **Bite:** Str+d8
- **Dysha:** Any one Dysha from Desti, Ebba, Gobey, or Du
- **Huge:** Attackers add +4 to shooting and Fighting rolls due to its size
- **Isho Points:** 10 IP

- **Roar:** Vigor check or Shaken

- **Size:** +10

- **Swallow Whole:** on a raise for the Fighting roll

Merbian

A Merbian is a small grazing animal from Ros Crendor now popular in Ardoth. It is raised for meat

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6 , Vigor d6

Skills: Fighting d4, Notice d8,

Pace: 6; **Parry:** 4; **Toughness:** 4 ; **Color:** 5

Senses: Tra Sense

Special Abilities

- **Claw:** Str+d4
- **Size:** -1

Nemsis

Nemsis is a black algae colony which floats on brackish water. When something passes through it, it attaches to the creature and dissolves the creature or limb to feed on it.

Attributes: Agility n/a, Smarts n/a, Spirit n/a, Strength n/a , Vigor d6

Skills: n/a

Pace: n/a; **Parry:** n/a; **Toughness:** 5; **Color:** n/a

Senses: n/a

Special Abilities

- **Corrosive Acid:** 2d6 per round If a character becomes incapacitated by exposure to Nemsis, the character has been dissolved beyond healing.
- **Fire Weakness:** The only way to destroy Nemsis or remove it from a victim is by fire. Fire will stop the dissolving effect, but will deal normal fire damage to the character at the same time.

Pibber

Pibber are small, cute furry creatures, but don't get them angry!

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d4 , Vigor d6

Skills: Fighting d4-2, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 3; **Color:** 5

Senses: Tra Sense

Special Abilities

- **Size:** -2
- **Small:** -2 to hit
- **Thisting:** When threatened, Fighting d6, Claws Str+d6, Poison blocks healing

Puffjaw

The Puffjaw is a relative of the Scragger that lives high up in the trees of the Sillipus jungle and attacks unwary victims passing below it.

Attributes: Agility d10, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d6, Stealth d8

Pace: 8; **Parry:** 7; **Toughness:** 4; **Color:** 5

Senses: Tra Sense

Special Abilities

- **Bite:** Str+d6, on a raise the Puffjaw will hang on and do bite damage each round
- **Drop:** Puffjaws gain a +2 bonus to their attack and damage roll when they initially drop from the trees.
- **Size:** -2
- **Small:** -2 to hit, -1 Toughness
- **Toxin:** On a Wound, and for each round of hanging on, character must make a Vigor check or suffer 1 level of Fatigue

Sankinslan

A flat leathery reptile from Dobre

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6, stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 5; **Color:** 5

Senses: Tra Sense

Special Abilities

- **Constrict:** On a Raise the Sankinslan has wrapped itself around the neck and begins to strangle its target. Str damage is done every round until the target breaks free with an opposed Strength Roll.
- **Size:** -1

Scrade/Wasto

Scrade are large insect like creatures that ambush their prey. Their favorite hiding places are either in trees to attack from above, or to attack from below from underground burrows.

Attributes: Agility d8, Smarts d4(A), Spirit d4, Strength d6, Vigor d6

Skills: Fight d6, Notice d6, Stealth d6

Pace: 6; **Parry:** 6; **Toughness:** 4; **Color:** 0

Senses: Vision

Special Abilities

- **Carapace:** Armor +1
- **Isholes:** No Color
- **Sherrids:** Str+d8
- **Size:** -1

Scragger

Scragger are "teeth on feet" they will attack and eat anything they can get hold of. They generally like to attack in packs to overwhelm their prey.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Notice d6, stealth d6

Pace: 8; **Parry:** 7; **Toughness:** 3; **Color:** 5

Senses: Tra Sense

Special Abilities

- **Size:** -2
- **Small:** -2 to hit
- **Bite:** Str+d6, on a raise the Scragger will hang on and do damage each round

- **Toxin:** On a Wound, and for each round of hanging on, character must make a Vigor check or suffer 1 level of Fatigue

Sirra-sloth

A large, heavy, 4 armed, tree-dwelling creature capable of masking it's Isho signature. It feeds on tarro

Attributes: Agility d4, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Notice d4, Stealth d6, Signature Sense d6

Pace: 3; **Parry:** 5; **Toughness:** 8; **Color:** 5

Senses: Tra Sense

Special Abilities

- **Bite:** Str+d4
- **Claws:** Str+d6
- **Disguise Signature:** 10 IP
- **Size +2**

Slutch

Slutch are large shelled creatures with a fleshy body. Their shells are prized for their beauty and musical quality

Attributes: Agility d6, Smarts d6(A), Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Notice d6

Pace: 6; **Parry:** 2 ; **Toughness:** 9; **Color:** 6

Senses: Tra Sense

Special Abilities

- **Bite:** Str+d6
- **Carapace:** Armor +1
- **Gas Sacks:** 2d6 damage
- **Large:** Attackers add +2 to shooting and Fighting rolls due to its size
- **Size:** +3

Talmaron

Talmaron are large winged mounts native to Jorune. In flight they are able to glide on Isho currents.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d12, Vigor d10

Skills: Fighting d8, Notice d8

Pace: 6, **Flying** 8; **Parry:** 4; **Toughness:** 10; **Color:** 6

Senses: Tra Sense

Special Abilities

- **Claw/Bite:** Str+d6
- **Size:** +3

Tarro

Tarro are four-armed, furry tree dwellers. Some breeds can be domesticated. They have a terrible screech when they are upset.

Attributes: Agility d8, Smarts d4(A) , Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Stealth d8, Notice d8, Intimidation d6, Weave Isho d6

Pace: 6; **Parry:** 6; **Toughness:** 3; **Color:** 7

Senses: Tra Sense

Special Abilities

- **Bite:** Str+d4
- **Claw:** Str+d6
- **Dyshas:** Stiff, 5 IP
- **Screech:** Spirit check or become Shaken
- **Size:** -2
- **Small:** -2 to hit

Tarro, Spinner

The Spinner Tarro is unique to the jungles of Sillipus. They are curious and friendly and are able to weave the Spinner Dysha when in groups of three for both fun and defense.

Attributes: Agility d8, Smarts d6(A), Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Stealth d8, Notice d8, Intimidation d6, Weave Isho d6

Pace: 6; **Parry:** 6; **Toughness:** 4; **Color:** 7

Senses: Tra Sense

Special Abilities

- **Throw stones:** Str+d4
- **Claw:** Str+d6
- **Dyshas:** Stiff, 5 IP, Spinner Orb can be woven by a group of 3 Spinner Tarro once per encounter.
- **Size:** -2
- **Small:** -2 to hit, -1 Toughness

Thombo

Thombo are common riding creatures and beasts of burden. They are very skittish and cannot be ridden into battle.

Attributes: Agility d8, Smarts d4(A), Spirit d 6 , Strength d12+2 , Vigor d 10

Skills: Notice d6

Pace: 8; **Parry:** 2; **Toughness:**10(1); **Color:** 5

Senses: Tra Sense

Special Abilities

- **Armor:** +1
- **Kick:** Str+d6
- **Size:** +3

Vodra

Vodra are bulbous four-tentacled creatures that float over the Ice Fields of Gilthaw. They migrate south during Crith, and can travel far and wide in search of prey.

Attributes: Agility d6, Smarts d6(A), Spirit d10, Strength d10, Vigor d10

Skills: Fighting d8, Stealth d6, Weave Isho d8

Pace: 0 (6 Flying); **Parry:** 5; **Toughness:** 8; **Color:** 7

Senses: Tra Sense

Special Abilities

- **Carapace:** armor +1
- **Dyshas:** Frost Bolt
- **Improved Frenzy:** 2 attacks with no penalty
- **Isho Points:** 20 IP
- **Size:** +2

- **Tentacle:** Str+d6, On a raise on the Vodra's Fighting roll, it grabs its target as if grappling it.

Wolf

The Wolf is one of the Earth creatures that has successfully adapted to life on Jorune. Over the millennia it has even developed the ability to interfere with Dyshas.

Attributes: Agility d8, Smarts d6(A), Spirit d 6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d10

Pace: 8; **Parry:** 5; **Toughness:** 4; **Color:** 5

Senses: Vision

Special Abilities

- **Bite:** Str+d4.
- **Fleet-Footed:** D10 Running die
- **Go for the Throat:** With a raise on its attack roll, it hits the target's most weakly armored location.
- **Interfere:** As Human
- **Size:** -1



Savage

Jorune

Name:		
Race:		
Background:		
Social Status	Drenn Points	Drenn Die

Attribute		Derived Stats		Color Groups	Racial Edges & Hindrances
Agility	D_____	Charisma	_____		
Smarts	D_____	Pace	_____		
Spirit	D_____	Parry	_____		
Strength	D_____	Toughness	_____		
Vigor	D_____	Color	_____		
		Isho Points	_____		

Skills	Hindrances
D_____	
D_____	
D_____	
D_____	
D_____	
D_____	
D_____	
D_____	
D_____	
D_____	
D_____	

Dysha	Isho Cost	Range	Effect	Duration

A armor	Equipment
Head	
Torso	
Arms	
Legs	

Weapon	Range	ROF	Damage	Notes

Wounds -1 -2 -3 INC -2 -1 Fatigue