

Cinematic Unisystem Jorune

Almost all of the existing rules-sets for Jorune are highly complex and detailed. While that sort of gaming works for many people, I'm a highly immersive gamer who is also a fan of systems that aren't too rules-heavy (Cinematic Unisystem, and New World of Darkness being my current favorites). So, here's my take on what a non-rules-heavy version of Jorune would look like.

*John Snead
May 2006*

Required Books 2nd or 3rd Edition Jorune, Angel

General Notes on Changes & Species

I am altering various features of the background to allow it to make more sense (to me at least) and for personal preference. Highest on the list of changes is that humanity was seriously into genetic engineering (as can already be seen with the various biotec creations), including human and animal genetic engineering. As a result, the Salu/Acubon were deliberately created as an aquatic human variant. These creatures can all breathe both salt and fresh water (although the dominant salt and fresh water groups, have very different cultures) and I am ignoring the foolishness about them losing the ability to breathe water if they are out of it too long. They can both breathe both water and air whenever they want to, because their bodies were designed to do so.

Also, in this version of Jorune, the Iscin Races were originally created on Earth, where they had limited rights, much like Cordwainer Smith's "underpeople". Iscin was a human biologist who brought a large group of these three species along, to see how they would adapt to an alien world. When human civilization collapsed, he taught them to be free, and the rest of their history is as written. Blount do not exist (being a fairly silly idea IMHO), and Bronth are do not look like bears – they look like gorillas, because they are a gorilla-derived species. It only makes sense to me that the first uplifted animal would be a higher primate. They are large, hulking, and furred like a gorilla.

Unlike the rest of the species that were created before colonization, the Boccord and Muadra were human mutations that occurred on Jorune, approximately 1,500 years ago. There is one other change that occurred as the result of the massive human genetic engineering – humans and all human created races were altered so that they aged half as fast and are immune to most diseases. Since this is universal among Terran life, these benefits are free. As a result, humans live (on average) for 120 years, and if they had our level of medical technology, they would live for 160 years. Notable aging effects such as grey hair, wrinkles, or

physical limitation do not occur until the character is around 90. In addition, Terran life cannot have Intelligence or Constitution scores below 2, since the genetic traits that lead to such low scores were edited out of all of the colonists, including all of the Iscin Races.

As for the rest of the races – the Ramian, Corastin, & Thriddle were brought along as Lamori slaves, while the Cleash were their partners (who brought along the Scarmis as their slaves). Croid are a Corastin mutation and Thivin were created as an experiment by the Lamori, in an attempt to create a Lamori-related species with access to Isho. The result was successful, but the several thousand Thivin that were created were all stored in Lamori nanostasis until 800 years ago, when the nanostasis containers failed and several thousand Thivin were released in the Ramian land of Voligire. Here, they were treated as slaves, until 300 a few thousand of the 10s of thousands now alive, fled through a warp into Burdoth.

Race	Average Lifespan
Bronth	100
Boccord	120
Cleash	160
Corastin	80
Croid	60
Crugar	90
Muadra	120
Ramian	180
Salu	120
Scarmis	60
Shantha	250
Thivin	200
Thriddle	150
Woffen	90

Skill List

Acrobatics
 Animal Handling (new, includes riding)
 Art
 Brawling (was Kung Fu)
 Crafts (new)
 Crime
 Doctor
 Drive/Pilot
 Earth-tec (new, includes both earth-tec and bio-tec)
 Entertainments (new, Sports + gambling)
 Getting Medieval
 Gun Fu
 Influence

Isho Lore (was Occultism, includes Isho Weather and using Shanthic devices)
Knowledge
Languages
Mr. Fix-it (conventional tech)
Notice
Sailing
Science
Survival (new)
Wild Card

Isho Qualities and Dysha Weaving

Isho 4-point/Level Quality

Isho is a variable Quality that costs 4 points/Level and allows the character to weave dyshas of any color he knows that are at or under this level. Only Bronth, Crugar, Muadra, Shanthas, Thivin, Thriddle, and Woffen can learn this Quality. Characters who possess levels in this Quality *must* also possess at least as many levels in either Tra-Sense or Signature Skills.

Signature Skills 2-point/Level Quality

This Quality allows the character to use Isho signature skills. Any creature that is not Isholess can learn up to 2 levels in this Quality. Only Boccord, Bronth, Salu, and Shanthas can learn this Quality at levels 3-5. This ability allows the character to sense and identify creatures by their isho signature. Characters can also project fake isho signatures, which can fool nature Jorune life into thinking the character is another creature entirely, as well as being able to mask signatures, which can make the character invisible to native Jorune life. Signature skills also allow Interference, which allows the character to disrupt dyshas (both orbs and bolts) used on the character.

Rolls to use Signature skills to sense other creatures use Signature Skill + Notice. Rolls to use Signature Skills to alter Signatures uses Signature Skills x 2, and roll to interfere with a Dysha use Signature Skill along (not doubled). Rolls for Fake and Masked signatures are resisted by the creatures Perception + Notice. Rolling as many or more Success Levels as the creatures means that the character has fooled the creature. False and Masked signatures never fool Shanthas unless the character rolls three more Success Levels than the Shantha did.

Interference

To interfere with a dysha, the character must roll as many Success Levels with the interference attempt as the attacker rolls with the dysha. Rolling fewer Success Levels can still reduce the damage caused by the dysha. Interference counts as a defensive action.

Level	Range	Notice+	Additional Abilities
1	20 m	Species	None
2	40 m	Species + identify dysha being prepared	Interference
3	80 m	Species + dysha	Fake Signatures
4	120 m	Species, dysha, & general mood	Mask Signatures
5	200 m	Species, dysha, & general mood	Mask signatures

+ Does not work on isholess creatures

Tra Sense 1-point/level Quality

This Quality allows the character to use Tra-Sense. Only Crugar, Muadra, Salu, Shanthas, Thivin, and Thriddle can learn this Quality at levels 3-5. Any creature that is not Isholess can learn up to 2 levels of this Quality.

Treat Tra Sense as a separate sense, with each level in Isho: Tra Sense giving the character one point in this sense. Rolls to use Tra Sense use Tra Sense + Notice. Tra Sense allows the character to see both creatures and the landscape using Tra-Sense, but until the Tra-Sense is acute (Level 4 & 5) the resolution is very poor and only the roughest shapes can be seen. At Level 4 & 5, the character can navigate both indoors and outdoors using only Tra-Sense, but the character cannot resolve creatures as more than humanoid (or other-shaped) blobs of the appropriate size. Individuals cannot be recognized, and recognizing species (as opposed to merely knowing that the creature is a humanoid of roughly human size) requires at least 3 Success Levels on the Tra Sense + Notice roll.

Also, use the following guidelines:

Level	Range	Notice	Isho Resolution
1	20 m	Powerful Jorune creatures (Shanthas, Dar Corondon...) & large Isho constructs	Poor: vague shapes, and large-scale fluctuations only
2	40 m	Isho 3-5 creatures	Moderate: general outlines, crystal deposits, warps
3	80 m	Isho 1-2 creatures	Moderate
4	120 m	Zero Isho creatures (like humans)	Acute: notice dysha use, identify creatures
5	200 m	Isholess creatures	Acute

Color Attunement 1-point innate Quality

This quality allows the character to learn to weave dyshas of this appropriate color. However, in order to do this, the character must also possess a least one level of the Isho Quality, as well as the associated Color Knowledge Quality. Characters can only purchase Color Knowledge for Colors that they already possess Color Attunement for. Characters with one or more levels in the Isho Quality can gain additional levels of Color Attunement in play, but this requires extensive roleplaying, making deals with Shanthas, and 3 XP.

Color Knowledge 3-point Quality

Color Knowledge allows the character to cast dyshas of that color, within the limits of the character's Isho level. A character must possess the Color Attunement Quality with a particular Color in order to purchase Color Knowledge. Also, casting dyshas always requires the character to have the appropriate level of the Isho Quality.

Isholess 2-point Quality

This creature can never learn any Isho skills and has no connection to isho. As a result, they are difficult to detect with tra-sense and signature skills cannot be used to identify them. In addition, they are immune to the following dyshas that directly affect the isho currents found in all Terran and Jorune life: Alter Emotions, Craze, Faint, Faint Touch, Healer, Naull Reading, and Read Isho Traces.

Other New Qualities

Extra Arms 3-point Quality

Having extra arms gives the character +1 to Brawling and Getting Medieval rolls when wielding multiple weapons. This Quality does not allow the character to make additional attacks.

Extra Legs 2-point Quality

Having four legs add +5 to Speed. Also, if one leg is disabled, the character can still move normally, with only a -2 penalty to Speed.

Increased or Decreased Speed 1-point Quality or -1-point Drawback

Increase or decrease the character's speed by +3 or -3 (to a minimum of 2).

Large Size 4-point Quality

Increase height by 25% (7-8 feet on the average), and multiply weight by 1.75. Add +2 to Strength (2), one level of Hard to Kill (1), and +10 to Life Points (1).

Leaping 1-point Quality

Leaping allows the character to leap (*Angel* p. 115) as if his Strength was 2 levels higher.

Very Large Size 8-point Quality

Increase height by 50% (8-9 feet on the average), and multiply weight by 3. Add +5 to Strength (5), two levels of Hard to Kill (2), and +20 to Life Points (2).

Species Qualities

Basic descriptions of these species can be found here:
<http://www.jorune.org/races.html>

New Derived Characteristic (borrowed from the Witchcraft RPG)

Speed = Con + Dex. Speed x 2 = movement in miles per hour. Speed = movement in yards per second.

PC species

The following species are available as PCs.

Note: Bronth can purchase up to 4 levels in both Isho & Signature Skills. Crugar, Thivin, and Woffen can all purchase up to 4 levels in both Isho & Tra sense. Salu can purchase up to 4 levels in both Signature Skills and Tra Sense. Boccord can purchase up to 5 levels in Signature Skills. Muadra can purchase up to 5 levels in both Isho & Tra sense.

Boccord 7-point Quality

Large Size (4), 1 level of signature skills (2), +1 Con (1).

Bronth 10-point Quality

Acute Smell (2), Large Size (4), Color Attunement: desti & ebba (2), 1-point armor (1), +1 Con (1), +1 Per (1), minority (-1).

Corastin 12-point Quality

Very Large Size (8), +1 Con (1), Small natural weapons (1), 3-point armor (3), minority (-1), -1 Agility (-1), Intelligence over 3 costs like Intelligence over 5 for normal humans (-1), Isholess (2).

Crugar 6 or 7-point Quality

Acute Hearing (2), Acute Smell (2), Impaired Sight (-2), Night Vision (2), +1 Dex (1), +1 Per (1) Natural weapons (1), Leaping (1), Color Attunement: desti (1), Minority (-2, -1 for Cygra)

Muadra 10-point Quality

-5 life points (-1), 1 level of Isho: dysha use + tra sense (5), Strength over 3 costs like Strength over 5 for normal humans (-1), minority, Color Attunement: all (7), +1 Will (1).

Salu 7-point Quality

Aquatic (3), 1 level of Isho: signature skills + tra sense (3), +1 Con (1)

Thivin 9-point Quality

Double normal healing rate (1), Resistance: disease and poison (1), 1 level of Isho: dysha use + tra sense (5), Color Attunement: launtra (1), Night Vision (2), Covetous (-1), -5 life points (-1), Strength over 3 costs like Strength over 5 for normal humans (-1), +1 Dex (1), +1 Per (1)

Woffen 7-point Quality

Acute + Enhanced Smell (5), +1 Dex (1), +1 Per (1), Color Attunement: ebba (1), Minority (-1)

NPC Species

The following species are only available as NPCs

Cleash 17-point Quality

Large Size (4), -2 Strength (-2), +1 Con (1), +1 Per (1), Isholess (2), 3-point armor (3), 2 extra arms (3), create capsules (4), Control Scarmis (4), -3 Speed (-1), -2 most Acrobatics rolls, including stealth (-2).

Croid 13-point Quality

Very Large S(6), +2 Strength: total +7 (2), +2 Con (2), One level of Hard to Kill: total 3 (1), Small natural weapons (1), 3-point armor (3), considered little better than animals (-2), -1 Agility (-1), Intelligence over 1 costs like Intelligence over 5 for normal humans (-2), Perception over 3 costs like Perception over 5 for normal humans (-1), Isholess (2).

Ramian 16-point Quality

Large Size (4), One level of Hard to Kill: total 2 (1), +1 Con (1), +2 Dex (2), +2 Per (2), 2-point armor (2), Fast reaction time (2), heal 1 LP/day w/o shirm-eh limilate (-1), Isholess (2), +3 Speed (1).

Scarmis

2-point armor (2), 4 legs (2), +1 Per (1), Willpower over 3 costs like Willpower over 5 for normal humans (-1), Isholess (2), Fire sticky goo with a 20 ft range* (2), Subject to Cleash control with no save (-5), -2 to all stealth rolls (-1).

* Scarmis goo temporarily blinds opponents if the Scarmis scores 3+ Success Levels on the attack roll.

Shantha 53-point Quality

Acute tra sense (2), Large Size (4), 5 level of Isha: dysha use + signature skills + tra sense (35), Color Attunement: all (7), +1 Int (2), +1 Dex (1), +1 Con (1), +1 Per (1)

Thriddle 8-point Quality

Acute Vision (2), 1 level of Isha: dysha use + tra sense (5), Color Attunement: all but desti (6), +2 Int (2), -1 Con, -1 Strength (-1), Strength over 3 costs like Strength over 5 for normal humans (-1), -5 life points (-1), Easily Flustered (-1), Mildly paranoid (-1), -3 Speed (-1).

Characters

Characters can choose any of the following templates.

Isho Student

20 Attributes

15 Qualities

10 Drawbacks

20 Isho Qualities

25 Skills
10 Drama Points

or

Expert

20 Attributes
25 Qualities & Isho Qualities
10 Drawbacks
35 Skills
10 Drama Points

or

Adventurer

25 Attributes
20 Qualities & Isho Qualities
10 Drawbacks
35 Skills
10 Drama Points

Isho Use

Dyshas

To cast a dysha of any sort, the character rolls Willpower + Isho. A single Success Level is sufficient to create any dysha, but most benefit from increased levels of success. To create a specific dysha, the character must both know the color associated with the dysha and also have an Isho score equal to or greater than the level of the dysha. For example, in order for a muadra to create a Suspension Orb dysha, she must both know the Color Ebba, and have an Isho score of 4 or higher. The maximum Isho Score is 6.

Many dyshas can be modified to have a greater or different effect. Doing this adds levels to both the dysha and to the success levels required to create it. So, if a crugar wished to create a lightning bolt dysha with the range of a rifle, it would need to both roll 2 Success Levels on the Isho + Willpower roll to create it, and to have 2 or more Levels in Isho.

Isho Depletion

Characters who use many dyshas in a short period of time reduce their ability to create additional dyshas. Characters may use a number of levels of dyshas equal to twice their Isho Score before penalties begin to accrue. Once she has used a number of levels of dyshas equal to twice her Isho Score, she has a -2 penalty to all further Dysha use. If she uses a number of levels of dyshas equal to four times her Isho score, this penalty rises to -4. Once the character has used a number of levels of dyshas equal to five times her isho score, she can no longer use dyshas

until she has rested. Characters must rest for at least two hours, and during this time can perform light activity like walking or riding.

The only exception to these rules are free dyshas, which are marked with a * - these dyshas may be cast without incurring penalties. However, once penalties have been incurred, use of these dyshas is penalized, and characters cannot use these dyshas while resting. In addition, use of the Warp dysha counts using as 10 levels of dyshas.

Dysha Modifiers

The following modifiers apply to all dyshas.

Disguise Dysha (helps resist unweaving): +1 Level

Bolt Modifiers

Increase range from Pistol to Rifle: +1 Level

Increase damage by +2: +1 level

Orb Modifiers

Increase range from Pistol to Rifle: +2 Levels

Increase damage by +2: +1 level

Subtract 3 from unweaving: +1 level

Make orb invisible: +2 levels

Any dyshas marked with a * are especially simple to cast and may be cast an unlimited number of times without causing fatigue or Isho loss.

Unweaving

Characters can unweave dyshas if they can have Tra-Sense, one or more levels of Isho, and Color Attunement to the dysha they are attempting to unweave. A character can never attempt to unweave a dysha of a Color he is not attuned to. Unweaving is a two-step process. The character must make a Tra Sense + Notice roll to identify the dysha. This normally requires only 1 Success Level, but add 2 Success Levels to the difficulty of the attacker used a modifier to disguise the dysha. Then, the character must attempt to unweave it. To do this, he must roll Isho x 2 and score at least as many Success Levels, as the attacker had when casting the dysha. Rolling fewer Success Levels can still reduce the damage caused by the dysha. Unweaving counts as a defensive action.

Desti Dyshas

Desti dyshas are all red bolts of destructive power.

Lightning Blast: Level 1

Damage: 9 (bullet), Range: Pistol

Stiff: Level 2

Damage 5 LP, Roll Con x 2 -(5 + success levels) . If the target fails, they react as if struck by an electrical shock. Affected targets automatically drop any held item

and must make a Dex x 2 -(5 + success levels) roll or fall (do not double Dex if the target is running or is on poor footing). The target is incapacitated for 1 round, and at -2 to all Dexterity rolls for the next turn.

Range: Pistol

Frost Bolt: Level 3

Damage: 14 (bullet), Range: Pistol

Lightning Strike: Level 4

Damage: 18 (bullet), Range: Pistol

Throws target 3 yards (2 for large beings corastin, thombos, or horses, 1 yard for even larger creatures).

Penetration Bolt: Level 5

Damage: 10 (bullet), Range: Pistol

Ignores all armor, cannot affect non-living targets

Du Dyshas

Du dyshas are orange orbs that impart light or heat to their target.

Orb of Light: Level 1*

The character creates a light that can be as dim as a candle or as bright as a 300-watt light bulb. The light lasts for 1 hour/Success Level and can be thrown by the caster to any location within range or carried along with the caster's Isho field. Alternately, the creator can create a small flame no hotter or larger than a small kerosene lamp (2 LP damage).

Range: Pistol

Dysha Display: Level 1*

The character can make a glowing display of small, brightly colored lights. These lights can be juggled or simple ordered to move on their own, but they will not go more than two yards from their creator. Alternately, she can create small candle flames that light nearby candles (1 LP damage).

Flingers: Level 2

The character weaves up to 5 1-inch diameter orbs that each do 3 points of fire damage each. Each orb can be aimed at a different target or they can all be sent at one target. Success Levels do not increase damage with these orbs. These orbs can set flammable targets on fire. The character cannot raise the level of this orb to increase the damage, but can increase the number of orbs created.

Range: Pistol

Modifiers

Create an additional 2 orbs: +1 level

Quantum: Level 2

The character weaves a golf-ball sized orb that does 10 points of fire damage. The character cannot raise the level of this orb to increase the damage.

Range: Pistol

Blurring: Level 3

The character creates an orb around his body that blurs and distorts his image. This prevents people from recognizing him, adds +1 to all Stealth rolls, and subtracts -1/Success Level from all attempts to hit him. This orb lasts for 10 minutes.

Modifiers

Use orb on another willing subject: +1 level

Increase duration to 1 hour: +1 Level

Cast Energy: Level 4

The character weaves a golf-ball sized orb that does 16 points of fire damage.

Crater: Level 5

The caster creates an explosive orb. Anyone within 1 yard of the orb takes 24 points of bashing damage, anyone within 3 yards takes 16 points of bashing damage, and anyone within 5 yards of the orb takes 6 points of bashing damage.

Range: Pistol

Ebba Dyshas

Ebba dyshas are yellow orbs that impart force in the target.

Ping: Level 1*

This dysha creates a precisely controlled one inch in diameter pressure that pushes objects with a strength of 1.

Range: Pistol

Push: Level 1

This dysha creates a wide one foot in diameter pressure that pushes objects with a strength of 1.

Range: Pistol

Tumble: Level 2

Reduce a fall's effective distance by two yards/success level.

Power Orb: Level 2

Damage: 12 (bashing)

Range: Pistol

Levitate: Level 2

Raises the character 15 feet up and vanishes after 3 turns

Modifiers

+1 turn to duration: +1 level
5 feet lateral movement: +1 level
Carry person other than caster: +1 level
Carry multiple people: +1 level/additional person

Power Hold: Level 3

The target is immobilized by four powerful rings of force. These rings naturally dissipate after 1 minute, freeing the target. This dysha only immobilizes Corastin, horses, thombos, and other large creatures for 30 seconds, and cannot be used to immobilize larger creatures. Creatures are allowed a doubled Strength roll every turn to break free. Every two success Levels breaks one of the four rings (round down, rolling one success level has no effect). The character can roll once a turn. Until all four rings are broken, the target cannot move or act physically.
Range: Pistol

Programmed Force: Level 3

This orb works exactly like the Push dysha, except that the direction and level of force of the push is determined by the user. You could throw this orb at a bottle and cause it to scoot sideways (or any other direction) along a counter. You could also program the orb to make the bottle go 3 feet straight up and then fall. You could even program the orb so that it would bring the bottle back to your hand. The only limit on the dysha is that it can only move a single target in a single manner. Also, the orb does not perform lasting effects like the suspensor dysha, the dysha falls once it has moved its target. The total distance moved by the orb, both when it is aimed at the target and when it moves the target must not exceed the dysha's range. This orb has a strength of 1.
Range: Pistol

Suspension Orb: Level 4

This orb lifts the target one yard in the air and holds them in a sphere of solid force 10 feet in diameter. This sphere has 20 points of armor. The sphere also has a damage capacity of 20. If someone does 20 points of damage to the sphere (after subtracting the armor of 20), then the sphere will collapse, freeing the victim. Otherwise, the sphere will keep the victim captive for 30 seconds. This sphere can only capture creatures no larger than a corastin, a horse, or a thombo.
Range: Pistol

Modifiers

+15 seconds to duration: +1 level
+5 points to both armor and damage capacity: +1 level

Powerful Programmed Force: Level 4

This dysha is identical to the Programmed Force dyshas, except that it has a Strength of 3.
Range: pistol

Spinner: Level 5

This orb spins the target violently around for 5 turns. Large creatures like corastin, horses, and thombos are only spun for 1 turn. Creatures suffer a penalty to all rolls equal to number of turns they were spun. This penalty lasts for 5 minutes. Creatures that have been spun for 5 turns must make a non-doubled Strength roll to avoid dropping what they are holding in their hands. Creatures that are spun for one round may make a doubled Strength roll. Also, riders on a horse or thombo that is spun must make a Dexterity + Ride roll to avoid falling off the rider.

Range: Pistol

Modifiers

+2 turns to duration: +1 level

Constrictor: Level 5

This orb forms a ring around a target and constricts it. The ring will sever any objects less than 2 inches in diameter, and will cut most ropes and cables.

Damage: 15 (cutting)

Range: Pistol

Gobey Dyshas

Gobey dyshas are black orbs that create or destroy walls of force. Gobey shields protect against all physical attacks, including blasters, field rams, laser, and stunners. However, all dyshas can pass freely through them in either direction.

Shield: Level 1

This orb counts as a defensive action. Using it produces a large shield that protects the wearer from attacks from the direction she is facing. This shield has an armor value of 10 points. The shield lasts until the end of the turn and its duration and armor cannot be augmented.

Support: Level 1

This orb can support up to 20 kg/Success Level in an area that can be 1 - 10 feet wide and 1 - 10 feet long. It can hold a door open or closed, support a rope or a cracked plank someone is attempting to walk across. This support lasts for 1 hour.

Range: Pistol

Modifiers

Increase weight to 50 kg/Success Level: +1 Level

Increase weight to 100 kg/Success Level: +2 Levels

Body Shield: Level 2

The user gains 12 points of armor. This shield lasts for 5 minutes + 1 minute/Success Level.

Modifiers

Increase armor by +3: +1 Level

Wall: Level 2

This orb forms a wall up to 100 square feet with an armor value of 40. This bubble also has a damage capacity of 40. If someone does 40 points of damage to the sphere (after subtracting the armor of 40), then the sphere will collapse. Otherwise, the wall lasts for between 5 and 7 days, depending upon the local Isho weather.

Modifiers

Increase armor and damage capacity by 10: +1 Level

Increase area by 25 square feet: +1 Level

Bubble: Level 3

This orb expands to an immobile bubble that is between 2 and 4 feet in diameter. These bubbles are always as high as they are wide. Air and dyshas can freely pass through the bubble. Characters can move through them by making a successful Strength (non-doubled) roll once a round for 2 minutes (this is slow and very tiring). Otherwise, the bubble lasts for 1 day. This bubble also has a damage capacity of 20. If someone does 20 points of damage to the sphere (after subtracting the armor of 20), then the sphere will collapse.

Modifiers

Increase armor and damage capacity by 5: +1 Level

Shield Shatter: Level 3

This orb reduces the armor and damage capacity of any shield by 20 points, doing 4 points/round. If the orb reduces the armor and damage capacity of a shield to 0, the shield instantly falls. This process generates large amounts of light and sound.

Modifiers

The affects of this orb are silent: +1 Level

Increase damage done by +10/+2 round: +1 Level

Mobile Wall: Level 4

This orb is identical to the *Wall* dysha, except that the creator can cause it to move at a rate of up to Willpower + Isho yards per turn. The character must be within 20 yards of the wall to order it to move. If the character focuses takes no other exact except moving and willing the wall to move, this rate of movement can be doubled. The character can order the wall to move in an direction at the basic rate of Willpower + Isho yards per turn and then cease directing it. The wall will then continue moving for the next 30 minutes, or until the character comes within 20 yards and orders it to stop.

Cage: Level 4

Prerequisite: *Lightning Blast*

This orb produces a bubble identical to the *Bubble* dysha, except that it also attacks anyone who destroys it with a *Lightning Blast*.

Shield Implosion: Level 5

This orb has the same affect as the *Shield Shatter* dysha, except that it also does 7 points of damage to everyone on the other side of the shield that is within 4 yards of the shield being destroyed. This damage occurs once per turn for all 5 turns.

Launtra Dyshas

Launtra dyshas run green isho over the target's body and do not involve the creation of either orbs or bolts.

Fire Touch: Level 1

The target's hands glow with heat for 1 turn/Success Level. Any punch does 12 points (fire) damage. This dysha also protects the target's hands from heat.

Night Eyes: Level 1*

The character gains the Night Vision quality for 1 minute/Success Level rolled

Modifiers

Use on another character: +1 level

Increase duration to 10 minutes/Success Level: +1 Level

Healer: Level 2

This causes the target to heal all current wounds at a rate of Con LP/hour for a number of hours equal to the success levels they roll. This healing is in addition to the normal daily healing the character experiences. Characters can benefit from this dysha up to twice per day. This dysha cannot be used on Isholess creatures.

Weather Shield: Level 2

This dysha consists of running isho over your body to protect you and your clothing from the elements. This dysha protects users and their gear from rain, snow, and extremes of temperature. Temperatures between 0 and 40 C do not effect the user at all (they feel like a mild 20 C day) while temperatures that are warmer or colder than this feel correspondingly milder. This dysha lasts for 1 hour/Success Level rolled and may be recast as desired.

Modifiers

Use on another character: +1 level

Faint Touch: Level 3

The touched character must make a double Constitution roll at a -(5 + success levels) penalty or fall unconscious for a number of minutes equal to the Success Levels rolled on the attack. This dysha cannot be used on Isholess creatures.

Walk on Water: Level 3

This dysha consists of running isho over and around your feet so as to spread out you weight and support you. While using this dysha you can walk safely on water or quicksand. In addition, characters using this dysha leave no tracks on snow, and their traction of ice will be increased. This dysha lasts for 10 minutes/Success Level rolled.

Modifiers

Use on another character: +1 level

Increase duration to 30 minutes/Success Level: +1 Level

Spider Grip: Level 4

The character can cling effortlessly to any surface. Only force walls and surfaces rich in ebba, such as yellow crystals, or even yellow crystal fragments in mortar are immune to this dysha. The duration of this dysha is equal to 1 minute/Success Level.

Modifiers

Use on another character: +1 level

Increase duration to 5 minutes/Success Level: +1 Level

Enhance Senses: Level 4

The character gains the Situational Awareness Quality (or doubles this bonus if they already possess it) for 1 minute/Success Level.

Modifiers

Use on another character: +1 level

Increase duration to 5 minutes/Success Level: +1 Level

Spectral Stun: Level 5

The character cups her hands and generated a blinding flash that disorients one target (or more targets if they are all within 2 yards of one another) within 5 yards. The target may use a defensive action to make a Dexterity + Notice roll to cover her eyes and turn away. Doing so is a contested roll vs. the attack. If the attack succeeds, the target gains a penalty equal to the success levels rolled on all physical actions for the next three rounds and loses 5 LP.

Shal Dyshas

Shal dyshas are blue orbs that affect the senses and nervous system of the target.

Bell: Level 1

This small orb can sense a single sound, as long as one short word to the target

Range: Pistol

Calm Animal: Level 1

This dysha calms animals somewhat, making wary animals less wary and ordinary animals calm and placid. It cannot be used on animals that fear for

their life or that are in combat. This dysha only works on Terran life. The duration is 15 minutes. Calm animals require 1 success level and become tame and friendly, ordinary animals require 2 success levels and become calm, wary animals require 3 success levels and become ordinary. Only one use of this orb can affect a target at a time. This dysha also gives +3 to animal handling rolls with this particular animal. This dysha cannot be used on Isholes creatures.

Range: Pistol

Modifiers

Affect Ramian, or Joruni life: +1 level

Double duration: +1 level/doubling

Change mood by two degrees (ie ordinary to tame and friendly): +2 levels

Blind: Level 2

The target becomes blind for 1 turn/Success Level.

Range: Pistol

Faint: Level 2

The target must make a double Constitution roll at a $-(5 + \text{success levels})$ penalty or fall unconscious for a number of minutes equal to the Success Levels rolled on the attack. This dysha cannot be used on Isholes creatures.

Range: Pistol

Alter Emotions: Level 3

The dysha allows the character to use the Emotional Influence supernatural ability (Angel, p. 51) on the target. To resist, the target can roll once/minute to resist, including a roll when the dysha first affects her. The resistance roll is Willpower (doubled) $-(2+\text{Success levels})$. This dysha cannot be used to affect Isholes creatures.

Modifiers

Reduce resistance by and additional -2: +1 Level

Increase duration to 5 minute between rolls: +1 Levels

Message Orb: Level 3

This small orb allows you to craft full sensory message, which will be delivered to the target of the orb. This message can be up to 1 minute long.

However, since it is delivered directly into the brain of the target it takes only 1 round to assimilate. Memories can be sent with this orb, but it is just as easy to send lies. It may be useful to weave this dysha as an invisible orb, since if someone does not know you are sending them a message all they will see is a Shal orb aimed for their head.

Range: Pistol

Modifiers

+1 minute of message: +1 Level

Body Freeze: Level 4

The character must make a double Constitution roll at a $-(5 + \text{success levels})$ penalty or be immobilized for 1 round/Success Level. This orb causes all of the target's muscles to lock and spasm for the duration, causing the target intense pain and doing 5 LP of damage. Afterwards, the target is at -2 to all rolls for 5 minute/Success Level. This orb only affects Terran-derived life.

Range: Pistol

Modifiers

Affect Ramian, or Joruni life: +1 level

Scramble: Level 4

The target makes a resisted roll with Willpower + Isho. If the attacker succeeds, the target cannot use an Isho except weaving bolts for 30 seconds/Success Level.

Range: Pistol

Craze: Level 5

This dysha throws the target into a wild epileptic fit lasting for 2 rounds/Success/Level. The target also suffers 5 LP/Success Level caused by thrashing around. This orb only affects Terran-derived life and cannot be used to affect Isholess creatures.

Range: Pistol

Modifiers

Affect Joruni life: +1 level

Drain: Level 5

The target makes a resisted roll with Willpower + Isho. If the Attacker succeeds, the target cannot use any Isho for one hour/Success Level.

Range: Pistol

Tra Dyshas

Tra dyshas affect the flow of isho. Several do not require the user weave either an orb or a bolt.

Deflector: Level 1

The character can use a defensive action to deflect an orb or bolt. Doing this requires rolling the same number of Success Levels rolled for the orb or bolt.

Naull Reading: Level 1

This dysha resembles a naull orb. The user weaves this orb and then touches it (while still holding it) to the target. The character then makes a roll:

Naull Reading Chart

Success Level	Result
1	Can sense only basic emotions and Isho level.
2	Can sense detailed emotions and color's known
3	Can read truth or lies
4 +	Can get a clear picture of the subject's personality and general motives.

This dyshas cannot be used on Isholess creatures.

Inner Ear: Level 2

The character can hear through a barrier (or simply over distance) as if his ear were located at the target location, by opening a micro-warp. The range of this listening is 1 yard/Success Level and it lasts for 30 seconds. The character does not weave or throw and orb and merely looks like they are manipulating a naull orb.

Modifiers

Perform this dysha in an undetectable fashions: +1 level

Increase duration to 5 minutes: +1 level

Increase duration to 1 hour: +2 Levels

Inner Eye: Level 2

The character can see through a barrier (or simply over distance) as if his face were located a foot or less from the target location, by opening a micro-warp. The range of this listening is 1 yard/Success Level and it lasts for 30 seconds. The character does not weave or throw and orb and merely looks like they are manipulating a naull orb.

Modifiers

Perform this dysha in an undetectable fashions: +1 level

Increase duration to 5 minutes: +1 level

Increase duration to 1 hour: +2 Levels

Read Isho Traces: Level 3

This dysha resembles a naull orb. The user weaves this orb and then touches it (while still holding it) to the target. Once the orb is in contact with the target, the user can sense the Isho pattern of anyone who has touched the target in the last 24 hours. Treat this knowledge like using Tra sense. Each bundle doubles the duration that can be read. Also, if an object has remained untouched for a significant period of time (such as earth-tec in a cryo vault) this dysha can sometimes read information about the last individual to handle this object. Isholess creatures leave no isho traces.

Reflect: Level 3

The character can use a defensive action to deflect an orb or bolt in any desired direction, including back at the attacker or at any other target. Doing this requires exceeding the number of Success Levels rolled for the orb or bolt.

Absorb: Level 4

The character can use a defensive action to absorb an orb or bolt. Doing this requires exceeding the number of Success Levels rolled for the orb or bolt. Doing this allows the character to create a single orb or bolt of the same level or lower and use it without incurring any Isho Penalty.

Create Warp: Level 5

The character creates a warp to another location. The warp lasts for 1 round/Success Level, and only a Shantha or someone with an accurate warp map of the area can tell where it leads. Kerning or firing a bolt into the warp causes it to fall if the Success Levels rolled for the bolt exceed the Success Levels rolled for the warp.

Alternately, any being capable of using tra sense can attempt to close or stabilize a warp. Closing a warp requires a roll of Isho + Isho Lore with a number of Success Levels greater than the roll to open it (or two Success Levels for natural warps), while attempting keeping it open keeps it open for 1 round/Success Level. Range: 5 yards

Weapons and Armor

Availability: C = cheap, E = Expensive, R = Restricted, L = License required (and expensive)

Melee Weapon Table

Weapon Type	Damage	Hands	Avail
Thikes	2 x (Strength +1)	1-handed	C
Shanthic Blade 1-H	5 x Strength +1 to hit	1-handed	E
Shanthic Blade 2-H	5 x (Strength +2) +1 to hit	2-handed	E

Ranged Weapon Table

Weapon	Damage	Range	Cap	Avail
Blaster Pistol	20 (energy)	Pistol	5	R
Blaster Rifle	25 (energy)	Rifle	10	R
Pulsar Pistol	12 (energy) can fire bursts	Pistol	30	R
Pulsar Rifle	16 (energy) can fire bursts	Rifle	60	R
Laser Pistol	15 (bullet)	Rifle	20	L
Laser Rifle	20 (bullet)	Rifle	50	R

Field Ram Pistol	15 (bashing)	Pistol	10	S
Field Ram Rifle	20 (bashing)	Rifle	25	L
Stunner Pistol	Stun* 3	Pistol	30	S
Stunner Rifle	Stun* 3	Rifle	50	L
Crystal Pistol #	10 (bullet)	Pistol/2	2	C
Crystal Rifle #	15 (bullet)	Pistol	2	C

Energy damage: This damage doubles after armor penetration and halves armor effectiveness.

Stun*: The character must make a double Constitution roll at a $-(5 + \text{success levels})$ penalty or fall unconscious for a number of minutes equal to the Success Levels rolled on the attack x 5. If the target remains conscious, the stun attempt gives her a -2 penalty to all actions, including resisting another shot by a stunner. This attack also does 3 LP.

Crystal Weapons #: From Sholari #1: <http://www.jorune.org/articles.html>

Armor Table

Armor Type	Armor Value	Encumbrance	Avail
Leather	3*	0	C
Mail	8 (4)*	-2	C
Thailiarian	14 (10)*	-3	E
Locurian Grunder	9 (6)+	-2	E
Deflector Armor	12 (8)*	-1	R
Energy Repulsor Armor	3 (12)*	0	R
Crystal Armor	3 [8]+	0	E

Encumbrance: Subtract the listed number from both the wearer's speed and from all Acrobatics rolls or Crime rolls used for Stealth.

(x) protection vs. energy weapons

[x] protection vs. dyshas

* Does not protect against damage by Shal dyshas, Faint Touch, Penetration Bolt, or Spectral Stun

+ This armor partially absorbs dyshas. Subtract -2 from all Dysha rolls to affect the wearer. Also, this armor protects against penetration bolt.