

# SKYREALMS OF Jorune FUZION RULES CONVERSION

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## THE LONG ROAD

It started with a very cool book on the used game shelves at Gamespace in San Francisco. I was new to gaming and the poor art, blatant rip offs and just bad design had already turned me off to many of the kitchen-table published games. This was black and purple with the name **The Sholari Guide** in a very hip duotone and really excellent, almost renaissance level art. And there was another one called **The Tauther Guide** - same art, different color. And another - **The Player's Guide**. I looked for more, but that day I didn't find anything else. It was 1992 and Third Edition had not hit the stands, and I did not yet know that the se three belonged in a box with Kolovisondra and more bits.

I was hooked. The art was exceptional and the world itself was on par with ERB's Barsoom, Carter's Callisto, Vance's Tchai, the mythic Mars of Michael Moorcock, Otis Albert Kline and Leigh Brackett. The scope embraced the riff raff and royalty, the scientists and scoundrels, the armies and anarchy of a great world. There were many different races, but presented reasons for the races to exist side by side. There was a mystic energy that worked almost like magic but was couched in almost scientific terms as to the limitations and domains of various colors.

There was the lure of sci-fi with a lost Earth Colony, the ancient mysteries of the native race and a great shadow hanging over the world. Against a tapestry of nations and cultures Jorune offered stages for hundreds of small dramas in the lives of the player characters we were about to send into the world.

But the system was clunky and poorly explained. And the Third Edition system was worse - only half explained with gobs of material necessary for creating a character missing.

Over the next three years Jorune would occupy a great deal of my life. First I called Chessex's office (just a few miles from my home) and yelled and screamed because of the problems with the new Jorune release. They didn't need another whiner so I was told if I was so smart, FIX IT. So I wrote **Sholari Guide** with the **Voyage of the Aylon Star** to open another part of the planet for gaming. While that was going on I worked with the design and packaging of **Innocents of Gauss**. Then **Sobayid Atlas** and another collaboration with Mark Frein on **Gire of Sillipus**. I began published **The Sholari**, which presented work from a couple of dozen

fresh Joruni voices and artists. Two more Chessex supplements were planned but the license was pulled. Plans for atlases covering **Anasan and the Trinu** and the **Khodres** were scapped.

**Jorune** has a large body of published work to take any gamemaster and group deep into the fresh flavor of the world. There are deserts, jungles, cities, pirates, gladiator pits, forests, hidden ruins and encounters with a large number of beasts and races who will prove worth the character's time.

Gaming in **Jorune**, however, has been problematic. Throughout the three editions very few played, or were even able to decipher, the complexities of the system. My group has suffered through many revisions and adaptations, many attempt to fill in the gaps left by the sketchy information in Third Edition (which was based on the second release of the Second Edition boxed set). Sholaris have created their own rules or created ways into the world using their favorite system. At the Jorune webiste you will find the basic conversion information for **GURPS**, **PLUS**, **Trinity**, and **HERO** with hints of coming conversions to the **OVER THE EDGE** minimalist system, **FUDGE** and other RPG systems.

The complexity of the world causes a major confrontation between those who favor detailed, point-based systems, and those who (like myself) prefer a simple "geshtalt" style system. A few years ago I began work on a system I called **Oracle** in which you must have both the genetic predisposition and the training to be good at any skill. It seemed to be a good way to model the differences in the races. Around the same time **Fuzion** was being developed on the fertile system grounds of **HERO** System and the house **Interlock** system for **CyberPunk**, which already used the "Stat+Skill+Roll" mechanic.

**Fuzion** had some false steps along the way. Each published version of the game was so ammended as to make it suitable only for the world with which it was published. Fuzion was released to the web and the myriad gamers and GMs began to poke and prod, sometimes making it more complex, sometimes making it better.

Around the time of **Fuzion 4.4.2** things began to settle down. **Fuzion 5.0.2** has been our for a while and has been used by myself and several GMs I play under in a variety of settings - science fiction, pulp,

contemporary and fantasy. Fuzion uses the "Stat+Skill+Roll" mechanic and offers a great deal of control over character development with point-based skills and GM custom plug-ins.

I abandoned the Oracle project and began modeling Jorune in Fuzion 5.0.2. There were a few things I created to plug into the main game engine to carry over some of the flavor from the original designer's intent, but the primary mechanics remain Fuzion at heart.

Altho I have always preferred the simplicity of a pure-random, 1d20 roll, a majority of players I have encountered prefer the probability curve of a 3d6 system, so my Jorune conversion is designed for a 3d6, altho a single d20 could be substituted without a major effect on the power levels of the game.

## CUSTOM PLUG-INS

Jorune as presented in the published editions has a few special features that have been preserved with the Jorune Fuzion system.

**Common and Practical Skills**

**Racial Modifiers**

**Isho**

These three modifications make it possible to bring the world into a familiar gaming environment and reflect the special options of Jorune.

## CHARACTER CREATION

### CHOOSE A RACE

From the choice of race, apply the Modifiers according to the Racial Modifiers chart.

### ASSIGN CHARACTERISTICS (Spend CP)

### CALCULATE DERIVED SKILLS

Use the formulas shown to create the values of calculated skills.

### CHOOSE AN OCCUPATION

(Package if available – Spend OP) You may buy an Occupational from your OP. It is suggested that you spend at least the same number of points you spent on your Occupational Package to increase the dictated skills.

You may create a character by purchasing the desired skills through OP.

Occupational packages give a benefit of more point value than the simple purchase of skills to create a new package.

### BUY UP SKILLS

Use OP to buy up levels of skills from your Occupation or other skills you have decided your character should have. Perks may be purchased with OP up to the maximum allowed in your campaign.

### DETERMINE COMPLICATIONS

Buy up to the maximum number of complications in values of 3 points (occasional), 5 points (Infrequent"), and 10 points (Frequent). See the suggested complication list in Fuzion 5.0.2.

### DEVELOP COLOR POINTS

Determine your Isho Modifier (determined by Race). Determine Lih-al (determined by Race or selected by Muadra or Tologra). Multiply Isho by the Multiplier to create Color Points. Use Color Points to buy Isho Skills and Dyshas. At the start of each game use the full value of Color Points to throw Dyshas or use Isho skills during the game.

### CREATE MONEY AND MAKE PURCHASES

Roll 2d6 and multiply by 100. At the beginning of the game you have that number of Gemlinks. Your character arrives on the scene with clothes and basic equipment – you can assume that you have a change of clothes, occupational related tools (including weapons). Your generated money is used to buy goods, services, passage or favors as you see fit.

### CREATE A BACKGROUND

(From page 44 of the 3rd Edition rule book.)

## EVERYMAN SKILLS

These are skills that are available to anyone without spending OP. Everyman skill have a base of 2 points plus the governing Characteristic.

SKILL	CHARACTERISTIC	SKILL	CHARACTERISTIC
Athletics	DEX	First Aid	INT
Concentration	WIL	Hand to Hand	DEX
Dodge	DEX	Local Area (Specific)	INT
Evade	DEX + 3 + Roll	Perception	INT

## PROFESSIONAL SKILL

Your Professional Skill is the name of your Primary Self-Identifier. This may or may not been how you are known publically. When your character has to say who he/she is, what is the first thing that flashes through that character's mind? A merchant? A soldier? A spy? A member of the great family? Your Professional Skill starts at level 2 plus your Willpower and may be bought up with OP. This can be used to cover a task that falls within your primary self identification but was not covered with the original purchase of specific skills. FOR EXAMPLE: A soldier does not need to be penalized because he didn't think to make up "front line hygiene" as a skill.

## FAMILY SKILL

As you were raised, whether with your birth family, a klade or foster family group, what is the one thing that most occupied your family's time? Farmer? Craftspeople? Travelling performers? Your family skill starts at a level 2 plus your Presence. FOR EXAMPLE: If you were raised by a travelling Ardan, you would have some bit of knowledge about how news gets out to the general population and may be able to spread a bit of gossip or trace the sources of unusual information.

NOTE: On Jorune the society is at the social level of an "Enlightened Renaissance" – while women may have more opportunity than traditional low-technology cultures, you rarely have a family where the father has one career and the mother has a compeltely separate one. Mother could be a yord and your family skill may come from her, but that means your father's skills doesn't drive the family as strongly.

## GENERAL SKILLS

One of the most inviting features of Third Edition Jorune was a list of "easy" Common or Practical Skills that could be used even if you had not put points into the skill. The Jorune Fuzion rules allow a list of 23 "General Skills" which you have available at the level of the governing characteristic for an attempted roll to succeed. You buy up the levels with OP.

SKILL	CHARACTERISTIC	SKILL	CHARACTERISTIC
Animal Handling	PRE	Flora Recognition	INT
Arithmetic	INT	Geography (Basic)	INT
Bargain	PRE	Geology (Basic)	INT
Bio-Tec (Basic)	TEC	History (Basic)	INT
Bribe	PRE	Information Search	INT
Bureaucracy	INT	Stealth	DEX
Conceal	TEC	Survival	WIL
Contact	PRE	Swim	DEX
Current Events	INT	Tailing	WIL
Earth-Tec (Basic)	TEC	Tracking	TEC
Fast Talk	PRE	Traveler	INT
Fauna Recognition	INT		

## LUCK

LUCK is a value made by a one time roll of the number of d6 indicated. That number is the number of d6 which can be rolled to improve a roll during game play.

## RACIAL MODIFIERS

It is now possible to play many more races through Jorune Fuzion. Each race has a modifier which changes the value of the die roll to accomplish a task or action. A Corastin and a Blount may both have a Strength of 5, but the Corastin will always have a +4 to the roll and the Blount will always have a -4 to a strength related roll.

### PLAYER CHARACTER MODIFIERS

	Boccord	Human	Muadra	Bronth	Crugar	Cygra	Tologra	Woffen
INTELLIGENCE	-	-	-	-	-	-	-	-
WILL POWER	-	-	-	-	-	-1	+2	-
PRESENCE	+1	-	-2	+2	-4	-2	+3	-1
TECHNIQUE	-	-	-	-1	-	-	-2	-
REFLEXES	-2	-	+1	-1	-	-	-	-
DEXTERITY	-2	-	-	-3	+2	+2	-	-1
CONSTITUTION	+2	-	-2	+3	-1	-1	-	-1
STRENGTH	+2	-	-4	+4	-	-	+1	-
ISHO	1	.5	6	2	3	3	4	3
BODY	+2	-	-2	-	-	-	-	-
MOVEMENT	-	-	-1	-	+2	+2	-	+1
AFFINITY (Lih-al)	Desti	Desti	Any	Launtra	Desti	Desti	Any	Gobey
NATURAL ARMOR	1	-	-	3	2	2	1	2
ISHO RESTORE (days)	3	5	1	3	2	2	1	2

### NEW PLAYER CHARACTER MODIFIERS

	Acubon	Blount	Corastin	Croid	Salu	Scarmis	Thivin	Trarch
INTELLIGENCE	-1	-	-2	-4	-	-3	-	-3
WILL POWER	-	-	-	-3	-	-3	+1	-
PRESENCE	-1	-2	+2	+4	+1	-4	+2	-2
TECHNIQUE	-3	+1	-4	-4	+2	-	+2	+2
REFLEXES	-1	+1	-2	-1	+1	+3	-	+2
DEXTERITY	-	-2	-4	-3	-	-	+2	+2
CONSTITUTION	+2	-4	+4	+4	+2	-2	-	+1
STRENGTH	+1	-2	+4	+3	+2	-2	-	+3
ISHO	1	.5	-	-	1	-	.1	2
BODY	+2	-2	+4	+4	+2	-2	-	+3
MOVEMENT	+2	+4	+2	-2	+2	+3	+1	+1
AFFINITY (Lih-al)	Gobey	Gobey	None	Gobey	Gobey	Shal	Du	Du
NATURAL ARMOR	-	-	4	6	-	1	2	2
ISHO RESTORE (days)	3	5	n/a	n/a	3	n/a	5	3

### NON PLAYER CHARACTER MODIFIERS

	Cleash	Ramian	Shantha	Thriddle	Lamorri
INTELLIGENCE	+2	-2	-	+6	+3
WILL POWER	+2	-2	+2	-	+1
PRESENCE	+4	-4	+4	-1	-6
TECHNIQUE	-	-2	+2	+4	-3
REFLEXES	-	+3	-	-	+3
DEXTERITY	+2	+2	-	-	+3
CONSTITUTION	+3	+2	-	-2	+2
STRENGTH	+1	+1	-	-2	+2
ISHO	-	-.5	12	2	-
BODY	+2	+4	-	+1	+3
MOVEMENT	-2	+2	-	+3	+2
AFFINITY (Lih-al)	Shal	Shal	Any	Desti	Shal
NATURAL ARMOR	5	2	2	-	3
ISHO RESTORE (days)	n/a	n/a	.25	2	n/a

<b>BASIC FUZION</b>	<b>JORUNE FUZION</b>
<b>Fuzion</b> uses a levels of design (Characteristics and Skills) with a random element (a roll of the dice) to determine the success or failure of a task or action.	Same
<b>Fuzion</b> generation a series of <b>Characteristics</b> , from which some derived skills are taken. The Characteristics are purchased with a pool of Characteristic Points (CP). The derived skills are calculated from the distribution of CP into the Characteristics and may not be changed through point purchase.	Same  Add ISHO as a characteristic. Spend CP to raise.  Racial modifiers give Bonus or Penalty to roll and can restrict Isho access.
<b>Skills</b> are purchased with Option Points (OP) – a pool of points sized by the Sholari for his or her campaign. The OP are used to buy levels in specific skills. Skills can include knowledge, physical abilities, weapons, languages or techniques. The concept of “Option Points” means your character made a choice to learn Geography instead of Music, or lean the broadsword instead of a polearm.	Same for Named skills. Named skills can be increased with OP.  Isho Skills and Dyshas are purchased with Color points.  Color points = ISHO times Isho Modifier.
<b>Difficulties</b> are assigned to tasks. To succeed you take the value of the governing Characteristic with the number of levels in the skill and add the die roll. The total of those figures should meet or exceed the target number.	Same
<b>Combat Order</b> is determined by a roll of DEX and the die roll. The highest number goes first. If everyone has gone once, characters with a second then acts again.	Same
The amount of <b>Movement</b> a chracter has is considered a Characteristic and can be bought up with CP.	Same
The number of moves a character has in a round of action is determined by the derived characteristic of <b>SPEED</b> . Most people have one move per round, but Damage is a separate die roll and is different for each weapon and hit location is a separate die roll.	CV (Combat Value) = REF / 3  This is used to determine certain encounters with NPCs or to determin action order in combat.
Armor can remove a certain number of damage points from a wound.	Same
Damage (the point value of the damage roll minus the Armor value) is deducted from HITS.	Same
Run, Spring, Swim, Leap and Resolve are derived from Characteristics.	Same
Everyman Skills are available without spending OP to raise them above the Characteristic level. OP can be spent to increase Everyman Skills.	General Skills and Everyman Skills give basic values for rolls without spending OP. Roll Characteristic alone.
None	Two broad description skills are given – Professional Skill from your Primary Self Identifier (WIL) and a Family Skill from the primary influence in your family (PRE)
None	Color points are used to buy Isho Skills and Dyshas. During game play the full pool of Color Points are used to use Isho Skills or throw Dyshas.
<b>LUCK</b> is a pool of points and may be spent during a game session raise the results of a roll.	Same

## ISHO

On Jorune, isho saturates all native living things, almost all alien-based creatures, and many minerals. Manipulation of the Isho is restricted by genetics. Certain races (Corastin and Croid) have no ability with isho at all. Other races have a limited ability to use Isho (such as Humans and Thivin). A few races can manipulate Isho very well (Muadra and Tologra), while the Shantha are the masters who use ambient isho to accomplish fantastic feats.

There are seven varieties or “Colors” of isho, and each character must have a Primary Lih-al – an affinity to one specific color. Sometimes this is dictated by race, sometimes it is the choice of the player during creation. Color is the quantity of Isho you can manipulate in a day.

## ISHO MECHANICS

Each race has an **Isho Modifier**. **Color** is your **Isho** times your **Isho Modifier**

The pool of **Color** (ISHO x Isho Mod.) is used in two ways. First you use Color to buy Dyshas and Isho Skills before the start of the game. Second, during the game, you deduct the cost of Isho Skills and Dyshas from Color as you choose to use those abilities.

The person weaving the dysha is called a “dyshic”.

### Buying Isho Skills and Dyshas

At the beginning of each session, the player receives the full value of Color in Color Points to be used during game play to throw dyshas or use Isho Skills. Cost is deducted during session – 1 Point is deducted for each Isho Skill attempted and 2, 4 or 6 for each dysha you attempt to throw. When the Color Pool reaches 0 during game play, no more dyshas or isho skills may be used by that character during that game session.

If your Color Pool does not have enough points to allow you to throw a dysha, but has at least one point remaining, you may still throw the dysha and take a penalty on your CONSTITUTION for the rest of that restore period (for that character’s race) equal to the deficit. For example, to throw a Hard Dysha requires 4 Color Points. If you only have 1 point in your Color Pool, you will be at a -3 on all Constitution rolls for the rest of the day (as experienced by the character).

The Color Pool is restored at the start of each game session. Unused Color Points are not added to the restod pool – you may not have more points in your Color Pool than your initial Color calculation.

Each character much have a **Primary Lih-al** (except Corastin and Croid). The Lih-al is your affinity for Isho manipulation and figures into the costs of your Isho Skills and Dyshas. For some races only one Lih-al is possible. Where several Lih-als are possible, one Lih-al must be chosen by the player before the start of the game.

## ISHO BOOKKEEPING

### Key Dyshas

The Key Dysha of your Lih-al is thrown with a +3 to the Action. You may throw the Key Dysha of your own Lih-al without buying levels – you use just your ISHO characteristic plus 3d6. The Key dysha till costs 2 Color to throw.

Key Dyshas of a color other than your own Lih-al are thrown with a -6 penalty to the action.

### Easy Dysha

Cost 2 Color to buy (Deduct from Color in initial purchase)

No penalty containing your own Lih-al, -3 otherwise.

Cost 2 Color to Throw (Deduct from Color during game play)

### Hard Dyshas

Cost 4 Color to buy (Deduct from Color in initial purchase)

Penalty of -3 containing your own Lih-al, -6 otherwise.

Cost 4 Color to throw (Deduct from Color during game play)

### **Very Hard Dyshas**

Cost 6 Color to buy (Deduct from Color in initial purchase)

Penalty of -4 containing your own Lih-al, -8 otherwise.

Cost 6 Color to throw (Deduct from Color during game play)

### **Bundling Dyshas**

A dyshic may combine two dyshas for a desired effect, provided at least one of the dyshas is within the dyshics primary lih-al. The bundled dysha will have both effects, will cost double the color to throw, is thrown on the *weaker* of the two skills, and will increase the level of difficulty by one level.

FOR EXAMPLE: Zaul, a dedicated healer, wants to protect a refugee in his charge from a bandit attack. If he doesn't have to worry about the wounded girl, he can fight off the attack with full concentration. He wants to combine Body Shield with Suspension to float her above the conflict and provide some extra protection.

The Body Shield is in his primary Lih-al, Launtra (he is a learsis, after all), so it is thrown with no additional penalty. Suspension Orb is Ebba and Gobey, outside his Lih-al, so he will take -3 to weave the second dysha. His normal "Competent (18)" difficulty is raised to "Heroic (22)", and the cost just went from 2 Color for the Body Shield and 2 Color for the Suspension Orb, to a total of 8 color for the one chance to roll.

Zaul has an ISHO characteristic of 4, 2 Levels above what is required to use the dyshas, so if he succeeds he will protect his charge for 5d6 minutes. He has Body shield at 4, but Suspension Orb at 2, meaning he rolls with the weaker skill (Suspension Orb = 2) and his ISHO (4) and will roll with a base of 6 (4+2). He also takes a -3 for weaving outside his own lih-al..

The 3d6 roll 4-5-5, which comes to  $14 + 6 = 20$ , and then takes a -3, for a total of 17. He needs a 22 and decides to burn the last 5 points of his meager Luck of 8. Zaul knew the odds were against him, but to his relief he sees the stricken girl covered in a golden glow that shimmers across her skin, the golden form is wrapped in a pale yellow sphere and floats upward.

The Sholari calls for a roll of 3d6, which come up 2-3-5, for a total of 10. Zaul can be sure the girl will float for at least 10 minutes as he turns to face the first of the bandits charging from the cover of nearby brush. He begins to mass Desti into his hands...

# 54 DYSHAS

## EASY DYSHAS

Easy Dyshas are often thrown with just an Everyday success, but the sholari may change the required success, depending on the situation. Dyshas may be unwoven by the dyshic through a Everyday success on WILL.

### Body Freeze                                      Shal / Launtra

**DESCRIPTION:** On success

Lowers the temperature of the target by 25+2d6 degrees. On a living target will cause shock for 2d seconds. Shock may be opposed by a roll against WILL for a Competent success. Causes a -6 to all actions by the target for the duration of the effect. **MINIMUM ISHO: 2**

### Body Shield                                      Launtra / Gobey

**DESCRIPTION:** On success

Creates a layer of brown energy to cover the contour of the target, which may include the dyshic, that absorbs physical force for 3d6 seconds. May be broken with Shield Shatter. **MINIMUM ISHO: 2**

### Brain Blast                                      Shal / Shal   \*\*\* KEY DYSHA

**DESCRIPTION:** On success causes 2d6 seconds of shock to the target with a -8 on all actions for the duration of the effect. May be resisted by a Heroic roll on WILL at the beginning of the effect, but may only be resisted beginning of the effect. **MINIMUM ISHO: 2**

### Calm Animal                                      Launtra / Shal

**DESCRIPTION:** On success this will remove fear or phobia from a target, including an intelligent being. **MINIMUM ISHO: 2**

### Deflector   Tra / Tra   \*\*\* KEY DYSHA

**DESCRIPTION:** On success this dysha can reduce the effect of an incoming dysha or physical blow by 2d6. On a critical failure, adds 2d6 to the damage on the dyshic. **MINIMUM ISHO: 2**

### Floater    Tra / Ebba

**DESCRIPTION:** On success can absorb the momentum of an object, whether projected, thrown, fired or falling, (including a living target) and cause it to float. **MINIMUM ISHO: 2**

### Frost Bolt                                        Shal / Desti

**DESCRIPTION:** On success the dyshic draws heat from a target equal to 3d6 degrees. A critical success allows the dyshic to redirect the heat drawn to a second target. **MINIMUM ISHO: 2**

### Healer    Launtra / Launtra   \*\*\* KEY DYSHA

**DESCRIPTION:** On success the dyshic can restore 2d6 points of Hits in wounded target up to the total Hits possible for that target. With a critical success the dyshic can divide 3d6 of healed Hits between two targets with a minimum of 1 point to the second target. On a critical success, the dyshic loses 2d6 Hits. **MINIMUM ISHO: 2**

### Inner Ear                                        Tra / Du

**DESCRIPTION:** On success the dyshic can open a 1" non-visible warp to the matching warp location from the position where the dysha is thrown. This hole will remain for 3d6 seconds and can be used to listen in on the other location. **MINIMUM ISHO: 2**

### Inner Eye                                        Tra / Launtra

**DESCRIPTION:** On success the dyshic can open a 1" visible warp to the matching warp location from the position where the dysha is thrown. This hole will remain for 3d6 seconds and can be used to watch the other location. **MINIMUM ISHO: 2**



- Levitate** Ebba / Ebba \*\*\* KEY DYSHA  
**DESCRIPTION:** On success the dyshic can negate gravity for a target equal to the mass (BODY) of the dyshic. On a critical succes, twice the dyshic's BODY can be raised. On a critical failure the STRENGTH of the dyshic is penalized by the number of the roll for 2d6 rounds. **MINIMUM ISHO: 2**
- Lightning Blast** Desti/ Desti \*\*\* KEY DYSHA  
**DESCRIPTION:** On success the dyshic delivers a 3' bolt of destrutive energy, causing 3d6 of burn damage to the target. **MINIMUM ISHO: 2**
- Night Eyes** Launtra / Du  
**DESCRIPTION:** On success the dyshic can increase ability to see in darkness or deep shadow for 2d6 minutes. The isho may be trickled into the dyshic or a target. **MINIMUM ISHO: 2**
- Orb of Light** Du / Du \*\*\* KEY DYSHA  
**DESCRIPTION:** On success the dyshic creates a 1" sphere of light that will glow weakly for 2d6 hours, clearly for 2d6 minutes or brilliantly for 2d6 seconds. **MINIMUM ISHO: 2**
- Penetration Bolt** Desti/ Gobey  
**DESCRIPTION:** On success 3d of burn damage are delivered through organic armor without damaging the armor. Does not work agaist metal or Earth-tec armor. **MINIMUM ISHO: 2**
- Power Hold** Du / Gobey  
**DESCRIPTION:** On success five bands of energy form around the target and hold them in the exact space in which they were siezed for five rounds. At the end of each round the innermost band dissolves and is replaced by thenext. **MINIMUM ISHO: 2**
- Power Orb** Ebba / Gobey  
**DESCRIPTION:** On success the dyshic delivers throws a 1-foot ball of solid power against a target delivering the equivalent of a kick from the dyshic. Should be rolled as a Hand-to-Hand attack. On a critical failure, the received the same damage intended for the target. **MINIMUM ISHO: 2**
- Reflector** Tra / Desti  
**DESCRIPTION:** On success the dyshic is able to redirect a thrown dysha back to the weaver or redirect it to a new target. **MINIMUM ISHO: 2**
- Scramble** Shal / Ebba  
**DESCRIPTION:** On success the target is unable to think or communicate for 3d6 minutes. **MINIMUM ISHO: 2**
- Sear** Du / Desti  
**DESCRIPTION:** On success the dyshic delivers 3d6 of burn damage to the target, counting as killing damage against living targets. With a critical failure the dyshic receives 3d6 of burn damage. **MINIMUM ISHO: 2**
- Shield** Gobey / Gobey \*\*\* KEY DYSHA  
**DESCRIPTION:** On success the dyshic creates 3d6 of protection in one direction, good against physical and isho attacks. If not knocked down, the Shield will dissolve in an euqal number of minutes. **MINIMUM ISHO: 2**
- Shield Implode** Tra / Gobey  
**DESCRIPTION:** On success the dyshic remoed 3d6 points of the protection created by Shield, Body Shield, Wall or other Gobey-based protective layer. On a critical failure the dyshic adds 3d6 of strength to the target. **MINIMUM ISHO: 2**
- Shining** Launtra/ Ebba  
**DESCRIPTION:** On success the dyshic can cause any target to flare for 2d6 seconds, provided

that target is within line of sight of the target. The target maybe living or inanimate. This may be resisted by an opposed weaving of Shining, Drain or an Unweave roll. **MINIMUM ISHO: 2**

**Spectral Stun**

Shal / Du

**DESCRIPTION:** On success the isho skills of the target are temporarily drained by the sholari (the sholari rolls 1d6 and deducts that value from the Isho Skill or Dysha attempted by the target) for 3d6 minutes. **MINIMUM ISHO: 2**

**Stiff**

Launtra / Desti

**DESCRIPTION:** On success the target is levitated, all muscles contract (may break bones) for 3d6 seconds. The sholari will roll 1d6 for damage every 3 seconds of the effect. **MINIMUM ISHO: 2**

**Suspension Orb**

Ebba / Gobey

**DESCRIPTION:** On success the dyshic can entrap a target and float it for 3d6 minutes. **MINIMUM ISHO: 2**

## **HARD DYSHAS**

Hard Dyshas require at least a Competent success, but the sholari may change the required success, depending on the situation. Minimum ISHO requirements work exactly the same as Minimum STRENGTH requirements for weapons. For each level of ISHO above the minimum required, the effect can be increased by 1d up to twice the stated effect of the isho.

**Blind**

Launtra / Du / Tra

**DESCRIPTION:** On success the dyshic can remove the target's ability to see for 3d6 minutes. May be opposed with Night Eyes or an unweaving of the dysha. **MINIMUM ISHO: 2**

**Bubble**

Gobey / Ebba / Tra

**DESCRIPTION:** On success a protective bubble equal to the armspan of the dyshic is created around the target, and the target is levitated for 3d6 minutes. On a critical success the dyshic can guide the direction of the bubble's float. **NOTE:** The contents of the bubble can be no more massive than 2X the dyshic's STRENGTH. **MINIMUM ISHO: 3**

**Cast Energy**

Du / Desti / Shal

**DESCRIPTION:** On success an orb, approximately 1' across, is thrown at a target and, on contact, explodes with 3d6 killing damage. Can be countered with a successful throwing of a Gobey protective dysha. **MINIMUM ISHO: 3**

**Constrictor**

Gobey / Desti

**DESCRIPTION:** On success a solid ring of Gobey force is created around the target, up to the armspan of the dyshic throwing Constrictor. This ring is razor thin and surrounds the target like the rings of Saturn, moving in to cut the target equal to 3d6. If the roll is greater than the Hits of the target, the target is cut through cleanly, seared and losing no blood. May be countered with Unweaving the Gobey or Desti in the dysha, Drain, or a Gobey protective dysha to protect the target. **MINIMUM ISHO: 3**

**Craze**

Desti / Shal / Tra

**DESCRIPTION:** On success the target becomes disoriented, hysterical and violently dangerous and will use any weapon, natural or manufactured, under the target's control for 3d6 seconds. Attacks under the influence of craze are intended to be lethal and must not be withheld – the sholari rolls the attacks of a player character for those 3d6 seconds. May be resisted with a Heroic roll against WILLPOWER or successful CALM ANIMAL dysha. **PREREQUISITE:** Dyshic must have learned "Calm Animal" dysha. **MINIMUM ISHO: 3**

**Drain**

Tra / Launtra / Desti

**DESCRIPTION:** On success the dyshic can draw 3d6 of Color from the target. The effect will

last for the full cycle of the target's Isho Restore period. On a critical failure, 3d6 of Color is drained from the dyshic for the dyshic's Isho Restore period. **MINIMUM ISHO: 3**

**Faint** Shal / Launtra / Tra

**DESCRIPTION:** On success the dyshic causes the target to lose consciousness for 3d6 seconds, with -6 penalty to a Competent success on a WILL roll for the first 6 seconds, -3 penalty for each attempt thereafter for the duration of the effect. **PREREQUISITE:** Dyshic must have learned "Brain Blast" dysha. **MINIMUM ISHO: 3**

**Fire Touch** Desti / Shal / Tra

**DESCRIPTION:** On success the dyshic delivers 3d6 of burn damage where the target is touched. On a critical failure the dyshic receives the same damage, but it may be reduced by 1d6 if a Competent success roll can be made against WILL, or 2d6 if the WILL roll has an Heroic success. **PREREQUISITE:** Dyshic must have learned "Sear" dysha. **MINIMUM ISHO: 3**

**Force** Gobey / Ebba / Tra

**DESCRIPTION:** On success roll STRENGTH and 3d6, or any applicable skill. Dyshic can apply full Strength to a target within line of sight. This can be a push or a punch. On a critical failure, the dyshic loses 3d6 of Strength. Strength is restored at the full value of Strength per round until a minimum value of 1 is restored. (See Example) **PREREQUISITE:** Dyshic must have learned "Shield" or "Body Shield" dysha. **MINIMUM ISHO: 3**

**Glow** Du / Desti / Launtra

**DESCRIPTION:** On success roll 2d6. A target can be made to glow weekly for 2d6 days, strongly for 2d6 hours or brilliantly (like a flare) for 2d6 seconds, as the dyshic chooses. **PREREQUISITE:** Dyshic must have learned "Orb of Light" dysha. **MINIMUM ISHO: 3**

**Ping** Gobey / Ebba

**DESCRIPTION:** On success roll 2d6. The dyshic creates a 1" ball of force to direct against a target for 2d6 of damage. **MINIMUM ISHO: 3**

**Shield Shatter** Gobey / Desti / Tra

**DESCRIPTION:** On success roll 3d6. The dyshic takes away 3d6 points of a shield established by another dyshic. Add 1d6 for each level of success above the target. **MINIMUM ISHO: 3**

**Spinner** Ebba / Desti

**DESCRIPTION:** On success the target is levitated, all muscles contract (may break bones) and then spun on the vertical axis for 3d6 seconds. The sholari will roll 1d6 for damage every 3 seconds of the effect. When the target touches ground the character takes 2d6 penalty on physical actions for an equal number of seconds. **MINIMUM ISHO: 3**

**Summon** Shal / Tra / Launtra

**DESCRIPTION:** On success the living target is drawn to the dyshic. May be resisted with a roll against WILL with 3d6, or an applicable skill. **MINIMUM ISHO: 3**

**Wall** Gobey / Ebba

**DESCRIPTION:** On success roll 2d6. A Shield can be put in place in an opening and will hold for 2d6 hours. **PREREQUISITE:** Dyshic must have learned "Shield" dysha. **MINIMUM ISHO: 3**

## **VERY HARD DYSHAS**

Very Hard Dyshas require at least a Heroic success, but the sholari may change the required success, depending on the situation.

**Bell** Eb / Launtra / Tra / Shal

**DESCRIPTION:** On success roll 3d6. The dyshic can assign 3d6 words to a small green ball of light and send it up to 3d6 kilometers. The green ball will hover when it reaches its destination

and, if touched, will pop, speaking the words assigned by the dyshic. Bell can be combined with Seek to deliver a message to a specific individual. **MINIMUM ISHO: 4**

**Create Warp** Tra

**DESCRIPTION:** On success roll 3d6. The dyshic opens a warp to the mated location to the spot where the warp was opened. The warp will remain open for 3d6 seconds before collapsing. **MINIMUM ISHO: 4**

**Flingers** Gobey / Du / Ebba

**DESCRIPTION:** On success roll 2d6. The dyshic creates five 1" balls of force to direct against a target for 1d6 of impact damage each. Each of the five can be physically thrown, one at a time. **PREREQUISITE:** Dyshic must have learned "Ping" dysha. **MINIMUM ISHO: 4**

**Identify** Launtra / Shal / Tra

**DESCRIPTION:** On success the dyshic can identify an individual target as to race, occupation and isho abilities. **MINIMUM ISHO: 4**

**Push/Pull** Gobey / Ebba / Tra

**DESCRIPTION:** On success roll 3d6. Dyshic delivers 3d6 of non-lethal force to a living target within line of sight and knocks that target away from or toward the dyshic. This should be treated as feat of strength and can be resisted with a roll on the target's Strength with 3d6. A critical failure will sap 3d6 Strength from the dyshic and will be used to incapacitate the dyshic until Strength is restored. Strength is restored at the full value of Strength per round until a minimum Strength of 1 is reached – full Strength is restored on the following round. (See Example). **MINIMUM ISHO: 4**

**Quantum** Du / Desti / Tra

**DESCRIPTION:** On success roll 3d6. The dyshic throws 3d6 killing damage to a target within line of sight. Add 1d6 damage for each level of success over the target. On a critical failure 3d6 is delivered within 1 hex in any direction of the dyshic, causing full 3d6 damage to the dyshic and 1d6 damage to any character in an adjacent hex. **MINIMUM ISHO: 4**

**Rummage** Tra / Shal

**DESCRIPTION:** On success roll 3d6. The dyshic may pick up 3d6 sequential images or words of information from the mind of a target. On a critical failure the dyshic conveys 3d6 words of useful information to the target. **MINIMUM ISHO: 4**

**Seek** Shal / Ebba / Tra

**DESCRIPTION:** On success a ball of isho will locate a specific individual within 3d6 kilometers and report the direction and distance from the dyshic. Add 1d6 kilometers for every level of success over the target. May be bundled with other dyshas to assign a dysha to a specific individual. **MINIMUM ISHO: 4**

**Spider Grip** Launtra/ Ebba / Gobey

**DESCRIPTION:** On success roll 3d6. The target is at a +8 to climb or hold onto a vertical surface. With a success one or more level above the target, the target can cling to or move across the underside of a horizontal surface for 3d6 rounds. **MINIMUM ISHO: 4**

**Tingler** Launtra/ Shal / Tra

**DESCRIPTION:** On success a rolle 3d6. A living target's nerves are stimulated to the point of distraction with an itch or tickle that can only be resisted with a Heroic roll against Constitution or an appropriate skill. The effect lasts for 3d6 rounds. **MINIMUM ISHO: 4**

**Tumble** Gobey / Ebba / Tra

**DESCRIPTION:** On success the target, including the dyshic, can float for 3d6 meters, taking no damage if falling within the range. Damage is halved for the 3d6 meters beyond the initial distance. For every level of success above the target, increase distance by 1d6 meters. If the target is moving at the type the dysha is thrown, the ovement continues but in a slow, gentle motion. Something under the effect of Tumble can be

pushed physically and will continue in the direction in which it was pushed. The effect lasts 2d6 minutes.  
**MINIMUM ISHO: 4**

**Warp Stabilize**

Tra

**DESCRIPTION:** On success can prevent the collapse of a closing warp for 2d6 seconds. A critical failure immediately closes the warp. For every level of success above the target, sustain for 2d6 additional seconds. **MINIMUM ISHO: 4**

**Wrap**

Du / Shal / Tra

**DESCRIPTION:** On success roll 3d6. Dyshic provides 3d6 rounds of invisibility for the dyshic target, including casting Wrap on one's self. For each level of success above the target, allow 1d6 of additional time. May be dispelled by the will of the dyshic. **MINIMUM ISHO: 4**

**EXAMPLE – CRITICAL FAILURE ON STRENGTH**

Morda is a butch little muadra fighter and her **STRENGTH** is a respectable 5. She attempts the "Force" dysha and rolls 1-1-1, a critical failure. Her sholari rolls 3d6 with a result of 6-4-4 for a total of 16. 14 is deducted from her strength of 5, giving her a -9.

In the next round she has a **STRENGTH** of -9 (giving her 0 on any roll involving **STRENGTH**). She will fall to the ground because she is unable to support the weight of her own body. If she attempts to use a weapon from her position on the ground, Morda takes the appropriate penalties for use of any weapon requiring a minimum **STRENGTH**. The 0 for **STRENGTH** is in addition to her usual racial penalty on Strength rolls.

If **LUCK** were used, it would be added to the negative value, not to Zero.

At the end of that round her full strength is added, giving her an effective Strength of 1. Her penalties for weapons use will only take the penalties for a Strength of 1. She could stand up, if she rolls well.

At the end of the second round her full **STRENGTH** is applied again, and if she survived the two rounds of **STRENGTH** deficit resulting from her critical failure, Morda will again have full Strength for her actions.

Morda will probably reconsider the use of Force in the future.

## SKILLS

### Combined Skyrealms of Jorune™ and Fuzion™

Acrobatics	DEX	Geography (Basic)	INT	Shield	STR	<b>ISHO SKILLS</b>	
Acting	PRE	Geology (Adv.)	INT	Shipwright	TEC	Dyshas	ISH
Animal Handling	PRE	Geology (Basic)	INT	Silent Movement	DEX	Kern	ISH
Arithmetic	INT	Getting Around	INT	Singing	WIL	Race Signature	ISH
Armorer	TEC	Local Expert	INT	Singing	PRE	False Signature	ISH
Astronomy	INT	Hand to Hand	REF	Sleight Of Hand	REF	Mask Signature	ISH
Athletics	DEX	Hide in City	Conceal	Sprint	Derived	Estimate Isho	ISH
Bargain	PRE	Hiding	Conceal	Stealth	DEX	Tra Sense	ISH
Biology	INT	History (Adv.)	INT	Story Telling	PRE	Warp Stabilization	ISH
Bio-Tec (Adv.)	INT	History (Basic)	INT	Streetwise	PRE	Crystal Manipulation	ISH
Bio-Tec (Basic)	INT	Horse	PRE	Surveillance	INT		
Bite	DEX	Information Search	INT	Survival	INT		
Blacksmith	INT	Interaction (Specific)	PRE	Swim	Derived		
Bochigon	TEC	Interrogation	PRE	Swordsmith	TEC	<b>LANGUAGES</b>	
Boyer	TEC	Isho Weather	TEC	Systems Ops	TEC	Acubon	INT
Bribery	PRE	Juggling	DEX	Tackle	DEX	Abath (Blount)	INT
Bureaucratics	PRE	Jump	DEX	Tactics	INT	Boru (Bronth) *	INT
Business	INT	Kick	Hand to Hand	Tailing	WIL	Cleash	INT
Caji Etiquette	PRE	Language (Spec.)	INT	Talmaron	TEC	Corastin	INT
Carpentry	TEC	Languages	INT	Tanner	TEC	Croid	INT
Carving	DEX	Leadership	PRE	Tarro	PRE	Chaun-Tse (Crugar)	INT
Climb	DEX	Leap	Derived	Teaching	PRE	Entren (Human)	INT
Conceal Object	Conceal	Leارس	TEC	Teaching	PRE	Rorch-ko (Ramian)	INT
Conceal Self	Conceal	Limilate Find	INT	Thombo	DEX	Salu (Entren)	INT
Conceal	INT	Limilate Prepare	TEC	Thriddle Madness	TEC	Scarmis -	
Concentration	WIL	Lip Reading	INT	Throw (Balanced)	STR	Gee'bo'ko'ushic	INT
Condrij Etiquette	PRE	Literature	INT	Throw (Unbal.)	DEX	Shantha	INT
Conspiracy	INT	Local Expert	INT	Tracking	INT	Thivin	INT
Contacts	PRE	Lockpicking	TEC	Trading	PRE	Hotha (Tologra)	INT
Contortionist	DEX	Lore	INT	Traveler	INT	Triddis (Thriddle)	INT
Conversation	PRE	Lothorn	DEX	Underground Info	PRE	Troffa (Trarch)	INT
Cooking	INT	Mathematics	INT	Ventriloquist	PRE	Thowtis (Woffen)*	INT
Creature Care	TEC	Mechanics	TEC	Wainwright	TEC		
Criminology	TEC	Medicine	INT	Wardrobe &/Style	PRE		
Crowd Maneuver	DEX	Melee Weapons	REF	Weaponsmith	TEC		
Cryptography	INT	Metalurgy	INT	Weather	INT		
Crystal Cutting	TEC	Military Etiquette	INT	Weaver	TEC		
Current Events	INT	Mimicry	PRE	Whistling	PRE		
Dancing	DEX	Navigation	INT	Wilderness Travel	TEC		
Deduction	INT	Oratory	PRE	Writing (Author)	PRE		
Defend w/o Weapon	Evade	Painting	WIL				
Defend w/Shield	Shield	Paramedic	TEC				
Disguise	TEC	Perception	INT				
Drawing	WIL	Performance	PRE				
Drinking	CON	Persuasion	PRE				
Driving	REF	Philosophy	INT				
Earth-Tec (Adv.)	INT	Physics	INT				
Earth-Tec (Basic)	TEC	Pibber	TEC				
Education	INT	Pick Locks	DEX				
Electronics	TEC	Pick Pockets	DEX				
Endurance	n/a	Pilot	DEX				
Entangle	DEX	Play Instrument	WIL				
Espionage	INT	Prestidigitating	DEX				
Evade	DEX	Prof. Skill (Specific)	INT				
Expert (Specific)	INT	Research	INT				
Farming	INT	Resist	Willpower				
Fast Talk	TEC	Riding	DEX				
Fauna Recognition	INT	Run	Derived				
Feat of Strength	STR	Sailing	TEC				
Fishing	TEC	Science	INT				
Fist	Hand to Hand	Sculpting	DEX				
Fletcher	TEC	Searching **	WIL				
Flora Recognition	INT	Security Systems	TEC				
Foraging	TEC	Seduction	PRE				
Forgery	TEC	Set Traps	TEC				
Gambling	TEC	Set Up Camp	TEC				
Gaming	WIL	Shadowing	INT				
Geography (Adv.)	INT	Shantha Etiquette	PRE				

\* Understood by each other, foreign language at INT+2 Base. May be bought up with Opportunity Points.

### A WORD ABOUT INTERACTIONS

If you learn the language of another race, you gain a bonus when interacting with that race, except in special situations as dictated by the Sholari. This bonus is +1 for every 2 levels of Skill in that language.

## ARMOR

Armor absorbs damage. There is no activation roll, there is a numerical value which is deducted from the damage taken in a combat round. The basic Value is deducted during combat. The Ablative value is the amount of damage the Armor can take before it fails. Armor must be repaired to avoid failure. Deduct one the full amount of damage absorbed in a round of combat from the ablative total.

Type	Value Per Round	Ablative	Type	Value Per Round	Ablative	Type	Value Per Round	Ablative
<b>Leather And Fabric</b>			<b>CRYSTAL</b>			<b>SHIELD</b>		
Light Cloth	1	6	(Protection from Isho only)			Buckler	5	80
Heavy Cloth	2	10	Crystal Net	5	80	Standard Shield	8	120
Light Leather	3	45	Crystal Scale	10	150	Bracers (forearm, thigh or calf) *		
Heavy Leather	5	75				Leather	3	40
Boiled Leather	7	90				Grunder	6	70
Studded/ Boiled Leather	8	110	<b>COMBINATION</b>			Metal	10	100
Grunder	8	140	Leather and Crystal Net can be			* may be added with no more than		
			combined. Leather defends			one layer over other armor.		
			against physical attack only.			<b>EARTH-TEC</b>		
			Crystal defends from Isho attacks			D.A.: Deflector*	20	300
			only.			E-REP:		
<b>Metal</b>						Energy* Reflector	20	400
Ring Mail	10	120				MAS:		
Helmet	8	100				Mobile Active Suit	35	700
Metal Plate	12	140						
Metal Scale	14	160						

## WEAPONS

<b>BLADED WEAPONS</b>		Damage	Range	Min. STR	Note
Knife		1d	STR * 15m	1	
Dagger		1d+1	STR * 10m	2	
Thikes		1d+1		3	Roll Hand to Hand (fist) to hit
Medium Sword		2d	STR * 2m	4	
Large Sword		3d	STR * 1m	4	
2-hand Sword		4d	STR * .5m	5	May be used one-handed by STR 6
<b>HANDLED WEAPONS</b>		Damage	Range	Min. STR	Note
Axe		2d	STR * 3m	3	A thong on the handle will allow a handled weapon to be thrown and retrieved. 1 Action to pull back, 1 Action to get a grip.
Battleaxe		6d	STR * 2m	5	
Club		2d	STR * 1m	2	
Mace		5d	STR * 2m	3	
Morning-star		3d	STR * 2m	4	
Quarterstaff		3d	STR * 1m	3	3 actions to retrieve and grip
Whip		1d	n / a	2	
<b>RANGE WEAPONS</b>		Damage	Range	Min. STR	Note
Atlatl		1d+3	STR * 15m	2	Rate of Fire - 1; Reload - 1; Ammo - 1:
Bola		1d+2	STR * 10m	2	Rate of Fire - 1; Reload - 1; Ammo - 1:
Bow (As Bludgeon)		1d+1		2	Rate of Fire - 1; Reload - 1; Ammo - 1:
Long Bow(As Bludgeon)		1d+3		3	Rate of Fire - 1; Reload - 1; Ammo - 1:
Arrow (Sheaf)		3d	STR * 200m		
Arrow (Flight)		5d	STR * 200m		
Crossbow (As Bludgeon)		2d		3	Rate of Fire - 1; Reload - 2; Ammo - 1:
Stone Tip Bolt		5d	STR * 200m		Ramian and Cleash favored range weapon
Metal Tip Bolt		8d	STR * 200m		
Pistol, Crystal		1d-1	30m	2	
Rifle, Crystal		1d+1	50m	3	
Crystal Shot		3d		n/a	Rate of Fire - 1; Reload - 1; Ammo - 2
Rocks (GM Determined)					
Small (tennis ball)		1d	STR * 20m	2	
Medium (softball)		3d	STR * 20m	3	
Large (Volleyball)		5d	STR * 5m	4	
Huge (Laundry Basket)		7d	STR * 3m	5	
Sling Shot		2d	STR * 25m	2	Rate of Fire - 1; Reload - 1; Ammo - 1:

\*Removed ranges from missile weapons used as bludgeons.  
(NOTE: Rules for black powder weapons on Jorune are being developed.)

<b>EARTH-TEC WEAPONS</b>		Damage	Range	Min STR	Note
Earth-Tec weapons require energy cells to operate and appropriate ammunition.					
Laser Pistol		2d	400m	n/a	Rate of Fire - 1; Reload - 1: Ammo - 20
Laser Rifle		4d	400m	n/a	Rate of Fire - 1; Reload - 1: Ammo - 40
Laser Turret (fixed)		6d	700m	n/a	Rate of Fire - 1; Reload - 1: Ammo - 40
Sonic Ram Pistol		3d	200m	n/a	Rate of Fire - 1; Reload - 1: Ammo - 15
Sonic Ram Rifle		6d	200m	n/a	Rate of Fire - 1; Reload - 1: Ammo - 30
Sonic Ram Turret (fixed)		9d	400m	n/a	Rate of Fire - 1; Reload - 1: Ammo - 30
Slab Ammo Pistol		4d	250m	n/a	Rate of Fire - 1; Reload - 1: Ammo - 30
Slab Ammo Rifle		7d	250m	n/a	Rate of Fire - 1; Reload - 1: Ammo - 60:
Slab Ammo Turret (fixed)		12d	900m	n/a	Rate of Fire - 1; Reload - 1: Ammo - 60:

Rate of fire is shots per round, Reload indicates the number of actions to reload, Ammo is how many shots are loading in one Reload action.



## JORUNE FUZION CAREER PACKAGES

Sources: Page Numbers indicate 3rd Edition, Skyrealms of Jorune from Chessex. Primary References

Skyrealms of Jorune, Third Edition (Chessex)  
Sholari Companion, Third Edition Supplement (Chessex)

Sholari Fanzine (Talewind Productions)  
S1 = Sholari #1 S2 = Sholari #2 S3 = Sholari #3

### CAREER PACKAGE COSTS

Package	OP
ACOLYTE	15
ADVENTURER	15
ARCHIVIST	15
ARDAN	15
BEASTER	.22
BOUNTY HUNTER	22
BOUNTY HUNTER	18
CAJI (Muadra Only)	15
CARAVANEER	22
CHATEL	13
CONDRIJ	15
DAIJIC	15
DIYORDA	15
DYTE PUNK (Muadra Only)	15
ENTRIS	15
FARMER	15
GITHERIN	11
GUIDE	15
HUNTER	15
ISCIN (Classical)	22
ISCIN (Outdoor)	22
JER	22
LEAR SIS	10
MERCHANT	13
MILITARY.	25
NOMAD	13
QUERRID	13
SAILOR	10
SERVANT	13
SHAST	13
SHERJA	13
SLASH	13
THOMBOC	13
TOTH (city)	8
TOTH (country)	8
TRIM	13
VETERAN (Ex-Militia) *	10
YORDEH	13
YORD	13

\* Must have previous military career.

### OCCUPATIONS PACKAGES

Occupational packages are presented as a fast generation tool and can be very useful to new players to the game and the world. You can create a whole new occupation and may define a skill that does not show up on the skill list (with you Sholari's permission).

Packageers are purchased with OP and give more points than the OP spent. You may not make substitutions. You may buy ore than one package.

If you already have points in a given skill (including weapons), add your Occupational skill level.

**SUGGESTION:** Plan on spending an equal number point to raise the skills given as part of a package.

#### \*\* A SPECIAL NOTE ON LANGUAGES, ETIQUETTES AND INTERACTIONS

When you learn the Language, Etiquette or have a bonus to Interactions with another race, this translates as a +1 on your roll for every 2 levels of Language, Etiquette or other Interaction bonus, *when dealing with that race.*

It is possible to have the Etiquette without the Language, the Language without the Etiquette or the bonus without Language or Etiquette as a result of your race or occupation.

**For Example:** A Querrid who speaks Troffa at level 3 gets a +2 when dealing with Trarch. If they had Trarch Etiquette at 2, they would get a +1, for a total of +3 on their roll.

It is possible to have up to +9 if you have the Language, Etiquette *and* an Interaction Bonus.

#### ACOLYTE 15 OP S1

Follower of ca-du shantha. These people have more access to Jorune history than any other occupation, including querrid. They must perform ebidu successfully once each day to maintain their bonuses for advantage and injury. Acolytes take -2 to INT, but gain a +2 to REF and Natural Armor of 2.

Add 2d6 to Color	
Ebidu	2
Fauna Recognition	3
Flora Recognition	3
Geology - (adv.)	1
Geology - (basic)	3
Language (shanthic)	1
Lore (Jorune)	1
Lore (shanthic)	1
Sword	2

#### ADVENTURER 15 OP S3

The Adventurer is a character that is very rare on

Jorune, although one might expect the type to be more common. Jorune is a highly dangerous world, one that is hostile to man in many ways. These brave men, women, and members of other races have chosen to wander the world seeking their fortunes, and have the skills that are necessary to survive in the great outdoors. By their very nature, they are taciturn, have a strong sense of self, and are well-respected among the toth and tauther of society. In the eyes of drenn and kesht, the Adventurer is a rogue and a hero (sometimes a villain), but can be useful for jobs that normal Condrij cannot be hired for.

One weapon	2
Two weapons	1
2 other Languages	2
Foraging	1
Hunting/Fishing	1
Wilderness Travel	2
First Aid	1

Choose 2

Conceal Self	1
Cooking	1
Silent Movement	1
Set Traps	1
Tracking	1
Set Up Camp	1

Choose 2

Bargain	1
Bribe	1
Fast Talk	1
Hiding	1
Contacts	1
Bureaucracy	1
Geography	1
Weather	1

Choose 1, roll 1d6 6 = Choose another

Animal Handling	1
Flora Recog	1
Fauna Recog	1
History (Practical)	1
Etiquette skill	1

**ARCHIVIST** 15 OP S1

This is a librarian or museum clerk. The sedentary lifestyle takes its toll: -2 to constitution, -2 to strength, and a -2 to Advantage/Combat Order.

Bargain	2
Geography -(adv.)	2
Geography - (basic)	2
Getting around (local)	1
Information search	3
Knife	2
Lore (Burdoth)	2
Lore (Jorune)	2
Lore (shanthic)	2
Underground info	2

**ARDAN** 15 OP S1

This is the Jorune equivalent of a reporter and public crier. While flatbed press technology is available to higher cultures (the thriddle, Burdoth, Jasp and perhaps Heridoth and Thantier), most common folk get their news from these criers who trade information, then make their rounds to call out the latest news (or

gossip and collect the bits and yules of passersby who think the information is worth the money. These folks don't have an easy life and spend a lot of time tracking down stories. (if Jorune doesn't have libel laws, there are assassins if you offend the wrong people!)

Bargain	2
Fauna recognition	2
History (local)	3
History (world)	1
Information search	3
Knife	2
Literature	1
Oration	1
Storytelling	1
Underground info	3
Writing	1

**BEASTER** 22 OP Page 13

A wild game hunter, specializing in hunting down creatures for pest eradication, "big game hunt" expeditions, trophies or scientific specimens.

Conceal self	2
Creature care	3
Fauna recognition	3
First aid	3
Sword	2
Thombo	2
Tracking	3
Wilderness travel	2

Choose three

Bochigon	2
Horse	3
Lothorn	2
Talmaron	3
Tarro	3

Choose two and roll 1d. 6 = choose another.

Bargain	1
First aid	1
Flora recognition	1
Gaming	2
Weather	1

**BOUNTY HUNTER (A)** 22 OP S3

The criminal element is not all that common on Jorune, given the nature of the planet and the manner in which humans are distributed on its surface. There are those individuals on Jorune who are willing to hunt all manner of prey, both four-, six-, and two-legged for profit and wealth. The bounty hunter is the being who hunts down human, non-human, or even animal prey for the sake of money, since someone is willing to pay for the effort. The prey does not have to be delivered alive, but is usually worth more in this state (unless the contractor has specifically stated that the target is to be brought back dead). Bounty hunters are considered almost criminal in some places on Jorune, and some of them are woffen, crugar, bronth or ramian. Bounty hunters tend to be suspicious, have a rather cruel streak, and are fond of the thrill of the hunt.

1 weapon	3
1 weapon	2
Bargain	2
Bribe	3
Bureaucracy	3
Conceal Self	2
False Signature	1

First Aid	1
Geography (Basic)	1
Getting around (one area)	2
Set Traps	2
Silent Movement	2
Tailing	2
Tailing	2
Tracking	2
Wilderness Travel	1

Sword or Polearm	2
Tracking	2
Weather	1

Choose one and roll 1d. 6 = Choose another.

Weaponsmith	2
Creature Care	2
2 Animal Skills	1
Traveler	2
Cooking	2

**BOUNTY HUNTER (B)** 18 OP S1

Jorune has a problem with pests: beagre, scragger and people who take anti-Presenceactions. Bounty hunters may earn a meager living by turning in the bodies of dead vermin to the kimmit or they may track down an individual or object for a reward.

1 weapon	3
2 weapons	2
Bargain	3
Bribe	1
Bureaucracy	3
First aid	2
Getting around (one area)	3
Set traps	2
Tailing	3
Tracking	3
Wilderness travel	3

**CAJI (Muadra Only)** 15 OP Page 57

A student of isho and dyshas. A caji has no income in and of itself - and income producing occupation is also required, unless the caji is independently wealthy.

2 Dyshas (Your Choice)	3
4 Dyshas (Your Choice)	2
Caji Etiquette	3
+2d to Color	

Choose one and roll 1d. 6 = Choose another.

1 Weapon (Your Choice)	2
Astronomy (Moons)	2
Bureaucracy	2
Isho Weather	2

**CARAVANEER** 22 OP New for JF

A society of traders covering one of many trails across the face of Jorune. Along the way the pick up skills, languages and customs that server them well. As part of your background you may want to explain what goods your caravan carried. If you grew up in a caravan family you should take one of the skills at the same level.

2 other Languages	2
Animal Handling	3
Bargain	2
Conceal	2
Fast Talk	2
Fauna or Flora Recognition	2
First Aid	2
Fishing	1
Foraging	1
Hunting	2
Play Inst. or Storytelling	1
Set Up Camp	2

**CHATTEL** 13 OP S1

Chattel have signed their lives away for a set period of time. They are, in effect, slaves. By surrendering their free choice and submitting to a master under a written contract, they receive food, shelter, clothing, medical care and some instruction in exchange for their labors. Chattel contracts are usually one, three, five or seven year agreements with a cash payment at the end of the term of service. Some chattel then become hired servants and live apart from their employer. In nations that do not permit slavery, they are seen as contract employees. Being a slave, however, the occupation causes -2 Willpower, but gives a +2 Perception.

1 Etiquette	2
1 Household Skill	2
Bureaucracy	2
Conceal	2
Cooking	1
Getting around (local area)	2
Information Search	2
Lore (family)	1
Stealth	1
Tailing	1

Choose one and roll 1d. 6 = Choose another.

1 Artistic Skill	2
Bargain	2
Limilate Prepare	2
Teaching	2

**CONDRIJ** 15 OP Page 59

2 Weapons	2
2 Weapons	3
All athletic skills at +1	
Conceal	2
Evade	+2
First Aid	3
Hand to Hand	3
Military Etiquette	2
Search	2

Choose one and roll 1d. 6 = Choose another.

Bargain	2
Drinking	2
Gaming	2
Pistol (Black Power)	2
Sailing	2
Corastin Interaction at	3

**DAIJIC** 15 OP S1

Human fear of the muadra has led to two types of "isho-police" - true daijic (who eat the flesh of the daij fish to eneble them to see isho), and crystal daijic

(who use powered crystals to detect the flow of isho from spent dyshas. In recent years boccord, woffen and boccord have become daijic for cities outside the borders of Burdoth. Ardoth permits only human daijic. Cities in the Sobayid and Gauss Valley allow muadra daijic, but they are considered traitors by many members of the muadra community. Training gives daijic +2 to Perception.

1 Weapon	2
1 Weapon	3
Bureacracy	2
Contacts	3
Crystal Reading	2
Geography (Local)	2
Getting Around	2
History (Local)	2
Lore (Caji)	2

**DIYORDA** 15 OP S1

While criminals of any kind are rare on Jorune, this does not mean to say that such do not exist. The Diyorda (or criminalis one who has been caught in the act of committing crimes, and has been sentenced to imprisonment in a herris or the like. Unlike Githerin, the Diyorda do not have any form of guild, and once released from herris after serving their sentence, these men, women, and other beings are allowed to at tempt to reclaim their lives on Jorune. They tend to be a bit bitter about their lives, and have a strong sense of Ōwhat's mine is mine, and you had better not try to take it!Ō Most Diyorda learn a trade while they are imprisoned in herris, and will never be permitted the use of Earth-tec and the like for the rest of their lives. It will cost these characters an extra 15 Points to achieve Drenn status, and an additional 10 Points to achieve the rank of Kesht.

1 Related Knowledge skill	3
1 Weapon	3
2 Related Knowledge skills	2
2 Weapons	2
Fast Talk	2
Search	2

Choose four and roll 1d. 6 = Choose another.

Conceal	2
Pick locks	2
Pick pockets	2
Tailing	2
Underground Info	2

**DYTE PUNK** (Muadra Only 15 OP Page 55

By going with low dyshas, the Dyte Punk restricts him/herself to a few dyshas and the general dangers of a life in the underworld. Restricted to Gobey, Desti, and Du Lih-als.

+3d to Color	
2 other Languages	1
Conceal	3
Frost Bolt	2
Knife	2
Lightning Blast	3
Lore (maudra)	2
Underground Info.	2

No other dysha skill above Rank 3

Choose two and roll 1d. 6 = Choose another.

Body Shield	2
Caji Etiquette	2
Current Events	2
Fast Talk	2
Getting Around	2
Sear	2
Wall	2

**ENTRIS** 15 OP Page 59

1 Language	3
2 Languages	2
3 Languages	1
Entren	2
Triddis	1
Formal Writing	2

Choose two and roll 1d. 6 = Choose another.

Bureaucracy	2
Contacts	2
Current Events	2
Geography (Basic/Adv.)	2/1
History (Local/World)	2/1
Information Search	3
Oration	1

**FARMER** 15 OP S1

The Farmer is the being on Jorune who would seem to be the least important, but has the most important task on the planet. These are the men and women who grow the crops on Jorune, who harvest animals for meat and food, and who cultivate the durlig and gerrig and coditch that is the staple of the diet for many people. Simple in taste and manner, the Farmer is well-respected in some parts of Jorune, and earns nothing more than disdain in others.

Farming	3
Weather	2
First Aid	2
Current Events	2
Flora Recognition	3
Fauna Recognition	3
Foraging	1

Choose three and roll 1d. 6 = Choose another.

Conceal	1
Cooking	1
Foraging	1
Wilderness Travel	1
Set Traps	1
Tracking	1
Set Up Camp	1

Choose two and roll 1d. 6 = Choose another.

Bochigon	2
Horses	2
Tarro	2
Pibber	2
Thombo	2
Lore (Local)	2
Bargain	2
Fast Talk	2

**GITHERIN** 11 OP Page 64

A thief. Determine if your githerin is a contract member of the Githerin Klade ("retrievers" or a rogue githerin working outside the structures of contract and

klade protection.	
1 Weapon	3
1 Weapon	2
Bribe	3
Conceal	3
Current Events	1
Getting Around	2
Knife	2
Search	3
Underground Info.	1
All athletic skills at +2	
Choose two and roll 1d. 6 = Choose another.	
Contacts	3
Earth-tec (Basic	3
Information Search	3
Pick Locks	1
Pick Pockets	1
Search	3
Tailing	3

**GUIDE** 15 OP S1

Guides have become 1 with a particular area - city, jungle or desert - and hire out to show travellers their way.

1 Weapon	2
Bargain	3
Bribe	2
Bureacracy	1
Fast Talk	2
Fauna Recognition	1
Flora Recognition	1
Geography (Local)	2
Getting Around (Local)	3
History (Local)	2
History (World)	1

**HUNTER** 15 OP S3

Unlike the Bounty Hunter, the Hunter is that man or woman who enjoys the hunting of animals and meat for food and is known to be a good guide in the wilder lands of Jorune or for providing the forage that most villages and towns require for their survival. The Hunter is one with nature, and has a better grasp of the world of Jorune than most, having a respect for nature, a protective sense about the wilderness around them, and a willingness to live at one with it. These individuals are strong-willed, do not frighten easily, and have a respect for the shanthas and their environment. If gifted with Isho, a Hunter might want to buy some signature skills.

1 Weapon skill	3
2 Weapon skills	2
Wilderness Travel	2
Hunting	2
Fishing	2
Set Traps	1
Set Up Camp	1
Tracking	2
Bowyer/Fletcher	1
Fauna Recognition	2
Flora Recognition	2

Choose two and roll 1d. 6 = Choose another.

1 Animal Handling skill	2
Conceal	2
Cooking	2
Foraging	2
Tailing	2
First Aid	2

**ISCIN (Classical/Research)22 OP** Page 63

Biology	2
Bio-tec (Basic)	2
Bureaucracy	1
Earth-tec (Basic)	2
Getting Around	2
Information Search	3
Lab Skill	1
Thriddle Etiquette	2

Choose one at 3, the rest at 1

- History
- Languages
- Literature
- Mathematics

Philosophy

- Choose two at 2, three at 1
- Astronomy (Moons)
- Bio-tec (Adv.)
- Earth-tec (Adv.)
- Geography (Adv.)
- Geology (Adv.)
- Physics

**ISCIN (Outdoor/Field) 22 OP Page 63**

- 1 Language 3
- 2 Languages 2
- Fauna Recognition 3
- Flora Recognition 3
- Information Search 3
- Traveller 2
- Wilderness Travel 2
- All athletic skills at +1
- Choose two
  - History 2
  - Languages 2
  - Literature 2
  - Mathematics 2
  - Philosophy 2
- Choose two at 2, the rest at 1
  - Astronomy (Moons)
  - Bio-tec (Adv.)
  - Earth-tec (Adv.)
  - Geography (Adv.)
  - Geology (Adv.)
  - Isho Weather
  - Physics

**JER 22 OP Page 58**

- Conceal 3
- Crossbow 2
- Fauna Recognition 3
- First Aid 2
- Flora Recognition 3
- Stealth 3
- Knife 2
- Sword (Your Choice) 2
- Weather 2
- Climb2
- Choose three and roll 1d. 6 = Choose another.
  - Caji Etiquette 2
  - Cook 2
  - Foraging 2
  - Geography (Basic) 2
  - Language (Cleash) 2
  - Limilates (Find) 2
  - Limilates (Prepare) 2
  - Set Traps 2
  - Thikes 2
  - Tracking 2
  - Muadra Interaction at +2

**LEARSIS 10 OP Page 58**

- First Aid 3
- Current Events 2
- Bio-Tec (Basic) 2
- Limilates (Find) 2
- Limilates (Prepare) 3
- Medicine 2

Interactions for human-based and Iscin races at +2

Choose one and roll 1d. 6 = Choose another.

- Biology 3
- Earth-tec (Basic) 3
- Information Search 3

If character is Muadra, Bronth or Tologra add:

- Healer Dysha 2
- Roll 1d. 6 = add +2d Color

**MERCHANT 13 OP Page 58**

- Arithmetic 3
- Bargain 3
- Fast Talk 3
- Knife 1
- Thivin Interaction 3
- Two races at +3 Interaction
- Choose one and roll 1d. 6 = Choose another.
  - Caji Etiquette 3
  - Military Etiquette 3
  - Thriddle Etiquette 2
- Choose two and roll 1d. 6 = Choose another.
  - Bribe 3
  - Bureaucracy 3
  - Current Events 3
  - Languages 2
  - Mathematics 1

**MILITARY 25 OP Page 56**

Requirements and costs may vary by nation and race, but skill obtained is comparable. Basic military training, common to the branches of military service. Select branch. See notes for rank.

- Branch Weapon (s) \* 3 ea.
- Conceal 3
- Cooking 3
- First aid 3
- Foraging 2
- Foraging 2
- Hand to Hand 2
- Knife 2
- Own Language - (Written) 1
- Set traps 2
- Set up camp 3
- Stealth 3
- Tracking 3
- Wilderness travel 3

If Burdothina Military Earth-tec (advanced) 1

\* May be related to Branch (Archer gets bow or crossbow, Cavalry gets polearm and sword, Infantry gets sword and shield, etc.)

Choose one and roll 1d. 6 = Choose another.

- Bochigon 1
- Energy weapons 1
- Talmaron 1
- Thombo 1

Archer Page 57  
Third edition lists bow, long bow and Crossbow.

- Should read bow, long bow OR crossbow
- 1 pole arm 2
- 1 sword 2
- +2 to 1 bow skill

Choose one and roll 1d. 6 = 6, Choose another.

- Bow 2
- Long bow 2

Crossbow	2
Caji infantry	Page 57
Only if muadra (Not allowed in all countries)	
Sword	
Healer	2
Night eyes	2
Power orb	2
Shield	2
Wall	2
Color points are doubled	
Cavalry	Page 57
Polearm or Sword	3
Choose one and roll 1d. 6 = Choose another.	
Bochigon	1
Thombo	2
Horses	2
Infantry	Page 57
Pole arm	2
Sword weapon	3
Shield	2
Marine/Sailor	Page 57
2 sword weapons	3
Swim at +2	
Talmaron Cavalry	Page 57
Polearm	2
Sword	3
Talmaron	2

**NOMAD** 13 OP New for FJ

A wanderer, defined by the player as a tribal, seasonal herdsman or hunter OR a wanderer to travels for personal, philosophical or spiritual reasons. You should define the country/culture he or she was born into, and the culture with which the character spent the most time with (which may or may not be the birth culture).

1 Weapon	2
2 Languages	2
3 Languages	1
Conceal	1
Fauna Recognition	1
Flora Recognition	1
Foraging	2
Knife	2
Play Ints. Or Singing	1
Search	1
Set up Camp	2
Traveler	2
Wilderness Travel	2

**QUERRID** 13 OP Page 62

1 Language	2
1 Weapon	2
2 Languages	1
Fauna Recognition	2
Flora Recognition	2
Information Search	3
Knife	2
Language (Thriddle)	2**
Limilate (Find)	1
Limilate (Prepare)	1
Traveler	1
Weather	1

Choose one and roll 1d. 6 = Choose another.

Bio-tec (Basic)	2
Current Events	2
Earth-tec (Basic)	2
Fast Talk	2
Language (Shanthic)	1
Underground Info.	2

If Shanthic Language taken, Shantha Interaction at +3\*\*

**SAILOR** 10 OP Page 13-61

1 Weapon	3
Arithmetic	1
Club	2
Current Events	2
Drinking	2
Language (Salu)	1**
Language (Woffen)	1**
Military Etiquette	1

Choose one and roll 1d. 6 = Choose another.

1 Language (Your Choice)	2**
Bribe 3	
Fast Talk	3
Gaming	3
Philosophy	1
Underground Info.	2

**SERVANT** 10 OP S1

A hired servant. It's mind-numbing, but honest work. The player needs to name his/her employer and their occupation. -2 to Education, -4 Presence.

1 Etiquette	2
2 Etiquettes	1
Arithmetic	3
Cook	3
Fast Talk	2
Conceal	2
Lore (family)	2
Knife	2

**SHAST** 13 OP Page 61

Arithmetic	3
Club	2
Current Events	3
Drinking	3
Language (Thowtis)	2**
Military Etiquette	2

+2 for bronth, crugar, cygra, and human interactions.

Choose one and roll 1d. 6 = Choose another.

1 Language	2**
Bribe	2
Fast Talk	2
Gaming	2
Philosophy	1
Underground Information	2

**SHERJA** 15 OP Page 55

Evade2	
Fast Talk	3

Fist	2
Kick	2
Tackle	2
Thikes	2
Underground Info.	2
All at hletic skills at +1	

**SLASH** 13 OP S1

Low ranking military employee who clears jungle and growth. A slash will go into the jungle with a team of other slashers for up to ten weeks. With machettés (treat as sword) they hack their way through the brush to keep open land between Burdoth and the jungle, and to keep the trails wide and passable. -3 to Presence, -2 to Learn.

1 Blade	2
Cook	3
Fishing	3
Flora Recognition	3
Geography (Local)	3
Hunting	3
Machetté	2
Set up Camp	3
Tracking	2
Wilderness Travel	3

**THOMBOC** 12 OP Page 13

Sword or Polearm	2
Creature Care	1
Drinking	3
Hand to Hand	2
Gaming	3
Knife	2
Thombo	2

Choose one and roll 1d. 6 = Choose another.

Bochigon	1
Cook	3
Horse3	

**TOTH (city)** 8 OP Page 61

1 other Language	1
Bargain	2
Burearacy	2
Current Events	2
Getting Around	2
Information Search	2
Knife	1
Weather	2

**TOTH (country)** 8 OP Page 61

Bio-tec (Basic)	1
Farming	2
Fauna Recognition	2
Flora Recognition	2
Hunting	2
Thombo	2
Weather	1
Wilderness Travel	2

**TRIM** 13 OP S1

Trims (or trimsmen are airship controllers from Jasp. The class is open to all races. Muadra receive separate skills for crystal manipulation. Caji trimsmen use daij to increase isho X3 for six hours, followed by 11 hours of reduced isho by 1, followed by ten hours of normal isho (remember, Jorune has 27 hour days). The work will burn you out, so -3 to Constitution and -2 to Strength.

Carpentry	2
Crystal Cutting	1
Geography (Local)	3
Geography (World)	2
Lore (Skyships)	3
Shipwright	1
Ship Handling	2
Sword	2

if Caji, add three

Lore (Shanthic)	1
Lore (Caji)	2
Fire Touch	1
Frost Bolt	1
3 Dyshas	3
4 Dyshas	2

**VETERAN (Ex-Militia)** 10 OP Page 56

Must have Military Career, too.

Conceal	1
First Aid	1
Hand to Hand	2
Set up Camp	1
Stealth	2
Traveler	1

Choose one and roll 1d. 6 = Choose another.

Halberd	2
Pike	2
Spear	2
Sword	2
Two-handed Sword	2

If sword was chosen, add:

Shield	2
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Choose two and roll 1d. 6 = Choose another.

Bochigon	2
Bribe	2
Conceal	2
Energy Weapons	2
Fast Talk	3
Getting Around	2
Hand to Hand	2
Information Search	2
Knife	2
Sword	2
Tailing	2
Talmaron	2
Thombo	2
Underground Information	2

**YIORDEH** 13 OP ??

Bribe	3
Conceal Self	3
Fast Talk	3
Fist	2
Getting Around	3
Information Search	3
Knife	



Sword	2
Tailing	3
Underground Information	2
Choose one and roll 1d. 6 = Choose another.	
Bureaucracy	3
Contacts	3
Current Events	3
Gaming	3
Pick Locks	1
Crowd Maneuver	1
Choose one and roll 1d. 6 = Choose another.	
Bureaucracy	2
Contacts	2
Current Events	2
Gaming	2
Pick Locks	2

<b>YORD</b>	<b>13</b>	<b>Page 63</b>
<hr/>		
1 other Language	3	
2 other Languages	1	
Getting Around	3	
Hand to Hand	3	
Interrogation	3	
Knife	3	
Tailing	2	
Choose one		
Polearm or Sword	2	
Choose one and roll 1d. 6 = Choose another.		
Bureaucracy	2	
Conceal	2	
Contacts	2	
Current Events	2	
Underground Information	2	



