

Skyrealms of Jorune

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CHANGE LOG

- 1.1 specified bundling rules and unweaving and crystal effects; Added languages; Added cost for different arrows/bolt; changed rules for clear crystals; added slow weaving weave trick; added Willpower bonus Conviction feature
- 1.2 more precise definition of armor and body parts; added Ebba Dysha “Jump”; small adjustments to some Dyshas; clarification of the weave and unweave rules;
- 1.3 New Logo on front page; Wolfen race modifiers changed; moved Experience chapter; changed format of language chapter; changed format of fighting styles; spelling corrections
- 1.4 Added Isho skill prowess
- 1.5 Changed values of some armor pieces, comment on conviction added, changed Merits to alphabetical order

CREATING A CHARACTER

- Select a race and note Attribute constrains
- Distribute 5/4/3 Attribute points
- Distribute 11/7/5 Skill points
- Select 3 Specialties
- Distribute 7 points of Merits
- Starting Gnosis and Conviction is defined by race

The Attribute maximum is 5 unless stated otherwise.

The Attribute points have to be distributed in a way to fulfill the race Attribute constrains after every bonus has been applied.

It is strongly advised to give at least 10 start-XP for new characters as the race attribute restrictions minimize the variability of the characters.

With 10 XP is it also possible to give any character the ability to weave at least one Dysha.

EXPERIENCE

Trait	Experience point cost
Attribute	new dots x 5
Skill	new dots x 3
Skill Specialty rank	3 / 6 / 9 (Specialist, Master, Grandmaster)*
Isho ability	new dots x 5
Dysha	2 points per Dysha level
Merit	new dots x 2
Gnosis	new dots x 5
Conviction	new dots x 5
Willpower	8 experience points

- Experience points can be spent on Willpower only to restore dots lost through sacrifice
- * The specialty ranks must be bought subsequently from Specialist to Grandmaster

THE PLAYER RACES

Human

The descendants from the earth colonists. Have a hard time to feel Isho and weave Dyshas.

Average height & weight: 180 cm & 80 kg (M), 165 cm & 60 kg (F)

Average life Span: 60 (M), 70 (F)

Main strengths: Quick breeder and easy to adapt and spread. Majority in most realms and most sociably accepted. Can use all kinds of Earth-Tec

Main weaknesses: Poor isho sensitivity skills. Can only eat certain types of food.

Preferred geography: Temperate or sub-tropical areas, but really anywhere.

Starting Modifiers:

- Conviction = 3
- Gnosis = 0
- +1 to one selected Attribute

Attribute constrains:

Gnosis can never be raised above 3

Boccord

A race of mutant humans more adapted to the environment of Jorune. They are larger and stronger as humans and have a rudimentary Tra-sense but cannot weave Dyshas with the same ease as Muadra.

In some realms they are seen as second degree humans and have a harder time to achieve Drennship also they are not as feared as the Muadra due to the less developed Dysha weaving skills. Boccord do not register as humans on genetically secured Earth-Tec devices.

Average height & weight: 210 cm & 110 kg (M), 195 cm & 95 kg (F)

Average life Span: 55 (M), 75 (F)

Main strengths: Physically stronger and bigger than normal humans.

Equipped with a slightly better immune system and an ability to “sense” isho signatures.

Main weaknesses: Socially not as accepted by humans and not able to use security coded earth-tec devices. Boccord go through the sometimes lethal farsé stage during adolescence. Can only eat certain types of food.

Preferred geography: Temperate or sub-tropical areas, but really anywhere.

Starting Modifiers:

- Conviction = 0
- Gnosis = 0
- Size +1
- Tra-Sense +1
- Interfere +1
- +1 Strength

Attribute constrains:

- min. Strength = 3 (max Strength = 7)
- min. Stamina = 3 (max Stamina = 7)

Muadra

A race of mutant humans more adapted to the environment of Jorune. They are smaller and weaker but can feel Isho with the same ease as native Jorune life forms.

In some realms they are seen as second degree humans and have a harder time to achieve Drennship. Muadra do not register as humans on genetically secured Earth-Tec devices.

Average height & weight: 165 cm & 55 kg (M), 150 cm & 40 kg (F)

Average life Span: 55 (M), 65 (F)

Main strengths: Can be trained to weave the isho, use tra-sense and use shantic technology.

Main weaknesses: Physically smaller and weaker. Socially not very accepted and sometimes persecuted. Can only eat certain types of food.

Preferred geography: Temperate and sub-tropical areas, but really anywhere.

Starting Modifiers:

- Conviction = 0
- Gnosis = 1
- Size -1
- Tra-Sense +1
- 6 points in Moon Skills
- 1 free Dysha per Moon Skill point (level depending on the Moon Skill level)

Attribute constrains:

- max. Strength = 3
- max. Stamina = 3

Wolfen

A race of genetically engineered wolf-human hybrids. The Wolfen were created by the much revered Scientist Iscin and are with the Bronth (and some other races) the “Children of Iscin” Wolfen are very social and like to gather in groups to drink and party. Their senses are very keen and they react quickly.

Average height & weight: 170 cm & 70 kg (M), 165 cm & 60 kg (F).

Average life Span: 45 years.

Main strengths: Very good hearing and smell. Protected from cold by fur. Natural weapons (claws and teeth).

Main weaknesses: Difficulties breeding, with complicated births and often sterility after first child. Are looked down upon from pure breed humans. Cannot use genetically coded Earth-Tec devices.

Preferred geography: All ranges, but prefer forests and temperate regions.

Starting Modifiers:

- Conviction = 2
- Gnosis = 0
- natural weapon Bite(1L) / Claws(1L)
- natural armor (1/0)
- +2 on all hearing/smelling related rolls
- +1 Wits

Attribute constrains:

- min. Wits = 3
- suffer a -1 Willpower roll modifier to resist drinking alcohol and following their vice.

Bronth

A race of genetically engineered bear-human hybrids. The Bronth were created by the much revered Scientist Iscin and are with the Wolfen (and some other races) the “Children of Iscin”
Bronth are very thorough thinkers and don’t like to act in a hurry.

Average height & weight: 240 cm & 450 kg (M/F)

Average life Span: 55 years (M), 65 years (F)

Main strengths: Physically large and strong. Protected from cold by fur.

Very adaptable to climate changes. They are the best accepted race after pure breed humans.

Main weaknesses: Slow breeders. Cannot use genetically coded Earth-Tec devices. Cannot use most ride able animals, have problem finding fitting armor. Not very fast reaction.

Preferred geography: All ranges. No problems surviving in arctic regions. Prefer forests and undisturbed nature.

Starting Modifiers:

- Conviction = 0
- Gnosis = 0
- natural weapon Bite(1L) / Claws(1L)
- natural armor (1/0)
- Size +2
- Strength +1
- Stamina +1
- Initiative -2
- +1 on all smelling related rolls

Attribute constrains:

- min. Strength = 4 (max Strength = 8)
- min. Stamina = 4 (max Stamina = 8)
- max Wits = 3

CONVICTION

At their best or during times of extreme duress, humans are capable of some astonishing acts. A mother lifts the wrecked car off her child, soldiers carry on fighting for their brothers even when wounded to near death, and a prisoner refuses to give his torturers the answers they seek. These are all examples of Conviction, of the will of the human spirit to overcome adversity. Some people learn to tap into the well of potential that exists within every human and can access Conviction even without facing a life-or-death situation. These people have learned to still their minds and steel their wills to accomplish the task at hand, no matter the odds.

Active Effects of Conviction

By putting all of their concentration and will to the challenge confronting them, the characters are able to rise above normal human limitations for a short time. Active effects of Conviction are activated by spending a point of Willpower to produce one of the effects listed below.

Bonuses gained through Conviction ignore the usual race maximums.

A character can only use Conviction once per scene.

No single roll can ever benefit from more than one Willpower induced bonus (except for a roll empowered with drive one turn after the first roll bonus)

- **Concentration:** Distractions and circumstantial impediments can be the bane of actions that would ordinarily be easily accomplished. Any thief worth his salt should be able to pop open an average lock with little difficulty. Opening a lock in the rain before that ravaging monstrosity can rip out your spine is a whole different matter. In cases like these, the ability to concentrate solely on a goal can make the difference between life and death. By activating Conviction, the character may negate environmental penalties equal to his Conviction rating on any single **Skill** roll (the penalty cannot be mitigated to more than +0). Further, the odds of success are improved by this sort of tunnel vision, allowing the character to achieve an exceptional success with four successes rather than the usual five. As an example, let's say the thief mentioned above has a -4 penalty on his roll to pick the lock due to environmental penalties (rain, darkness, wind), but has a Conviction rating of three. If he activates his Conviction, the penalty would be reduced to a -1. This lasts for a scene, and cannot negate penalties that aren't environmental (it won't help push past wound penalties, for instance).
- **Drive:** A narrow focus and a motive to succeed are all that are sometimes required to push humans beyond their normal capabilities. The drive to overcome adversity can be channeled by the will to produce seemingly super-human feats. By activating Conviction, the character gains a bonus equal to her Conviction to a single **Attribute** for one roll (maximal +5). As a secondary effect of such drive, any other rolls in the same scene that include the Attribute that was enhanced gain a +1 bonus (which can be enhanced with a regular Willpower expense).
- **Endurance:** War stories often feature tales of soldiers that continued to fight even with horrific injuries, refusing to give up until the battle was won. Outside of battle, people still manage to find the strength to stagger onwards, with broken or missing limbs, until they or their loved ones are safe. By activating Conviction, the character is able to ignore all **wound penalties** for a number of turns equal to her Conviction rating. Even after the initial surge of endurance has faded, the character continues to struggle on and will not lose consciousness from injuries until the end of the scene.

Passive Effects of Conviction

Even without tapping into Willpower for active effects, Conviction provides passive effects based on rating.

- **Willpower/Turn:** One of humanity's greatest strengths is our adaptability. Humans can become accustomed to, and even thrive, in the worst possible situations. This is the essence of the human spirit. As the Conviction rating of a character increases, she learns how to tap into the human spirit more efficiently. Starting at a Conviction rating of four, the character gains the ability to spend multiple points of Willpower each turn. This ability comes with some restrictions. A character may only spend one point of Willpower each turn to produce any specific effect (so, if a character spends one point of Willpower to gain a +3 to a roll, she may not spend two points of Willpower to gain a +6 modifier).

Any one roll can only ever benefit from one enhancement via Willpower.

So multiple Willpower points per turn can be used to use one active benefit (Drive, Concentration, Endurance or "standard +3") and to resist multiple attacks (via adding +2 to Resolve, Composure, Stamina or Defense) or for actions that cost Willpower (like certain fighting style levels or caji entropy)

- **Willpower bonus:** A very high conviction results in a larger pool of Willpower to take from. This Willpower is added to the amount received from Resolve + Composure. It can only be used for active conviction effects or as a standard Willpower roll bonus (+3 on a roll / +2 on a defense value) – it does not increase the amount of dice rolled with a resolve + composure roll!

Effects of Conviction

Conviction	Willpower/Turn	Willpower bonus
0	1	0
1	1	0
2	1	0
3	1	0
4	2	1
5	2	1
6	2	2
7	3	2
8	3	3
9	3	3
10	4	4

SKILLS

Skill Specialty Ranks

Any skill can be specialized three times to a very narrow field of expertise.

These ranks are called Specialist, Master and Grandmaster and provide each a one point benefit to a skill roll where the appropriate specialization can be used.

The ranks have to be bought in succession so a Grandmaster in “crime scene” investigation receives a +3 modifier on all investigation roll concerning crime scenes after he paid $3+6+9 = 18$ experience points.

This kind of expertise is the result of many years of training and learning.

New skills

Sho-Caudal (“the living planet”)

The knowledge about anything concerning Isho in its many forms and effects.

Possible Specialties:

- Isho Weather
- Crystals
- Dyshas
- Warps

Earth-Tec

The knowledge about the strange artifacts from earth and their usage.

Possible Specialties:

- Weapons
- Biotech
- Robots/Tec-Tons
- Generators and Power sources

New Specialties

Animal Ken – find weakness

Science – Limilates (Jorune Plants and their usage)

Athletic – Dysha throwing

Ride – Thombo, Bochigone, Lothorn, Talmaron

Crafts – crystal cutting, Dysha weaving, unweaving

Etiquette – for every race and sometimes even regional specific

MERITS

Fighting Styles

Unarmed Fighting styles

Aggressive Striking

This Striking sub-style concentrates on offense and raw toughness. Practitioners develop the conditioning to absorb blows and the specific strength needed to dish out serious damage.

Prerequisites: Strength •••, Stamina •• and Brawl ••

Body Blow (•): Your character can deliver powerful blows that leave opponents reeling and gasping for air. If successes inflicted in a single Brawl attack equal or exceed a target's Size, the victim loses his next action

Iron Skin (••): Your character has hardened his body to physical blows, allowing him to withstand repeated hits with minimal effect. He has an effective armor trait of 1 against bashing attacks only.

Combination Blows (•••): Your character's training and experience allow him to devastate opponents with a flurry of rapid blows. He can make two Brawl attacks against the same target in a single action. The second attack suffers a -1 penalty.

Drawback: Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform this maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the way of attacks

Haymaker (••••): Your character can deliver powerful, accurate blows capable of knocking an opponent unconscious with a single punch. A single Brawl attack that equals or exceeds the target's Size in damage might knock him unconscious. A Stamina roll is made for the victim. If it succeeds, he is conscious but he still loses his next action due to the Body Blow (see above). If it fails, he is unconscious for a number of turns equal to the damage done. *Drawback:* Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform this maneuver, he cannot perform the maneuver in the turn. He is too busy bobbing and weaving out of the way of attacks.

Brutal Blow (•••••): Your character's accuracy and power are such that his fists are lethal weapons, able to injure or kill opponents. A brutal blow inflicts lethal instead of bashing damage. *Drawback:* Spend one Willpower point per attack. Note that this Willpower expenditure does not add three dice to the attack.

Option:

You can choose to learn the following maneuvers at the corresponding levels instead of the ones above:

Cut Kick (•): Your character knows how to deliver powerful round kicks to her opponent's legs. When you choose this option your character inflicts one less point of damage than usual, counted after rolling to see if the attack succeeds. (For example, an attack that scores one success would still be a successful cut kick, but inflicts no Health damage). However, each kick reduces the opponent's Speed by one, down to a minimum of one. If you roll as many successes as the opponent's Size, he falls prone because he's been swept by her kick or can't use his leg out of sheer pain. Her opponent can get back up whenever she has the chance, but her Speed only recovers at the end of the combat scene.

Thai Clinch (••••): Your character grabs an enemy around the head and pulls him into a vicious elbow or knee strike. If you establish a grappling hold as the first part of using the Combination Blows maneuver and inflict damage as the second move, add your Dexterity to your dice pool to attack. *Drawback:* The usual -1 penalty for Combination Blows applies to the first grappling attempt, not the following attack. This benefit does not apply if your character has already established a hold or

in future attempts to damage an opponent from the same hold, but she can always abandon her current hold and try a new grapple to use the Thai Clinch.

Evasive Striking

This general striking style emphasizes speed, agility and defense. Practitioners block, bob, weave and pick their shots whenever they see their opponent's defense falter.

Prerequisites: Strength ••, Dexterity ••, Stamina •• and Brawl ••

Focused Attack (•): Physical conditioning and accuracy allow your character to deliver blows at vulnerable spots on targets. Penalties to hit specific targets are reduced by one. Even when a specific part of an opponent is not targeted, armor penalties to your character's Brawl attacks are reduced by one.

Duck and Weave (••): Your character is trained to instinctively duck and evade an opponent's blows. Use the higher of your character's Dexterity or Wits to determine his Defense when dealing with Brawl-based attacks only (not against Weaponry attacks). If a combination of Brawl- and Weaponry-based attacks is focused on your character in the same turn, use his normal Defense against both.

Defensive Attack (•••): Your character has mastered the ability to fight defensively. When using this maneuver, your character gains +2 to his Defense for the turn, but any attack he makes suffers a -2 penalty. He can move no more than his Speed while performing a Defense Attack maneuver in a turn.

Whirlwind Strike (••••): Your character can unleash a storm of blows against an opponent. He can make a number of extra Brawl attacks for each point of Dexterity that he has above 2 in a single action. Each extra attack is made at a cumulative -1 modifier. Thus, he can perform a total of two attacks at Dexterity 3 (the second of which is at -1), three attacks at Dexterity 4 (the third of which is at -2), and four at Dexterity 5 (the fourth of which is at -3). All attacks must be on the same target.

Destroy Defense (•••••): Your character uses clever combinations, feints, sidesteps and perhaps furtive grabbing (called "sticking" or "trapping" in some martial arts) to progressively destroy your opponent's ability to defend himself. Whenever he successfully hits an unarmed target with a Brawl attack, he reduces her Defense by 1 against his next attack. This is cumulative across multiple, successive attacks, up to a maximum Defense penalty equal to the lower of the attacker's Wits or Dexterity. After that, the target recovers her full Defense, and the character must try to impose this penalty once again. Your character can use Destroy Defense across multiple rounds as long as he does nothing except deliver successful Brawl attacks. If he misses or performs any other action, the running penalty imposed by the Merit automatically "resets" to 0. The target retains her full Defense against other attackers; she's only extraordinarily vulnerable to the maneuver user's Brawl attacks. This maneuver does combine with Combination Blows or Whirlwind Strike. Destroy Defense's penalty is cumulative with the normal Defense penalty against multiple attacks, if it applies.

Grappling

Prerequisites: Strength ••, Dexterity •••, Stamina ••• and Brawl ••

Effect: Your character has trained to grapple using old school, no holds barred catch wrestling (Olympic style wrestlers learn the first two maneuvers), Brazilian Jiu-Jitsu or Russian sombo. He uses leverage and positioning to outgrapple opponents.

Sprawl (•): Your character knows how to “sprawl” and sink his weight to avoid being overpowered in a grapple. Subtract the higher of Strength +1 or Dexterity +1 from dice pools to overpower him in a grapple. This doesn’t apply to the initial hold, but subsequent attacks from the grip.

Takedown/Throw (••): Your character knows how to rapidly close with your enemy and take him to the ground. In lieu of securing a grappling hold, he can immediately render the opponent prone (see *The World of Darkness*, p. 157 and 164). Furthermore, if he takes an opponent down this way, he can choose whether or not to go prone with the target. Mixed martial arts fighters take a crouching (but still standing) position from her and deliver vicious beatings with their hands – a technique called “ground and pound.”

Chokehold (•••): Your character can efficiently choke enemies by cutting off blood flow to their brains. If he overpowers an opponent in a grapple, he can start the choke. The choke inflicts a cumulative –1 die penalty to the opponent’s actions for each turn it’s maintained. The victim falls unconscious if he endures a choking attack for a number of consecutive turns equal to his Stamina. Your character can continue choking an unconscious victim. This inflicts lethal damage equal to the attacker’s Strength + Brawl successes every turn. Chokeholds don’t work on opponents who don’t need to breathe.

Submission Hold (••••): Opponents caught in your joint locks can’t escape without injuring themselves. If your character scores more successes than his opponent’s Size in an immobilization attempt, the victim can’t attempt any physical action – including breaking free – without suffering a point of lethal damage. This penalty lasts from the moment of immobilization to end of the next turn. Furthermore, your character can always choose to inflict one point of lethal damage whenever he damages an opponent with an overpowering roll. The character’s first Strength + Brawl success inflicts a point of lethal damage; subsequent successes inflict bashing damage. Submission holds don’t work on creatures that don’t have bones.

Krav Maga (Defensive Striking)

Prerequisites: Strength ••, Dexterity •••, Wits •••, Brawl •••, Brawling Dodge

Immediate Defense (•): The character has learned to act quickly to neutralize a threat and make a fast escape. She gains a bonus equal to her Initiative equal to her Brawl Skill when fighting armed opponents.

Disarming Defense (••): The character twists her torso out of danger while grabbing her opponent’s wrist and pulling him forward, using her own torso for leverage as she tears his weapon from his hand. This acts as the Disarm Merit save that it utilizes the Brawl Skill. Rather than knocking the weapon away, the character takes the weapon from her opponent, and may use it the following turn.

Impenetrable Defense (•••): The character knows that offense and defense are one in the same. The character may add his rating in his Brawl Skill to his Defense or Dodge against a single incoming attack. The bonus from this maneuver combines with that from Brawling Dodge.

Drawback: The character must expend a Willpower point to perform this maneuver. This maneuver is reflexive, and a character may use it and perform an instant action (such as attacking) so long as she did not use the Dodge action.

The First Moment (••••): The character has trained her reaction time to a tenth of a second, acting more by instinct than thought. If the character’s initiative roll results in a tie with another

character involved in combat, the character automatically acts before his opponents and allies. Initiative Modifiers are not compared and initiative is never determined by a roll-off (though if multiple characters aside from the Krav Maga practitioner rolled the same initiative, their initiative ratings are resolved as normal). If two characters possess this maneuver, they act at the same time, each resolving their action as if the other had not yet acted. This can result in two characters killing each other in the same heated moment.

Finishing the Fight (•••••): The character moves defensively, but knows when to lash out at an enemy to bring him crashing to the ground. The character declares and benefits from a Dodge action (including Brawling Dodge, if she possesses it). She may abort that action to make an immediate, reflexive counter-attack against an opponent whose attack fails to overcome her Dodge trait.

Drawback: This maneuver costs the character one Willpower point to enact. After making her counter-attack, the character loses her Defense for the remainder of the turn.

Qinna (Controls)

Prerequisites: Dexterity ••• and Brawl ••

Qinna maneuvers are designed to exploit weaknesses in the human anatomy. Targets who do not feel pain, possess the need to breathe or have skeletons will not be affected by certain maneuvers.

Standing Control (•): Your character gains an additional overpowering maneuver, called Standing Control. If she overpowers her opponent she may force him to accompany him wherever he goes.

Drawback: The character can only move himself and his opponent half as far as his Speed would normally allow. The character cannot have moved earlier in the turn, and cannot automatically dump his enemy over a cliff or into a fire or other dangerous environment without performing a separate attack.

Misplacing the Bones (••): The character's holds can snap bones and tear connective tissue. If his player inflicts more damage in an overpowering maneuver than the victim's Size, he breaks a limb unless the defender opts to immediately fall prone. The fracture (or tissue separation) inflicts a point of lethal damage instead of the standard bashing damage, and renders the limb useless. It does not recover until the victim heals that damage. If the limb is an arm, reduce the defender's Defense by 1 and note that he's dropped anything held in it. If it's a leg, the defender cannot walk upright.

Drawback: Unless the character opts for a specified target (see World of Darkness, p. 165), the defender's player (or Storyteller) chooses which limb's been damaged.

Grabbing the Muscles (•••): Your character's grappling holds twist muscles out of place or puts the defender in a position where she can't use strength to force her way out of the attack. Treat the defender as if her Strength was two dots lower for the purpose of resisting overpower maneuvers.

Sealing the Breath (••••): Your character can use chokeholds and strikes to pressure points around the lungs to interfere with a target's breathing. If he succeeds with a Brawl-based strike or damaging overpower rolled at a voluntary -1 die penalty, he inflicts a -1 die penalty to the opponent's actions in addition to inflicting standard damage. This penalty is cumulative throughout the combat scene, but vanishes afterwards.

Disrupting the Veins (•••••): Your character's grappling maneuvers expertly attack anatomical weaknesses. When he damages a victim with an overpower maneuver you can choose to inflict lethal damage, and when he uses any other maneuver he can choose to inflict a point of lethal damage in addition to other effects.

Drawback: Spend a point of Willpower per attack. This does not add three dice to your roll.

Throwing (Aikido)

Prerequisites: Dexterity ••, Wits •• and Brawl ••

Effect: Your character is a skilled practitioner of aikido, or another martial art that emphasizes throwing the opponent. She knows how to blend with the force of an attack and amplify it to send her enemy sprawling.

Ukemi (“Receiving;” •): Your character knows how to fall properly and get up quickly. He may stand up from a prone position (but not both) once per turn as a reflexive action, and is considered to have one point of armor against bashing damage caused by falls – but not other sources.

Aiki (“Harmonious Energy;” ••): Your character is skilled enough to defend with a throw by avoiding the attack and seizing his opponent’s balance. If he forgoes his standard Defense, roll Dexterity + Brawl; if the result exceeds the opponent’s damage roll the character suffers no damage and immediately applies a grappling hold or (once he attains the third maneuver) shihonage. He may employ this maneuver against Brawl, Weaponry or close-range Firearms attacks.

Drawback: This maneuver constitutes your character’s action for the turn.

Shihonage (“Four Directions Throw;” •••): The character can throw an opponent quickly and forcefully, without getting tangled up in a clinch. Treat a shihonage throw like a standard Brawl strike attack, except that it also knocks the opponent prone up to as many feet away as your Size + Brawl successes in any direction the character prefers.

Renzoku-waza (“Combination Techniques;” ••••): The character can attempt multiple grappling or shihonage attacks per turn, or he can defend with multiple throws using the Aiki maneuver. He may make one additional grapple or shihonage for each point of Dexterity that he has above 2. Each extra action is rolled at a cumulative –1 modifier. Thus, he can attempt two grapples or shihonage at Dexterity 3 (with the second at a –1 modifier), three at Dexterity 4 (at a 0, –1 then –2 modifier to dice rolls) and four at Dexterity 5 (at 0, –1, –2 and –3 to each dice roll, in turn).

Drawback: If the character’s first action is anything but a grapple or shihonage attempt he cannot use this benefit.

Kokyu-ho (“Breath Power;” •••••): Your character’s throws are so strong that he can either throw someone double the usual distance with his shihonage, or inflict lethal damage with it.

Drawback: Spend one Willpower point per attack. Note that this Willpower expenditure does not add three dice to the attack.

Option:

Prerequisites: Athletics ••

You can chose to learn the following maneuvers at the corresponding levels instead of the ones above:

Nage-waza (“Throwing Techniques;” ••): Your character may use a grappling overpower to render an opponent prone without falling prone herself – but if she chooses to fall prone, she may simultaneously damage her opponent while rendering her prone. Furthermore, she excels at gripping clothing. If the opponent wears anything heavier than a t-shirt on his upper body she gains a +1 equipment bonus to perform each of the above maneuvers. If the opponent wears a gi (a karate or judo-style uniform), this increases to +2.

Sutemi-waza (“Sacrifice Techniques;” •••): Your character uses her own bodyweight to drive her opponent to the ground, falling prone along with him. If she uses an all-out attack (see the World of Darkness Rulebook, p. 157) you may add her Athletics skill to a roll instead of the usual +2 to render her opponent prone while using the nage-waza option that allows her to simultaneously damage an opponent and render her prone, while falling prone herself.

Tokui-waza (“Favorite Technique;” •••••): Through constant practice and competition, your character had made one throw into a specialty. It’s not easy to apply it every time, but when the

opportunity appears, few people can resist her technique. If her opponent scores zero successes to establish a hold, escape one or use an overpowering maneuver and the character secures a hold herself, she creates an opening for the technique. If you score even one success on one of the nage-waza based overpowering actions (render an opponent prone while standing, or render both combatants prone while inflicting damage), add the character's Athletics Skill as extra successes.

Armed Fighting Styles

Archery

Prerequisites: Strength ••, Dexterity ••, Athletics ••

Weapon options: Bows

Draw and Loose (•): Your character's arm muscles are well-toned for the demanding task of repeatedly drawing a heavy bow. She gains +1 Strength for the purposes of a bow's minimum Strength, Damage and Range.

Rapid Nock (••): Your character can maintain a withering rate of fire. Once per turn, she may "reload" a bow as a reflexive action.

Arcing Fire (•••): Arrows, like all other projectiles, travel in ballistic arcs. Your character is a master of estimating range, wind and other factors to arc shots much farther than they would travel if fired directly. Double the Ranges of any bow your character uses.

Plunging Fire (••••): Your character can eschew direct attacks in favor of launching arrows high into the air to plummet straight down on hapless victims. Your character's bow attacks suffer no penalties for target concealment behind solid objects, so long as the target lacks overhead protection and your character can see any part of the target by which to gauge her location. For example, a target hiding behind a log with her foot sticking out applies no penalty, but a character in a fetal curl on a van's floorboards receives normal protection. *Drawback:* Your character may use this maneuver only outdoors or in enclosed spaces large enough to provide for several hundred feet of vertical flight (e.g., football stadiums).

Chain Weapons (Flexible Weapons)

Prerequisites: Strength ••, Dexterity •••, Weaponry •••

Weapon options: flexible weapons, (nunchaku, chain, whip, rope)

Impenetrable Defense (•): Your character may choose not to attack in a given turn, and instead whirl the weapon in the direction of her opponent (or opponents). During the entire turn, regardless of Initiative, you may add +2 to your character's Defense to deflect incoming blows. Your character also takes no penalty for defending against multiple opponents until she faces three attacks. The first and second attacks made against her cause no negative modifiers to her Defense.

Hand Bind (••): This defensive maneuver is made against an incoming attack (Brawl or Weaponry-based). When a foe attacks with a weapon or with his body, your character wraps the attacking limb with the chain, grappling it with a Strength + Weaponry attack. The foe's Defense is not subtracted from this roll, but his successes on the attack roll are. If your character is successful, the limb is bound with the chain, and the opponent can attempt to escape this next turn with a Strength + Brawl roll. If the foe achieved more successes on his attack, his attack is still diminished by whatever successes you rolled on the Hand Bind roll. This maneuver must be done on the attacker's Initiative turn, and performing this action means your character cannot make an attack this turn.

Outside Choke (•••): Your character attempts to wrap the chain around her opponent's neck. Roll Strength + Weaponry. The victim may attempt to free himself on his next action with a Strength + Brawl roll, which is reduced by your character's Strength +1. This maneuver is not to cause damage or kill the opponent — this maneuver is to render him unconscious by pressing the chain against the arteries of his neck, thus halting blood flow to his brain. If your character is successful on the grapple, she can begin to choke the victim on the following turn. For every turn that the choke hold is not broken, the victim suffers an additional -1 on all rolls to resist. When your character has accumulated a number of uninterrupted turns equal to the victim's Stamina, he falls unconscious. This maneuver,

when complete, causes a single point of bashing damage to the victim. This combat maneuver is ineffective against characters who need not breathe.

Whirl and Thrust (•••): Your character at this level is highly adept at using a flexible weapon, and can make focused attacks with any part of the weapon. By whirling the chain a few times, she can build momentum on a single attack, which can be made with startling accuracy. On a targeted attack, you can ignore up to –2 of penalties associated with directed attacks. In other words, attacks to an opponent’s torso or limbs are done at no penalty, attacks the head would be at –1, to the hand –2 and to the eye –3.

Drawback: Your character negates her Defense for the rest of the turn. If your character has applied her Defense against any incoming attack before her turn, she may not perform this maneuver.

Fencing (Aggressive Light Sword)

Prerequisites: Dexterity ••, Weaponry ••

Weapon options: curved sword, fencing sword, rapier or sword cane.

Any other type of sword wielded with one hand incurs a –1 penalty against any of the maneuvers listed below.

Thrust (•): The thrust is a simple yet powerful attack. A fencer’s stance (one leg anchoring your character’s position and the other leg lunging him forward) gives this attack extra force. When your character makes a thrust attack, plunging the blade toward an opponent, he does so with a +1 bonus.

Feint (••): Your character knows how to make a fake attack intended to throw off an opponent. Make a “normal” attack roll (Strength + Weaponry), and this roll is penalized by the opponent’s Defense, par usual. This attack is fake; it does not strike the foe or do any damage. If your character achieves even a single success, however, the opponent is momentarily confused and off-balance, and may not apply her Defense against the next attack she suffers (which may be from your character the following turn or may be from some other source beforehand).

Riposte (•••): A Riposte requires an attack to be made against your character. He steps out of the way of the attack using his Dodge (i.e., her Defense, doubled). While his opponent is open, he can then make a sudden and quick attack, which is performed at a –1 penalty. However, the opponent’s Defense does not further penalize the attack roll. *Drawback:* If your opponent suffers any further attacks on a turn where she has used Riposte, she cannot apply her Defense against them.

Moulinet (••••): If your character makes a successful hit on an adversary with his sword, he may then rotate his wrist and perform a quick spiral cut with the tip of the weapon. This additional cut requires no additional roll; the cut does lethal damage to the opponent equal to your character’s Dexterity.

Drawback: To perform this maneuver, the character must spend a Willpower point before he makes her initial attack roll. The Willpower does not grant him the additional +3 to attack. If the initial attack roll fails, the Willpower point is wasted and the Moulinet may not be added.

Defensive Striking (Iaido)

Prerequisites: Strength ••, Dexterity •••, Composure •••, Weaponry •••, Quick Draw

Weapon options: curved sword, broadsword (swords wielded with one hand)

Tsuki Kage (“Draw and Cut;” •): The character sharpens his already capable ability to quickly enter combat. If the character begins combat with his weapon sheathed, he adds his rating in the Weaponry Skill to his Initiative modifier. If the Storyteller utilizes the optional initiative rule from page 151 of the World of Darkness Rulebook, this bonus applies on any turn in which the character’s weapon begins the turn sheathed.

Drawback: The character must commit to an attack against an opponent during the first turn of combat to gain the advantage of this maneuver.

Zanshin (“Awareness;” ••): While honing the speed of one’s reactions can save one’s life, better still to be constantly vigilant. The character strives to remain ever aware of his surroundings that he may never be taken by surprise. The character gains a bonus of two dice to all rolls to avoid an impending ambush. This Merit duplicates the effect of the Danger Sense Merit, and a character with both Merits gains a total +4 on rolls to avoid being surprised. Such characters are paragons of self-awareness.

Tachi-Sabaki (“Movement of the Sword;” •••): The character has mastered defensive kata designed to intercept incoming attacks and deflect them with the blade of the weapon. The character relies as much on the quality of his sword as he does his own speed of thought and motion. The character adds his weapon bonus (the weapon’s damage rating) to his Dodge value when taking a fully defensive action. A character may benefit from this Merit while utilizing the Weaponry Dodge Merit (though not the Brawling Dodge Merit).

Drawback: The character only benefits from this Merit when taking a full Dodge action.

Kan Ken No Metsuke (“Seeing with Eyes and Mind;” ••••): The character’s speed gives him a small but potentially important edge over other combatants. If the character’s initiative roll results in a tie with another character involved in combat, the character automatically acts before his opponents and allies. Initiative Modifiers are not compared and initiative is never determined by a roll-off (though if multiple characters aside from the iaido practitioner rolled the same initiative, their initiative ratings are resolved as normal). If two characters possess this maneuver, they act at the same time, each resolving their action as if the other had not yet acted. This can result in two characters killing each other in the same heated moment.

Uke Nagashi (“Catch and Slide Off;” •••••): The character’s ability to move defensively and counter an attack with one of his own has been perfected. If the character’s weapon is sheathed, he can declare a Dodge action at any point during a turn, assuming she has not yet acted. His Defense is doubled as usual, though he may not utilize Weaponry Dodge or Tachi- Sabaki against attacks. However, the character can choose any opponent who is making an attack against him to perform a counter attack against. In a single swift motion, the character draws his blade, parries his enemy’s blow, and attacks his opponent. The character’s Weaponry Dodge (if he possesses it) and Tachi- Sabaki maneuver apply against the opponent’s attack (and only against this opponent). The character makes an immediate reflexive attack against the opponent at a one die penalty. After making his counter-attack, the character’s Defense applies as normal to further attacks made against him during the turn (i.e., his Defense is not doubled). Defense penalties for being attacked multiple times during a single turn are not affected by this maneuver in any way.

Drawback: The character spends one Willpower point per turn using this maneuver

Filipino Martial Arts (Stick Fighting)

Prerequisites: Dexterity ••, Weaponry ••

Weapon options: any blunt object of size 2 or smaller

Lock and Block (•): With this move, your character uses an adversary’s momentum against her. If you succeed on a Strength + Weaponry roll, your character captures an opponent’s attacking arm in his own and gains a grapple over her (for grappling rules, see p. 157, World of Darkness Rulebook). You may add your character’s Defense to the Strength + Weaponry roll, as he is technically making a defensive maneuver. However, if you choose to add his Defense to this attack, you may not apply his Defense against any incoming attacks that turn. If he has already applied his Defense, he may still utilize this maneuver, but he does not get to add his Defense to the roll.

Disarm (••): This allows your character to capture an incoming attack and bring his own weapon down upon a foe's forearm, potentially forcing the enemy to drop her weapon. (Note that this is different than the Disarm Merit.) To enact this maneuver, make a normal attack roll (Dexterity + Weaponry). Compare the successes on this roll against the opponent's Stamina. If the successes are equal to or exceed her Stamina score, she drops the weapon. This attack does cause damage to the opponent, as well. Take the successes gained on the attack roll and halve them (round up). The opponent takes this damage, bashing.

Off-Balancing Attack (•••): With this attack, your character uses his weapon to set a foe off-balance. This attack can take any form: thrusting a baton into a solar plexus, hitting a foe's temple or the bridge of her nose or using a stick's momentum to push her into an awkward position. The attack is made at a -2 penalty. If successful, the attack does full damage and the opponent's next attack is made at a -3 penalty.

Many-Handed Defense (••••): Escrima practitioners know how to move and flow with the combat in ways often unparalleled in other weapon-style systems. In this case, you may apply your character's full Defense (or Dodge) to all attacks against him in a single turn. They are not diminished at all by attacks made after the first.

Knife Fighting

Prerequisites: Dexterity •••, Weaponry ••

Weapon options: knife or dagger of size 1 and smaller

Anticipate Attack (•): Those trained in knife fighting know to move fast before incoming attacks and in response to them. To do this requires a level of anticipation and strategy even before a combat begins. At this level, your character may substitute his Weaponry score for his Composure when determining his Initiative modifier. This is only during combat situations in which your character is using an edged or pointed weapon of Size 2 or under.

Advantageous Angle (••): Your knife-wielder knows how to make a feinted attack from the side or rear in a way that grants him advantage. While normally such attacks confer no bonuses, the character is aware how to deceive an opponent into mounting a Defense against an attack that isn't coming — and then stage an attack from a different angle. The foe's Defense is at -1 during such an attack. Drawback: This maneuver can only be made every other turn.

Vital Attack (•••): Your character knows how to target his attacks to vital organs and other vulnerabilities. Attacks made with a knife have Armor Piercing 1, and penalties to hit specific targets or body parts (see "Specified Targets," p.165 of the World of Darkness Rulebook) are reduced by one.

Slash and Stab (••••): Your character's deftness with a knife allows him to make two attacks against one target in a single action. The first attack is a slash, the second a thrusting stab. The first attack is made as normal, but the second suffers a -1 penalty.

Drawback: This quick maneuver leaves the character somewhat more vulnerable against the next attack coming toward him. His Defense is counted as being one less against the next attack.

Langschwert (Heavy Sword)

Prerequisites: Strength ••• and Weaponry •••

Weapon options: Size 3 or 4 bladed two-handed weapons, large Axe, great Axe, Longsword

Wards (•): Your character knows how to use his weapon to deflect and threaten away attacks. Add 1 to his Defense when he wields a weapon compatible with this Fighting Style.

Fool's Guard (••): Your character knows how to hold his weapon low to seemingly invite attack, but when the opponent strikes, he can quickly raise it to counter. Instead of offering a normal Defense, roll Strength + Weaponry + 1 die against the opponent's attack. This is an instant action. Each success reduces the attack's damage by 1, and if the characters successes exceed the attacker's, the difference is inflicted upon the attacker as damage

from the character's weapon.

Drawback: The character cannot employ his Defense in any turn where he uses the Fool's Guard.

Half Sword (•••): Your character grabs the midpoint of his weapon to rain more powerful thrusts and blows at a shorter range, almost as if he was using the blade as a small spear. If his attack succeeds, add 2 to the weapon's damage (do not add this as the weapon's equipment bonus, but after rolling).

Drawback: The weapon's reduced range nullifies the Wards maneuver, so the character loses its Defense bonus. It also reduces the character's Weaponry-based dice pool by one.

Doubling Cut (••••): Your character strikes the enemy with two quick cuts. He can make two Weaponry attacks against an opponent in the same turn.

Drawback: Your character cannot employ his Defense or the Fool's Guard in the same turn as he uses this maneuver.

Wrathful Cut (•••••): Your character steps in with a powerful blow, capable of overwhelming his enemy's defenses. When he makes an All-Out Attack (see the World of Darkness Rulebook, p. 157), add his Weaponry dots instead of the normal +2 bonus.

Drawback: Your character cannot employ his Defense or the Fool's Guard in the same turn as he uses this maneuver.

Shurikenjutsu (Thrown Blade and Dart)

Prerequisites: Dexterity •• Athletics ••

Weapon options: any edged throwing weapon of size 1

Ma-ai ("Distance;" •): Your character learns to properly gauge a target's distance and modify her technique to match it. Double her short, medium and long range throwing ranges.

Kakushi Buki ("Hidden Weapons;" ••): The character knows how to rapidly retrieve a throwing weapon from a sleeve, holster or other prepared spot on her body. She never needs to use an action to draw a throwing weapon from a prepared spot.

Choku Da-Ho ("Direct Hit Method;" •••): Your character can throw using the power of her entire body. Add her Strength dots to the dice pool for throwing the weapon.

Drawback: The character is considered a still target and may not employ her Defense during the turn in which she uses this maneuver. She may not use this maneuver in conjunction with Ikki Gokken.

Ikki Gokken ("Five Blades in One Breath;" ••••): Your character can throw multiple weapons in rapid succession during a single turn, provided she either holds them in one hand or can draw them instantly using Kakushi Buki. She may make a one additional throw for each point of Dexterity that she has above 2. Each extra action is rolled at a cumulative -1 modifier. Thus, she can throw twice at Dexterity 3 (with the second at a -1 modifier), three times at Dexterity 4 (at a 0, -1 then -2 modifier to dice rolls) and four times at Dexterity 5 (at 0, -1, -2 and -3 to each dice roll, in turn).

Drawback: The character is considered a still target and may not employ her Defense during the turn in which she uses this maneuver. She may not use this maneuver in conjunction with Choku-Do-Ho.

Spear and Bayonet Fighting (Sojutsu/Jukendo)

Prerequisite: Strength •••, Dexterity •• and Weaponry •••

Weapon options: thrusting polearms / spears, rifle with a fixed bayonet

A character using this fighting style must use his weapon with both hands to take advantage of its maneuvers.

Warding Stance (•): The basic advantage of a spear or fixed bayonet is its length. Trained fighters learn to keep the tip of the weapon pointed forward, constantly threatening incoming attackers. Thus, this maneuver lets a practitioner attack first whenever an opponent using a smaller-Size melee weapon attacks from the front.

Thrust (••): The character knows how to deliver precise, powerful thrusting blows. His spear or bayonet gains the 9 again quality. If the spear or fixed bayonet already has this quality, he gains no further benefit.

Block and Strike (•••): Your character can deflect incoming attacks with the haft or stock of his weapon and swiftly strike back. When using this maneuver, your character gains +2 to his Defense for the turn, but any attack he makes suffers a –2 penalty. Unlike similar maneuvers (such as Two-Weapon Fighting's Deflect and Thrust maneuver), the character can move freely while using the technique.

Great Thrust (••••): The character lunges forward, putting his entire body behind a powerful thrust. If he employs an All Out Attack (see *The World of Darkness*, p. 157), he adds a number of dice equal to his lower of his Strength or Weaponry skill instead of the standard 2 dice.
Drawback: If the attack inflicts at least as much lethal damage as the opponent's Size, the character lodges the weapon deep in his target's body. Dislodging it requires an additional Strength + Weaponry roll, but automatically inflicts a point of lethal damage.

Staff Fighting

Prerequisites: Strength •••, Dexterity ••, Weaponry ••

Weapon options: bladed or blunt slashing polearms of size 3 to 4 (non-quarterstaves need weaponry •••)
Remember as well that utilizing a polearm in combat grants the wielder a +1 Defense.

Trip (•): Your character can use her polearm to trip a single opponent, hopefully sending him to the ground. It is a contested roll pitting the character's normal attack roll against the opponent's Dexterity + Athletics. The character's attack is penalized by the foe's Defense, as usual. If the opponent falls, assume Knockdown rules (per p. 168, the *World of Darkness Rulebook*). In this case, however, the fall to the ground incurs a single point of bashing damage to the opponent.

Temple Strike (••): Your character brings her staff against the side of her adversary's head. The normal –3 penalty to hit the head still applies, but if the damage meets or exceeds the target's Size, the target falls unconscious for a number of turns equal to the damage done. This damage is usually bashing, as it is meant to be performed with a blunt staff. The damage can be performed with a bladed weapon such as the naginata, however. The effect is the same, but the damage is now lethal instead of bashing.

Dangerous Radius (•••): With this technique, your character can swing her weapon in a wide arc, hitting anyone within three yards. Make a normal attack roll for the character (Strength + Weaponry + weapon bonuses). This roll receives a dice penalty equal to the number of opponents hit with this strike (to a maximum of –5 dice). Successes achieved on this roll are done as damage to all within the three-yard radius. If the weapon is a normal blunt polearm (i.e., a staff), it does bashing. If bladed, the weapon causes lethal damage.
Drawback: This attack cannot distinguish between friend or foe. Any allies within the three-yard radius are hit along with enemies. The technique cannot be pulled to exclude friends from the damage.

Sword and Shield

Prerequisites: Strength •••, Dexterity ••, Stamina ••, Weaponry ••

Weapon options: shield and any melee weapon

Cloak and Dagger (•): Your character's extensive training with shields allows her to utilize improvised shields more effectively. This maneuver is named for the practice of using one's cloak to buffet incoming attacks away. A character with this maneuver doubles the effective Structure of an improvised shield (usually an improvised shield can only deflect a number of attacks equal to its structure before being destroyed) and suffers a –2 penalty to attack rather than the standard –3. This penalty

can be further decreased by the maneuver The Shielded Strike below, but improvised shields cannot be used to perform the Shield Bash, Shield Charge, or Stand Strong maneuvers.

Shield Bash (••): Your character has learned how to use the shield defensively and offensively. Attempts to strike another combatant with the character's shield still suffer a -1 penalty, but gain a Weapon bonus equal to the shield's Defense rating. Damage remains bashing.

Drawback: A character using a shield to knock an enemy back is not using it for defense. A character does not benefit from a shield's Defense rating on a turn in which she uses this maneuver. If she has already used the full Defense rating against an incoming attack during the turn, she may not use the maneuver.

The Shielded Strike (•••): The character's use of her shield integrates seamlessly with that of her weapon. She may rest the blade across the top or side of a rectangular shield, pushing the weapon forward as if playing billiards. Perhaps she has developed a careful rhythm in which she lowers the shield for the bare instant necessary to deliver a fatal attack. Either way, when the character uses this maneuver to make an attack, she no longer suffers a penalty for using a weapon while benefiting from her shield and her shield adds +1 to its Defense rating against the target of the attack.

Drawback: The character's concentration on coordinating her shield and weapon leaves her open to attacks from the flanks and rear. She loses her Defense against attacks made by any opponent save the one she is attacking. If she has already used her Defense against an incoming attack from another opponent during the turn, she may not use the maneuver.

Shield Charge (••••): The character charges forward, shield lowered before her, and crashes into the enemy line. The character makes a shield bash attack (see above) at a -2. The attack inflicts bashing damage, but if even a single success is scored on the attack, the character may send her enemy flying. An opponent who suffers the effects of this attack makes a reflexive Dexterity + Athletics roll; if he rolls fewer successes than the shield-user, he suffers knockdown (see the World of Darkness Rulebook, p. 168). At Storyteller's discretion, this maneuver may be used against multiple opponents, provided that they are standing close enough together. Each additional opponent targeted levies an additional -1 to the attack roll, and the damage rolled is distributed evenly among those hit. Those who suffer no damage do not check for knockdown, even if their companions do.

Drawback: Use of this maneuver necessitates a charge action (World of Darkness Rulebook, p. 164), which means, among other things, she loses her Defense. If she has already used her Defense against an incoming attack from another opponent during the turn, she may not use the maneuver.

Stand Strong (•••••): The character digs in her feet, raises her shield, and stands as a human wall against an onslaught of attacks. She benefits from her full Dodge trait and shield defense bonus against attacks made from a single direction (Weaponry Dodge can be applied). Additionally, attacks from that direction do not decrease her Defense against later attacks in the round. For the purpose of this maneuver, a direction is approximately one third of the circumference of a circle drawn about the character (typically claiming defense against attacks from the left, front, or right is sufficient). Attacks made against the character from other directions suffer a penalty equal to Defense only, which suffers penalties from multiple attacks as usual. Note that while a single enemy might be able to move around the character's defenses, no more than three characters can assault the character from a direction that she can't fully defend against through this maneuver.

Drawback: Using this maneuver requires an incredible exercise of will. A character must spend one Willpower point to gain the benefits of this Merit for one turn.

Two Weapons

Prerequisites: Dexterity ••• and Weaponry •••

Weapon options: 2 weapons up to size 2

Effect: Your character has trained to fight with a weapon in both hands, allowing him to attack and dodge or make two attacks in the same turn. Your character still suffers the -2 offhand penalty when attacking with a weapon in his secondary hand (unless you have also purchased the Ambidextrous Merit).

Whirling Blades (•): Your character's Dodge trait (Defense doubled; see p. 156) is not penalized by multiple attacks staged against him in a turn until the number of attacks exceeds his Weaponry dots, at which point each attack thereafter reduces his Dodge by -1. So, if your character (with 2 Defense and 3 Weaponry) dodges attacks in a turn, the first three incoming attacks suffer his full Dodge trait as a penalty (-4). The fourth suffers a -3 penalty, the fifth suffers a -2 penalty, and so on. Basically, your character's weapons move so quickly all about him that opponents in close combat have trouble reaching or assaulting him. The Brawling Dodge Merit (see p. 110) cannot replace normal Dodge (Defense doubled) when this maneuver is performed.

Deflect and Thrust (••): Your character can avoid attacks and strike back in the same motion. When using this maneuver, your character gains +2 to his Defense for the turn, but any attack he makes suffers a -2 penalty. He can move no more than his Speed while performing a Deflect and Thrust maneuver in a turn.

Focused Attack (•••): Your character can attack a single target twice in one turn. The second attack suffers a -1 penalty.

Drawback: Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform this maneuver, he cannot perform the maneuver this turn. He is too busy bobbing and weaving out of the way of attacks.

Fluid Attack (••••): Your character can make a single attack on two different targets in one turn. The targets cannot be a distance apart in excess of your character's Speed trait. The second attack suffers a -1 penalty.

Drawback: Your character cannot use his Defense against any attack in the same turn in which he intends to use this maneuver. If he uses Defense against attacks that occur earlier in the Initiative roster, before he can perform this maneuver, he cannot perform the maneuver this turn. He is too busy bobbing and weaving out of the way of attacks.

Supplemental Styles

Supplemental styles may explicitly be used in the same turn as another Fighting Style ability or attack, to enhance said ability or attack.

Rules:

- A character can spend only as many Willpower points as his conviction allows
- A character cannot give up his Defense twice in the same turn
- A character may only benefit from a single supplemental style in a given turn
- Supplemental styles complement specific Skills or Fighting Styles and, as a result, must be purchased separately for each application

Berserker

Prerequisites: Resolve ••, Stamina ••, and Supplemented Skill or Style •

Effect: The character supplements his chosen style or Skill with his own maddened fury. Berserk characters work themselves into a violent rage, sometimes aided through the use of drugs, which have the usual effect on their physiology (see p. 176, World of Darkness Rulebook). Working oneself into this fury requires an intense exercise of will, costing the character one Willpower point and an instant action. Once the character has entered the berserker gang, she may use any of the maneuvers listed below.

These benefits can be combined with one another or with an associated Fighting Style Merit during the same turn, so long as the drawbacks or necessary expenditures do not contradict (for example, a character cannot benefit from Strength in the Fury when using a Fighting Style maneuver that otherwise costs the character her Defense). A character in a berserker haze occasionally has difficulty telling friend from foe, and must make a reflexive Resolve + Composure roll to avoid assaulting allies during any turn in which those allies present a more tempting target than an enemy. Characters who are already prone to a form of supernatural rage must roll Resolve + Composure during every turn in which they take advantage of this style. If they fail, they fall into their maddened state (frenzy, Kuruth, etc.) and lose the benefits of being berserk.

The character remains in a berserk state until she either spends a second Willpower to calm herself, she is rendered unconscious, or the combat comes to an end.

Characters who fight in a berserk haze often purchase Iron Stamina to represent their ability to ignore pain. The Brawl and Weaponry Skills are equally appropriate for use with this style, as are the Two-Weapon (usually axes), Shield, Knife, Stick and Staff Fighting Styles. Styles that require careful precision such as Evasive Striking or Light Sword are not appropriate. Defensive styles are explicitly incompatible with the aggressiveness required of berserkers.

Strength in the Fury (•): A berserker goes all-out, all the time, and her body rewards her heedless actions with increased power and speed. The berserker gains an additional die (for a total of three) when taking all-out attacks (page 157, World of Darkness Rulebook).

Adrenaline Rush (••): The berserker ignores pain and her foes' attacks only drive her madness, pushing her to brutally defeat them. The character gains a point of armor against bashing and lethal attacks as she casually shrugs off weak attacks.

Inhuman Alacrity (•••): A berserker's opponents are shocked and frightened by the speed and ferocity that manifests in her actions, making her far more difficult to hit. The character gains an additional 2 dice (for a total of four dice) when using Willpower to avoid suffering an attack.

Ignorant in the Face of Death (••••): The berserker's rage overrides her physical limitations, pushing her to greater feats even when others would fall in pain. In a mad, violently fit, the character can ignore some or all wound penalties for a turn.

Drawback: The character sacrifices part of her Defense in any turn during which she ignores wound penalties on a one-for-one basis (for example, by ignoring two dice of wound penalties, she suffers a -2 to her Defense trait). If she has already applied her full Defense against an incoming attack during the turn, she may not use this maneuver. The character may still use Willpower to enhance her attack or Defense, if she so chooses, but may not utilize any other maneuver or supernatural ability that necessitates the loss of Defense (such as an all-out attack).

Bloody-Handed Bastard (•••••): The berserker gouges at eyes, bites at ears, and tears at genitals. Her behavior is so violent that she inflicts lasting damage on her foes, regardless of weapon. The character's attacks inflict lethal damage.

Drawback: The character sacrifices her Defense during a turn in which she uses this maneuver. If she has already applied her Defense against an incoming attack during the turn, she may not use this maneuver.

Combat Art (• to •••••)

Prerequisites: Dexterity ••, Stamina ••, Composure ••, Supplemented Skill or Style •

Effect: The character supplements her chosen style or Skill with a carefully-trained showmanship.

Her movements are graceful yet expedient, her blades or fists flashing through the air as she steps lightly upon the balls of her feet. Combat artists often learn their skills in professions that are not traditionally associated with violence, namely the theatre and film, but many also train to showcase their own skills during martial arts demos or non-combative martial arts competitions. These maneuvers represent those who value style over substance.

As such, this supplemental style may be purchased for the Expression Skill, representing those whose combat training is wholly theatrical. If used to supplement Expression, the style cannot be used effectively in combat, and the fourth tier of the Merit cannot be purchased.

Disarm, Fast Reflexes, Fighting Finesse, Quick Draw and Student of the Blade are all popular Merits for those whose primary combat training is primarily for show. Those combat artists who reside in Hollywood often possess the Stunt Driver Merit, as well. Trick shooters and show marksmen often possess Gunslinger. The Expression and Weaponry Skills are equally appropriate for use with this style, though Athletics, Brawl and Firearms versions are widely learned, as well. Fighting Styles typically supplemented by Combat Art include Aggressive and Evasive Striking, Control, Knives, Light Sword, Throwing and Two-Weapon, while Archery find occasional crossover with this style.

The combination of Combat Art with the Flexible Weapons Fighting Style can be stunning in martial arts competitions. Combat Art is rarely combined with the teaching of those schools that teachings are overwhelmingly pragmatic, such as Krav Maga. Exceptions do exist, however; Krav Maga's popularity in entertainment demands stunt persons capable of convincingly performing the vicious style, for example. Particularly traditional schools may frown upon Combat Art, as well, though many perform careful rituals and katas that can be considered powerful performance in its own right.

Flourish (•): The character performs an example of her style in order to threaten rather than entertain (though audiences often experience a thrill when witnessing such a feat) as an instant action. She gains a bonus to Intimidation rolls equal to her rating in the supplemented Skill or Fighting Style. This bonus lasts until the end of the scene or the character suffers a successful attack from an opponent (whichever comes first). Characters that enter the scene after the flourish is performed are not affected by it.

Drawback: The flourishing character's bonus is penalized by others who know her supplemented Skill or Fighting Style, as they might see through the emptiness of her action. For each dot the target of the character's intimidation possesses in the same Skill or Fighting Style as that being supplemented, subtract one die from the flourishing character's roll. Against sufficiently skilled opponents, this can completely cancel the bonus granted by the maneuver and even remove dice from the base Intimidation pool. A master sees through such petty posturing and thinks less of the student as a result.

Staged Combat (••): The character has trained to make perfectly safe and choreographed combat seem exceedingly real. The character gains a bonus to Expression or Subterfuge rolls to falsify combat equal to her rating in the supplemented Skill or Fighting Style.

Drawback: This maneuver can only be used with another individual who is working to fake the fight (and typically functions as a teamwork action).

Dancing for Mars (•••): The character gains a bonus equal to her rating in her supplemented Skill or Fighting Style to Expression rolls when utilizing her combat prowess as a performance piece (those using Combat Art to supplement Expression may double their Expression rating). This may be used to win competitions, secure a job teaching martial arts, or even intimidate one's enemies. The bonus does not, however, ever apply to attacks made with the Skill, and use of this maneuver usually constitutes an extended action.

Function Follows Form (••••): The character has learned how to marry life and art, and her extensive training allows her to utilize the grace she exemplifies on the stage or gym mat to out-manuever her enemies on the mean streets of the World of Darkness. The character gains one half of her rating in the supplemented Skill or Fighting Style, rounded up, as bonus dice to her attack roll and as a bonus to her Defense (which is not doubled in the case of a Dodge maneuver).
Drawback: The character must spend one Willpower point during any turn in which she benefits from this maneuver.

Additional fighting merits

Ambidextrous (•••)

Effect: Your character does not suffer the -2 penalty for using his off-hand in combat or to perform other actions. This also reduces the attack modifier while using a shield from -2 to -1.

Armored Fighting (•• or ••••)

Prerequisites: Strength •••, Stamina •••

Effect: Your character knows how to fight in heavy armor. Every two dots in this Merit (at •• or ••••) reduce her Brawl, Melee, Defense and Speed penalties for heavy armor by 1.

Brawling Dodge (•)

Prerequisite: Strength •• and Brawl •

Effect: Whenever your character performs a dodge (see “Dodge,” p. 156), you can choose to add his Brawl Skill dots to his Defense instead of doubling his Defense. He essentially draws on his training in blocking and evading attacks rather than relying on his raw ability alone. While this might provide little benefit to a brawling novice, it can give the advanced fighter an edge. Brawling Dodge applies against incoming Brawl- and Weaponry-based attacks, against thrown-weapon attacks, and against Firearms attacks made within close-combat range. Your character can move up to his Speed and perform a Brawling Dodge maneuver in a turn. A character can possess both the Brawling Dodge and Weaponry Dodge Merits, but only one can be used per turn.

Disarm (••)

Prerequisite: Dexterity ••• and Weaponry ••

Effect: Your character has refined his Weaponry Skill to the extent that he can use a weapon to disarm opponents in close combat. When making a normal attack, compare your successes to the opponent’s Dexterity. If you get a number of successes equal to or greater than the opponent’s Dexterity, you can choose to have your character disarm him instead of doing damage. A weapon lands number of yards away from the opponent equal to your successes rolled.

Entering Strike (••)

Prerequisite: Dexterity ••, Brawl •••

Effect: Your character knows how to strike an opponent to upset his balance, making it easy for you to take him down. If you inflict damage with a Brawl-based strike, you gain a dice bonus equal to the damage you inflicted to a subsequent grappling hold (or shihonage, if you know the Aikido Fighting Style) attempt. This must be your next attack.

Drawback: Your Defense does not apply during the turn in which you attempt an entering strike.

Equipped Grappling (••)

Prerequisite: Dexterity •••, Brawl ••, Weaponry ••

Effect: Your character knows how to use a blunt weapon to enhance her holds and locks. She presses the weapon against joints and muscle groups, or forces compliance with a few short blows. If she has a blunt weapon in hand, add the weapon’s Size to her Strength + Brawl pool whenever she attempts overpowering maneuvers.

Drawbacks: This benefit doesn’t apply to initial attempts to establish a grapple. It only works with blunt weapons that have a maximum Size of 3.

Fighting Finesse (••)

Prerequisite: Dexterity ••• and Weaponry ••

Effect: Your character prefers to fight with a chosen weapon in a manner that favors agility over power. With that one weapon (a rapier or katana, for example), you may substitute your character’s Dexterity for

Strength when making attack rolls. This Merit may be purchased multiple times to gain agility with more weapons, one for each purchase.

Firearms Retention (•)

Prerequisite: Dexterity ••, Wits ••, Brawl ••, Firearms ••

Effect: Your character knows how to keep a hold of his gun when someone tries to take it, even while it's holstered. If an opponent attempts to disarm her with an overpower maneuver, an attempt to target her holster with a grab (see the *World of Darkness* rulebook, p. 138) or use a similar tactic learned from a Fighting Style, he must subtract your character's Brawl dots from his dice pool. This benefit also applies to attempts to steal the weapon from your character's holster.

Drawback: This benefit doesn't apply against attempts to take a weapon by stealth.

Ground and Pound (••)

Prerequisites: Combination Blows Fighting Style Maneuver (Boxing or Aggressive Striking •••), Takedown/ Throw Fighting Style Maneuver (Grappling ••)

Effect: Your character may use Combination Blows (**World of Darkness** core, pp. 110–111) to perform Takedown/Throw Maneuver followed by an unarmed strike. If she succeeds with the first maneuver, her dice pool doesn't suffer the usual –1 penalty for the second attack in the Combination Blows series. Instead, the character gains a +2 bonus to strike her prone opponent.

Heavy Hands (•••)

Prerequisite: Strength •••, Brawl ••

Effect: Your character has a strong upper body, tough knuckles and enough raw aggression to punch harder than most people. Her strikes inflict +1 damage. This even applies when she's wearing knuckledusters, Thikes or other weapons used with the brawl skill.

Drawback: The benefit does not apply to biting, grappling attacks or attacks not using his fists.

Quick Reload (••)

Prerequisite: Strength ••• (Crossbow), Dexterity ••• (Bow)

Effect: Your character can shoot faster with archaic firearms like bows and crossbows because he perfected the movement used to reload the weapon of his choice. The reload time is reduced by one turn. This merit must be bought for bows and crossbows separately. Reloading a bow under normal circumstances is a reflexive action with this merit.

Student of the Blade (•)

Prerequisite: Fighting Style: Fencing (Aggressive Light Sword) or Iaido (Defensive Light Sword) •

Effect: Your character trains with a wide variety of light swords and sticks, allowing her to flow from one method to the next. She never suffers a penalty for being unfamiliar with a weapon outside her original Fighting Style.

The Weapon at Hand (••)

Prerequisite: Fighting Style: Krav Maga (Defensive Striking) ••

Effect: Krav Maga teaches its adherents that efficacy trumps style in every case. Exposed to purposefully harsh conditions, mentors train their pupils to quickly recognize and obtain the most useful improvised implement of destruction in her immediate surroundings, whether it be a bottle of gin, a pool cue or even a stapler. The results can be brutal.

A character with this Merit may roll Wits + Weaponry as a reflexive action to ascertain what nearby object is both useful and available for use as a deadly weapon. On a success, the Storyteller relates to her the nearest and most efficacious improvised weapon, which she may then take up as an instant action (or as a reflexive action if she possesses the appropriate Quick Draw Merit). On a dramatic success, the character finds a weapon so perfect that it does not suffer the usual –1 penalty for being improvised.

Storytellers are encouraged to be creative with this Merit. Rarely does a character find herself in a situation in which absolutely nothing can be used as a weapon.

Weaponry Dodge (•)

Prerequisite: Strength •• and Weaponry •

Effect: Whenever your character performs a dodge (see “Dodge,” p. 156), you can choose to add his Weaponry Skill dots to his Defense instead of doubling his Defense. He essentially draws on his training in parrying and evading attacks rather than relying on his raw ability alone. While this might provide little benefit to a fencing novice, it can give the advanced fighter an edge. Weaponry Dodge applies against incoming Brawl- and Weaponry-based attacks, against thrown-weapon attacks, and against Firearms attacks made within close-combat range. Your character can move up to his Speed and perform a Weaponry Dodge maneuver in a turn. A character can possess both the Brawling Dodge and Weaponry Dodge Merits, but only one can be used per turn.

Weapon proficiency (•)

Prerequisite: Weaponry ••• and a specialization in weaponry

Effect: Your character is so used to the weapon of his choice that he can wield it almost instinctively. The initiative modifier of the weapon he is specialized in is increased by 2. This merit can be bought only once per weapon specialization and must be bought for every weapon specialization separately.

Weapons to Empty Hands (••)

Prerequisite: Dexterity •••, Brawl •••, Weaponry •••, Fighting Style Merit •••• (and see below)

Effect: Your character trains in a martial art that teaches common principles for weapons and unarmed combat. Her skills transfer from one to the other. This gives her the ability to use certain armed Fighting Styles without a weapon. This merit works with Two Weapons, Filipino Martial Arts (Stick Fighting) or Knife Fighting.

You must purchase this maneuver separately for each Fighting Style. Your character uses Brawl instead of Weaponry for all maneuver-related attacks and dice pools, and inflicts damage as an unarmed combatant.

New Merits

Starting resources (• to •••••)

- 1 GL
- 5 GL
- 10 GL
- 50 GL
- 200 GL
- 500 GL

Exceptional Attribute (••)

One selected Attribute can be increased one point above the race maximum.

Can be selected at character creation only

LANGUAGES OF JORUNE

For some languages dialects are mentioned. If somebody understands a language he understands all dialects of this language except when something else is mentioned in the description.

Human languages

Dow

Language of the Dow people of northern Heridoth. Derived from Chinese, but has gone through considerable changes, keeping only the general Asian sound of the language.

Dow is written with Tung symbols from left to right, representing words or certain sounds, derived from Chinese writing symbols, but changed throughout the centuries. The symbols are now more rounded and each symbol strives to form a circular shape.

Entren

The common name used for the dialects spoken in and around Burdoth, Heridoth and Khodre. Derived from colonial English.

Dialects:

- **Ardisian** Entren dialect spoken by the people of the Ardis province of Burdoth. Today considered the model or standard Entren that should be used by Drenns and Keshts on formal occasions.
- **Carissean** Entren dialect spoken by the people of Northern Khodre. Many Korrin words have been incorporated.
- **Delmeran** Dialect of the seclusive delmeran people of Burdoth's northern coast.
- **Essajejan** Heavy Entren dialect spoken by the people of the Essanja province of Burdoth.
- **Gaussian** Heavy Entren dialect spoken by the people of the Gauss province of Burdoth.
- **Gloundan** Heavy Entren dialect spoken by the people of the Gloundan forest. Related to the Essajejan dialect with influences from the Sychillian dialect.
- **Heridothian** Entren dialect spoken by the Sholian people of Heridoth and once throughout the Sagedom of Heridoth.
- **Hobean** Extinct Entren dialect that was spoken by the people living in central Hobeh.
- **Khodren** Entren dialect spoken by the people of Southern Khodre. Some Than pronunciation.
- **Sillipean** A terrible mix of dialects and languages spoken by the humans of Sillipus. Mainly a mixture of Heridothian, Yorknin, Dow, and some Rorch-ko words.
- **Sobayan** Entren dialect spoken by the people of the Sobayid province of Burdoth.
- **Sychillian** Entren dialect spoken by the people of the Lusail province of Burdoth.
- **Yorknin** Entren dialect spoken by the people of south-eastern Heridoth.

All Entren dialects use the Entren alphabet as a base. The Entren alphabet represents phonemes (sounds) and is derived from Colonial English. Some new letters have been added and spelling has greatly changed from the standards of Colonial English (as has the spoken language). The only exception to this are the dialects Essajejan, Gloundan and Heridothian. Essajejan is written with a few letters that are unique to this dialect. They are two or three letters that have melted into a new letter, often representing the "ch", "sh" and "th" sounds. Gloundan is similar to Essajejan and also follow this rule. This is a phenomena that is slowly dying. Heridothian uses a more artful version of the Entren alphabet that was developed by the scholars of the Sholian Sagedom. Letters take longer to write but are more beautiful and nicely curved, lacking straight lines.

Erucian The common name used for the dialects spoken among the outposts of the Erucian culture. Derived from Arabian and Persian languages.

Dialects:

- **Divine Tongue** Regarded as an Erucian dialect, but actually very different and extremely hard for a normal speaker of Erucian to understand. A secret court language of the Erucian noble houses (counts as a separate language merit).
- **New Tongue** The most commonly used Erucian dialect with more Than influences. Spoken everywhere in mainland Erucia and by people trading with Erucians.
- **Old Tongue** Original Erucian dialect of the Erucian Empire of Thantier, Drail and Temauntro. Some resemblance to Arabian and Persian languages. Referred to as the Old Tongue by traditionalist. It is the sacred old Erucian dialect, now only used on formal, religious or documentary occasions. More common in the Erucian colonies in western Drail, than on mainland Erucia. *All Erucian dialects are written with Giiratta (Giira's Shapes), an old script that resembles Arabian in appearance. Although the beautifully curved symbols represent phonemes and resemble ancient Arabian, there are no further similarities. It is as if the inventor of the script knew no Arabian, but simply was inspired by the ancient script. Giiratta has been used since long before the Erucian Empire and there is a religious ban against changing the script. This makes old scripts easy to read, but has made it hard for scholars to keep up with the changing Erucian language.*

Fransei The common name used for the dialects spoken by the Fransei Tribes of the Doben-al, Ros Crendor, as well as surrounding cultures. Derived from French.

Dialects:

- **Doben** The main Fransei dialect, spoken by the tribes of central and southern Doben-al.
- **Crendorian** Fransei dialect spoken by the people of central and eastern Ros Crendor.
- **Creydonian** Fransei dialect spoken by the people of north-western Ros Crendor.
- **Lunghoth** Fransei dialect spoken by the Lunghoth tribes of the Doben-al.
- **Regal** Fransei Fransei dialect spoken by some kings and sages of the border kingdoms in the Doben-al. A slightly more refined Fransei with clear Vucian influences. *Most speakers of Fransei are illiterate and the Fransei tribes have always relied heavily on oral traditions of singing and storytelling. However, the priestesses and scholars of Ros Crendor employ a strange script. When Ros Crendorians came into contact with the Burdothian cultures they adopted most of the Entren alphabet. Following the tradition of arcane symbols used by the priestesses, Fransei was, however, written with the Entren alphabet but in columns from top to bottom, beginning from the right. Some new letters, representing unique sounds in the Fransei language, have been added to the alphabet.*

Korrin Extinct language spoken by the Korrin people who lived in southern Khodre. Derived from Chinese and with a now forgotten system of written symbols, much like Mandarin. Only a few words, expressions and phrases of the language are still used by the remnant Korrin people in northern Khodre when they speak Khodren.

Nama Language of the mysterious and subterranean Nama people of central Sobayid believed to be extinct. Based on Russian, but changed beyond recognition. Regarded as a holy language by the Nama, and the reason for their life, soul and breathing.

Cryptic, ancient symbols, much resembling Degraloch script is used by the priests of the few Nama survivors. Their deserted temples also hold these arcane and forgotten symbols.

Nortren Language spoken by the people of Jasp, known to them as Jassian. Based on Colonial English, but different from Entren due to the historical isolation of the Jaspian Culture.

Nortren today uses the standard Entren alphabet of Burdoth. During a reform in 2790 PC, the original alphabet that had developed in Jasp (also derived from Colonial English) was abandoned in favour of the more widespread Entren alphabet.

Nurisian Language of the Children of Nuris on Dobres west coast. A simple language that has remained relatively unchanged throughout the millennia. Based mainly on Spanish.

No written form exists.

Reigos An extinct language spoken by the original human inhabitants of Anasan. It was a mixture of Colonial English and Slavic languages, such as Russian and Polish. Only a few words have filtered through to the Anasani language used by humans and woffen, which is mainly based on Thowtis.

The reigos people used a strange form of alphabet, based on Colonial English. Nobody can read this the letters that look like mirrored versions Entren, but the thriddle try fervently to find a key for their solution.

Skamaani The language of the war-like Skamaan people of north-eastern Thantier. It strangely resembles Chaun-tse in appearance and sounds like Rorch-ko when spoken. Mostly known as the battle language of the skamaan, it has been replaced by Than in some parts of Huragach.

Skamaani can be written with the Entren alphabet used by Than or with the old rune-like Skarm Script, normally only used for ceremonial puposes, on weapons or on burial chambers.

Than The common name used for the dialects spoken in Thantier and its colonies. Derived from Colonial English.

Dialects:

- **Coronian** Than dialect of the coronian people of Thantier.
- **Colonial Coronian** Than pidgin dialect of the Thanterian colonies in Drail. A mix of - **Coronian**, Thodicean and some Erucian words.
- **Pluranian** Than dialect and prime language of the Holy Pluran Church (especially when it comes to writing). A constructed, but claimably reconstructed dialect supposed to bring the church back to its First Empire origins.
- **Sky Tongue** Than dialect long severed from the Than main group and close to a language of its own. Spoken by the Sky people of the Per’Kulai valley.
- **Sutturu** Than dialect of the Sutturash nomads of the See’iss desert with quite a few Hindu influences. *All Than dialects use their own version of the Entren alphabet. New symbols have been added to represent the harder Germanic sounds such as “sch”. Than has also, kept the letter “z” that has been stricken from the more widespread Entren alphabet and added new symbols such as the ancient terran letters “ü”, “ö” and “ä”. Sky Tongue is an exception to this, using an alphabet that is identical to the alphabet of Colonial English.*

Thodicean The common name used for the dialects spoken by the Thodicean Tribes. Derived from Colonial English.

Dialects:

- **Highland Thodicean** dialect spoken by the Thodicean Tribes of the upper Thodicean mountain valleys. In reality the dialect may differ from valley to valley.
- **Lowland Thodicean** dialect spoken by the Thodicean Tribes who migrated into Thantier. This dialect has more words from Than, than the original Highland Thodicean.
- **Krang Distinct Thodicean** dialect of the Krang people who migrated from the Krang valley of the Thodicean mountains to central Thantier. *Originally, Thodicean was never written, instead the culture relied on great oral traditions. Highland Thodicean and Krang are still normally never written. Lowland Thodicean, being the tongue of the rulers of western Thantier, employs the Entren alphabet used by the rest of Thantier and the speakers of Than. The script has adapted well to Thodicean and there seems to be no problems using it.*

Varakian An extinct language distantly related to Erucian, that was spoken by the Varak people living in south-eastern Temauntro.

No written form seems to have existed.

Vucian Language spoken by the Vucians of Shatur. Derived from French with some smaller similarities to Fransei. A lisping “s” is common in this language.

Vucian is written with normal roman letters, as their gods once did (Colonial English alphabet). Many words are spelled the traditional way, rather than the way the words are pronounced today. Nearly no spelling reformations have been allowed by the Priest-Kings.

Languages of the other races

Abahth The language of the blount is spoken with a mixture of lizard sounds and gurgles. The throats of the blount quiver when they speak their tongue. Humans have trouble mimicking all the sounds.

No written form of Abahth exists.

Boru The language of the bronth is composed of thick, solid sounds that slow down even the fastest of talkers. It makes no attempt to be either fast or elegant, Bronth are rarely in a hurry. Words are often strung together to form words groups that may mean something different altogether than the words when used by themselves. This sometimes causes confusions to foreigners trying to speak Boru. Boru is related to the much faster Thowtis spoken by the woffen.

Boru is written in the thick, bulgy letters called Bruhdas. This script was invented by the Bronth in ancient times and seems to be second oldest of the scripts of the terran species after the Than and Entren scripts. Historians in Dobre, Lundere, Jasp, Burdoth and Heridoth, have always favoured Bruhdas because of its strict, unchanging grammar. The letters resemble phonemes, just like the Entren alphabet.

Chau-tse The language of the crugar and cygra. It is a mix of chewy vowels, snarled syllables and soft consonants. The sound of this language is an annoyance to many other races. Strong dialectal differences exist throughout the vast lands of Temauntro, but crugar always seem to understand each other. Body language is greatly enhanced when a dialectal barrier is met. The cygra of northern Temauntro have the greatest dialectal difference and most of the south Temauntro crugar clans do not understand the strange cygra when they speak. Crugar are easily offended when other races cannot speak their language. Mispronunciation can sometimes be a fatal disaster.

Chau-tse has its own chaotic alphabet and sprawling letters resembling phonemes. As the language changes, so does the script. Only loose spelling rules exist and spelling often differs from place to place. Not many crugar can read or write anyway. It is something for the town clans, heralds and leaders.

Cleash The name for their language is unknown or unpronounceable. Their words are clicky-clacky and require tremendous effort to duplicate. Hissing sounds are often mixed with the otherwise clicking sounds. Cleash often speak quietly or even whisper their clicking and hissing language. Iscin have speculated that cleash hearing is better than humans and the vocal range lower than that of the other races. Only scarmis and thriddle are truly able to master cleash.

A written form of cleash exists. It is composed of insect-like symbols that represent words. Cleash writing is a rare thing and it is doubted whether the majority of the cleash can read or write at all. Thriddle claim to be able to read cleash and have hinted that the symbols are read using a totally different language than the cleash normally spoken. Only the higher cleash leaders can speak this Higher Cleash.

Corastin A dying language that seems to have no other name than that of the species who originally spoke it. Most corastin have abandoned it in favour of Entren, Boru or Triddis (depending on geographical location) Only remote settlements of the wild use the original tongue and many dialects exist, making it hard for a speaker to understand a member of a distant corastin community. The language consists of very simple series of short, exhaled sounds. The sounds of the language are not very complex, as corastin throats and mouths cannot produce great variation in sound. (Corastin are, however, very adept at learning new and foreign languages – even if they have great problems speaking them.)

No written form of original Corastin seems to exist.

Cruuhd The crude language of the croid. It assaults the ears with its very primitive primordial grunts. The croid take great pride in learning their tongue and croid that have grown up separate from a croid community and who cannot speak Cruuhd, are seen as devoid of spirit or soul.

Humans living close to croid settlements sometimes learn a bit of Cruuhd through daring traders. The dread language is also used to frighten human children when telling stories.

No written form of Cruuhd exists, but croid are sometimes know to write strange glyphs or symbols near their graves. The symbols have been misunderstood for a written language but in reality represents religious wards against and for the dead.

Degraloch The ancient and largely unknown tongue of the extinct lamorri. Some very old, high caste cleash and the ramian degralochi (ethical and religious advisor caste) still master this old tongue for obscure reasons. Also some of the Agari (Ros Crendorian warrior priestesses) master the tongue in order to fight their eternal enemies: the Dreamlords. It is horrible to hear and impossible for humans to master. Like Rorch-Ko it has many harsh and growling sounds that hurt the throat. It also contains many subsonic sounds “that would rumble one’s inards” according to those few that have heard it. It is a true demon language that should remain forgotten. A slave dialect of this tongue, Degra, once existed. It was easier for the slaves to speak

and was understood by their masters. Rumours abound among the priestesses of Ros Crendor that this tongue is today once again spoken by the willless human slaves of the subterranean Realm of Darkness. *Degraloch has at least three written forms. All use sprawling, chaotic and evil-looking symbols that represent phonemes. The symbols are written in columns from top to bottom. One written form is used by the cleash when using ancient artefacts and is usually written with creirrycks ink. A similar form is used by the ramian for religious and ceremonial purposes. A third, and differing form can be found in the ancient scrolls on the libraries of the Mountain Crown of Tan-Iricid. Nomads of the Doben-al claim also to have seen crude symbols like these around the dens of great mythic beasts who still reside in the ruins of the Dreamlords.*

Geebo The true name for this scarmis tongue is Gee'bo'ko'Ushit. It sounds similar to the cleash language but is very different in composition. Buzzing and clacking are common sounds of the language. No Geebo dialects seem to exist and the language seems to come instinctively to the scarmis. Explorers have seen members of long isolated scarmis hives communicate without any problems with others of their kind. *The scarmis use patterns of holes, in clay for instance, to deliver messages. It is no true written form and there is no debt in the writing, as adjectives cannot be expressed. The patterns seem to instinctively activate the scarmis brain to understand the message. Like focusing on a complex pattern that will slowly turn into a picture if studied long enough. Scarmis do not have to learn this written form, it is known automatically or instinctively. Only skilled mathematicians have been able to interpret these rare messages that always seem to come from scarmis queens or drones. Not all scarmis seem capable of creating these messages or are unwilling to. It is a task left to the queen or her drones. Humans and scarmis have no name for this phenomena, but thriddle refer to the script as "Talwogo".*

Hotha The tologran language has a faint similarity to Boru, but the sounds are softer and more drawn out. Pronunciation is closer to Chaun-tse. Dialectal differences exist. Highland Hotha is spoken by the inland tribes that yet have not been in contact with the human realms. Lowland Hotha is spoken by the majority of the tolograns and along all the coasts of Sharden. Scanchi priests regard Highland Hotha as a regal tongue and will speak among themselves in this dialect. *Also the sacred script, carefully controlled by Scanchi priests, is remotely related to Bruhdas. They resemble phonemes, just like the Entren alphabet.*

Rorch-ko The ramian language is spoken in low even tones. Speaking it hurts the throats of non-ramian and very few learn to master it (impossible for humans). Many words change meaning depending on the mood of the speaker (which the empathic ramian can feel). Since the ramian are tightly controlled by their caste system, few dialectal differences exist. The ramian living in Ponteer, Vareech and the South Sea Colonies speak with a slightly deeper, rolling tone. *Rorch-ko is written with twisted, gnarly, crooked, but simple letters from top to bottom. It is mixture of letters representing phonemes, moods and pure symbols. It takes a lifetime to fully master.*

Sakoq The language of the salu is no true language, but a garbled form of Entren. Many sounds have been replaced by deep rumbles or hard definite sounds, so to carry better underwater.

Dialects:

Hooth Sakoq Spoken by the salu of Hooth Bay.

Dobrakoq Spoken by the salu of eastern Doben-al and northern Burdoth.

Jaskoq Spoken by the salu that migrate between Khodre and Jasp.

Sakoqqua Spoken by the fierce salu of Hobeh and Sillipus

Sakoqqos Spoken by the salu around the WTJL, Anasan and the islands south of Sillipus.

Sakoqqi Spoken by the salu of the J'angra peninsula and the South Sea.

Sakoqqic Spoken by the salu of the Sharrid Bay.

Sakoq is either written with Entren letters, Thow-Script or not at all. Most tribal salu are illiterate, even viewing the art of reading and writing to be a weakness among their so-called civilised brethren. Warning or protective symbols around villages, reefs, graves, places of taboo or other important places are, however, common among the tribal salu and created by the dread Salume priests.

Shantic Jorune's most complex language is that of its native inhabitants, the shanta. It is melodic, slightly high-pitched and flows with both sound and isho whispers. The spoken language employs vowel sounds that the human vocal tract is incapable of reproducing. Added to this is a very complex body language. Therefore, the spoken part of the language only conveys part of the content. The constant stream of isho adds life to the words and can sometimes change their meaning. Though some humans have gained rudimentary knowledge of the Shantic language, subtleties will never be mastered. Part of the preservation of shantic culture, known as the Way of Life (the sacred task of the Ca-Shal) has been the preservation and the

uniformity of the Shantic language. Dialectal differences are therefore few and most shantas understand each other perfectly. The centuries after the Leesh Ebeeca saw a degeneration of this unity and a development of dialects, as sects were isolated. Over the last few centuries these differences have been eliminated, as the Ca-Shal have introduced the Way of Life to all shantas. The Ca-Desti still have a distinct dialect, which symbolises their reluctance to join the eelshons.

During the prosperous times before the humans, Cie-Ebba priests developed a musical language called Lash-Ebba. It was sung in tunes and had a tendency to repeat back part of the other “speakers” conversation. It was beautiful to listen to, but is today forgotten. Only ancient crystal relics upon remote mountain tops sing Lash-Ebba to each other today.

Shantic is written with a flowing bold script that more resembles patterns or decor than a written language. The symbols are sometimes enhanced by crystals and the ink used contains isho. The isho of the inki enhances the words further and readers often do not understand the full meaning of the only the written words. The written form can be learned, although even thriddle complain about the grammatical complexities (denoting the important body language) and the use of necessary isho-laden inks (mainly ishi ink).

Thuvill The soft, melodic language of the thivin. It is a graceful tongue, but has a grammar like that of Rorch-ko. Thuvill does not have the abrupt “k” sound, as the thivin are incapable of forming this sound. It is unknown how long the thivin have existed and how long their language has been spoken by them.

Thuvill letters represent both phonemes and symbols and looks like a straight, properly arranged version of Rorch-ko. Many of the letters and symbols are the same as Rorch-ko, but might have slightly different meaning. The thivin also employ a variety of artistic and beautiful trade symbols for marking goods, yet decorating their work. In reality, it has become a rudimentary script called Vinthla.

Thowtis The language of the woffen. The sounds of this tongue are similar to the bronth language Boru but with slightly shorter words and a more extended, chaotic vocabulary. The grammar is very similar, but words are not strung together as in Boru. Because of its short, snappish words and sentences, Thowtis seems much faster and “snarlier” than Boru, which also is spoken with a deeper tone. A great part of the Thowtis language is also the mimicking and body language of the speaker (such as walking around each other when introducing). Thowtis has three different dialects. Nodland Thowtis and Sawtland Thowtis can be found in Lundere and are quite similar. Anasani is a mixture of Entren, Thowtis and some extinct Reigos. The majority is Thowtis and it is therefore regarded as a Thowtis dialect, although it differs so greatly that woffen from Lundere have great problems understanding their kin from Anasan.

Thow-Script is a mixture of Bruhdas and some shantic letters (the letters are only borrowed because of their appealing appearance and have lost any resemblance to their original meaning in Shantic). The appearance of the letters has always been important and woffen decorate their homes and ships with them (often describing the house or ship’s history, purpose and owner). Thow-Script may be quite beautiful, but badly needs a spelling reform. The rules are chaotic and words are often spelled differently in different parts of the realm and throughout different decades.

Tikoq The language of the acubon of Lake Dau-Uh-Dey. Tikoq uses the harder sounds, such as clicks, gulps, moans and phonemes such as K, T, I, P etc, that travel easier in water. It sounds garbled to speakers of Entren.

Tikoq can be expressed in writing and then with the Tikoq hole system than enables them to read with their fingers even in total darkness. The silent priests of the acubon are the most frequent users of this script, which the acubon guard jealously.

Triddis The tongue of the language masters, the thriddle. It is a very complex language and often requires a thriddle to master all the sounds. “Thriddle Language Complex (T.L.C.) is a well-used term for those that try to learn Triddis. The convoluted grammar and mental mannerisms associated with learning the language spill over onto even the learner’s native tongue. A common case of “Triddis Disease” is using too many describing adjectives to a sentence. They have developed their language to cover every occasion, situation, event etc. They have so many synonyms and words for absolutely everything and love to create new words, often strung together of already existing ones. Triddis has gone through many careful and centralised language reforms and all thriddle go to great lengths to ensure that they speak and write according to the Mountain Crown Standard. Because of this, Triddis is virtually the same wherever thriddle are found. Although not made up entirely of soft sounds, it has a gentle feeling to it. Triddis is spoken slowly and calmly and therefore suits the thriddle orators well.

Thriddle use a complex character set, much to the anguish of most learners. The characters are bound by strict rules, which are so many and so complex that it drives most non-human students mad. The characters

are quite beautiful to look upon and represent phonemes. It takes a whole lifetime to master the written Triddis.

Troffa The primitive trarch language actually consists of several dialects that sometimes differ so greatly that speakers have great trouble understanding each other. However, Troffa can only be fully expressed with gestures and motions made by the speaker, often including a club. It is these gestures and motions that enable trarch to communicate where dialectal barriers would normally stop them. Troffa is often ridiculed for its primitive sounds and its involvement of body language.

No written form exists. Detailed pictures or symbols are often used for religious purposes, many of these of Shantic origin. These symbols differ from tribe to tribe

EQUIPMENT

Currency:

- Bits: The smallest unit of currency. Equivalent to about a penny in Burdoth. Twenty bits make a gemule. Physically, bits are crude, ugly crystals with rough exteriors. Bits are not considered currency in quantities greater than 100 because they lack dharsage marks.
1 GB = 0,0005 GL
- Gemules (yules): Gemules are the most common unit of exchange. They have the buying power of 20 bits (about 20 cents). Although they are well formed crystals, their interior is white and milky. Old gemules are patterned; new ones have laser holes in them. One hundred gemules make one gemlink.
1 GY = 0,01 GL
- Gemlinks (links): Gemlinks differ from gemules in that their centers are considerably less milky and light blue in color. A gemlink has in this society the equivalent buying power of a twenty dollar bill in late 1980's U.S. currency. Ten gemlinks are equal to a single *gem." Gemlinks are about the size of a fifty cent piece.
1 GL
- Gems: The beginning of the nice gems. Center is completely clear of milky color but sparkles with blue, green and yellow. Ten gems form a gemcluster.
1 GM = 10 GL
- GemCluster: Similar to gems, but the color in their centers is clustered into small, bright bursts of color. Ten gemclusters make a single gemstar.
1 GC = 100 GL
- Gem Stars: The finest gems. Completely clear except for the colorful starburst pattern that emerges radially from their centers. This is the highest unit of Burdothian currency.
1 GS = 1000 GL

Armor

There are six body regions (Head, Torso, both Arms, both Legs) and every one can be protected separately with a different kind of armor. Normally both arms and both legs are protected with the same material and the cost in the table below is considered to be for a pair of arms and a pair of legs.

With this rule it is possible to equip a character with different pieces of armor on different body parts (say a leather helmet with a ring mail on the torso and arms and leather trousers).

The character then has an average armor rating which will be used for every attack that does not target a specific body part and an armor rating for every body part which will be used for every attack that targets exactly one body part.

The Strength requirement for the whole armor equals the highest requirement, so no body part can be protected with a piece of armor where the character does not meet the minimal strength requirement.

Defense, Speed and Initiative modifiers are added (all not protected body parts add a 0) and then divided by 6.

Shields add their armor rating to one arm (so add one sixth to the average armor) but add their full defense, speed and initiative modifiers.

Example:

Leather helm (head) + Ring breastplate (torso) + Leather trousers (2 legs) + no arm protection + small leather shield

Average armor rating = $(1 + 2 + 1 + 1 + 0 + 2) / 6 = 1$

*Initiative = $((-1) + (-1) + (-1) + (-1) + 0 + 0) / 6 = -1 + (-2)$ for the shield = **-3***

*Defense = $(0 + (-1) + 0 + 0 + 0 + 0) / 6 = 0 + 2$ for the shield = **2***

*Speed = $(0 + (-1) + 0 + 0 + 0 + 0) / 6 = 0 + (-1)$ for the shield = **-1***

Armor Material

- Leather** All kinds of skins or hide from joruni animals. Wide variety of designs, colours and looks, but equivalent to terran leather. Most common is clemmesin or thombo hide. (Thombo smells bad when wet) Metal yellow Ittoka lizard hide is common in Thantier, Drail and Anasan.
- Kurbul** Joruni name for rigid leather armor. Leather boiled and hardened in wax. Stiff as a metal breastplate but thicker. Common armor for officers. Not flexible. Can be found in scale style.
- Ring** Leather studded with metal plates, rings or studs. Most common infantry armor. Better than leather and more flexible than kurbul.
- Chain Mail** Interwoven metal rings. Various methods and qualities exist. Uncommon since steel is rare on Jorune. Armor for the rich. Heavy but flexible.
- Scale** Metal plates overlapping each other. Can be as scale or as bands. Unusual armor used by only a few cultures (skamaans) since steel is rare. Heavy.
- Carapace** Armor of drenns. Made from shells and horny details from animals. Gives good protection until cracked and weighs little compared to metal. Clumsy and inflexible.
- Grunder** A very rare and very expensive armor made from the skin from the armadillo-like Locurian Grunder creature. A heavy but flexible armor. Protects well against dyshas (2 points of armor against Dyshas) The armor making skill is known to few.
- Thailarian** Extremely rare armor. Normally hereditary. Armors of keshts and sages. Made from the skins of a Dhar Coronon. Very good protection but clumsy. The armor making skill is known to only a few. Many rare ingredients needed for the making.
- Crystal** Armor pieces can be studded with clear crystals which absorb Isho and thus protect against Dyshas. These crystals shatter when they have absorbed too much Isho.
Every Dysha targeted at the wearer of the armor (friend or foe) loses one point of net result per piece of armor embedded with clear crystals. If the dysha's **net result** is not reduced to zero roll a die. On a **1** the crystals on one body part shatter and will not protect any longer.

Armor:

Material	Rating	Strength	Defense	Speed	Initiative	Cost per body region*
Leather	1	1	0	0	-1	0.5 GL
Kurbul	2	1	-2	-2	-2	1 GL
Ring	2	2	-2	-1	-1	3.5 GL
Chain	2	2	-1	-1	-1	10 GL
Scale	3	3	-2	-3	-3	20 GL
Carapace	3	2	-3	-2	-2	25 GL
Grunder	4	3	-2	-2	-2	1000 GL
Thailarian	5	4	-3	-3	-3	700 GL
Crystal	-	-	-	-	-	+ 100 GL

* One arm and one leg cost only half of the mentioned cost, so a pair of trousers or both sleeves have the mentioned cost

Shields

All attacks made while holding a shield are done at a -2 penalty. Characters with the Ambidextrous Merit reduce this penalty to -1.

In close combat, a shield adds to a character's Defense score and to the armor of the arm it is worn on. If the character chooses not to use a weapon in combat while wielding the shield, she can figure in an additional +1 bonus to her Defense as she concentrates on avoiding harm, hiding behind the shield and using it to counter attacks.

In long-range combat, shields allow a user to claim bare concealment. In most cases, ranged attacks against someone holding a shield up are done at a -1 penalty.

Shields also have a Strength requirement. A character with insufficient Strength to use a given shield can't bring it to bear quickly enough, and it provides her no Defense bonus, though she still benefits from the concealment penalty to ranged attacks made against her.

Shields:

Material	Rating	Strength	Defense	Speed	Initiative	Cost
Leather buckler*	1	1	1	0	-1	0.5 GL
Leather small	2	2	2	-1	-2	1 GL
Leather large	3	3	3	-2	-2	3 GL
Pike shield**	3	3	3	-2	-2	5 GL
Carapace shield	3	2	3	-1	-1	45 GL
Crystal	-	-	-	-	-	+ 100 GL

* Bucklers are too small to receive a bonus against ranged weapons.

** Pike shields contain a notch in the right side. This exists to guide a weapon, most typically a **spear or pike**. Characters utilizing such a notch may ignore the usual penalty to make an attack with a close-combat weapon. Unfortunately, utilizing the spear and shield in this manner can be unwieldy, and the character only gains his shield bonus against the character he is attacking.

Melee Weapons

Type	Damage	Size	Initiative	Strength	Special	Cost
Sap	1 (B)	1	-1	1	Knockout	0.1 GL
Thike	1 (L)	0	0	1	Brawl*	5 GL
Brass Knuckles	1 (B)	0	0	1	Brawl*	1 GL
Club (wood)	2 (B)	2	-1	2		0.1 GL
Quarterstaff	3 (B)	3	-2	2	two-handed	2 GL
Mace (metal)	3 (B)	2	-2	3		10 GL
Dagger	1 (L)	1	-1	1		2 GL
Rapier	2 (L)	2	-2	1	Armor piercing 1	5 GL
Broadsword	3 (L)	2	-3	2		20 GL
Katana	3 (L)	2	-1	2		50 GL
Longsword	4 (L)	3	-4	3	two-handed	30 GL
Small Ax	2 (L)	1	-2	2		2.5 GL
Large Ax	3 (L)	3	-4	3	9 again, two-handed	5 GL
Great Ax	5 (L)	4	-5	4	9 again, two-handed	6 GL
Spear	3 (L)	4	-2	2	** two-handed	3 GL
Pike	3 (L)	4	-4	2	** two-handed, armor piercing 1	6 GL
Halberd	3 (L)	4	-5	3	** two-handed, 9 again	12 GL

* The weapon uses the brawl skill instead of weaponry

** The reach of a spear or other pole arm gives a +1 Defense bonus against opponents who are unarmed or wield weapons of Size 1.

two-handed: This weapon requires two hands. It can be used one-handed, but doing so increases the Strength requirement by 1.

Ranged Weapons

Type	Damage	Size	Initiative	Strength	Range	Reload	Cost
Throwing Dagger	1	1	+1	2	Aero	1	2 GL
Hatchet **	1	1	0	2	Thrown	1	3 GL
Sling	2	0	-1	2	Thrownx3	2	1 GL
Javelin	3	2	-2	2	Aero	2	2 GL
Shuriken *	-1	0	+2	1	Aero	0	3 GL
Bow ***	Str	***	-1	2	***	1	2 GL
Compound Bow ***	Str +1	***	-2	3	***	1	3.5 GL
Crossbow, hand	1	2	-1	1	15/30/60	2	4 GL
Crossbow	3	3	-2	2	40/80/160	4	6.5 GL

* Very lightweight, do not re-roll 10s, is often poisoned

** Hatchets can be thrown to hit with the handle, doing bashing damage instead

*** A bow's base Damage is equal to its minimum Strength. A bow's Size is one less than the Size of the user for which it's built. Penalties for insufficient strength are doubled for bows.

Bows are used with the Athletics skill, crossbows with the firearms skill.

Ranges:

Throwing ability = Strength + Dexterity + Athletics - the object's Size

Non Aerodynamic: (close/medium/far) *Throwing ability* / *Throwing ability* x2 / *Throwing ability* x4

Aerodynamic: (close/medium/far) *Throwing ability* x2 / *Throwing ability* x4 / *Throwing ability* x8

Shooting ability = Strength + Size + Athletics (Strength and size of the bow)

Bow: *Shooting ability* x3 / *Shooting ability* x6 / *Shooting ability* x12

Compound Bow: *Shooting ability* x4 / *Shooting ability* x8 / *Shooting ability* x16

Arrows / Bolts:

Broadhead hunting arrows and bolts are tipped with an X-shaped razor-edged point designed to drive deep into flesh and sever arteries. A weapon using such ammunition gains +1 Damage and Armor Piercing 2 against a target with no or soft armor (no, leather, Kurbul, Ring). Against a solid target or a character with rigid armor, the arrow instead suffers a -2 penalty to Damage.

Bodkin points are needle-pointed arrowheads with square cross-sections that can drive through plate armor or six inches of oak. A bow (or crossbow) firing a bodkin gains Armor Piercing 4 and its ranges are increased by half again.

Cost per piece:

Arrow	4 GY
Bolt	10 GY
Broadhead Arrow	8 GY
Broadhead Bolt	20 GY
Bodkin Arrow	12 GY
Bodkin Bolt	30 GY

ISHO

Isho and the sho-sen

Isho is not magic and spells, but a form of multi-polaric energy that is bound to the planet Jorune and its moons through various crystal layers. There are seven types, or polarities, of isho energy. All of them act differently and when visible look to humans like differently coloured strands of electricity – hence their name “isho colours”. The isho energy is very stable and unlike electricity is not easily conducted or “spread thin” through surfaces that it comes into contact with. It can be described as a “sticky” kind of stable energy, which can be stored for very long periods of time in crystals and some types of stone, which seem to attract or “soak” in the isho.

The different polarities can even be separated and then manipulated to intertwine with each other to create strange effects. Natural, but unknown circumstances force the isho to combine in strange ways, creating truly alien and unexplainable phenomena. Warps and skyrealms are the best known of these phenomena. The colours of the isho reacts with each other and causes a kind of friction. It is this movement and reaction of the isho that creates the sho-sen (isho wind) that flows between the moons and the planet, affecting everything in its way. It is strongest at the planet’s surface, where it reacts with the oxygen, heat and common electric discharges such as lightning (creating isho storms). Although strong at the planets surface, the sho-sen is normally invisible to creatures with normal optical organs. Only when the sho-sen reacts strongly with its surroundings or is distilled into one polarity/colour will it glow and become visible to normal eyes. This is the case of the famous isho storms of Jorune. These visibly display all the grandeur of the normally invisible isho world, but their unpredictability can make them dangerous. While most storms are harmless and colourful displays, others can rapidly grew into truly terrifying and devastating proportions.

Isho burning

When a body accumulates too much Isho and cannot get rid of it fast the Isho reacts violently and creates a searing pain while it slowly leaves the body.

Isho weather

The Isho background is known to change over time which changes the availability of Isho in general and the color of the currently available Isho. Certain shantic structures and geographic features have also an influence on the Isho. All these factors combined are called the Isho weather (or Sho-sen) at a certain spot and can influence the use of Isho in many different ways.

Gnosis

Gnosis is a measure of the capability to use and form Isho.

It ranges from 1 to 10 and the higher the gnosis the more colorless Isho can be stored in the body and the better the Isho can be controlled.

Normally the Isho is colored by the moon it came from, but when absorbed in a body the color of the Isho gets removed and it stored colorless.

Additionally to the Isho stored via Gnosis a character can store one Isho per dot in any moon skill, so the natural maximum Isho for a character is the sum of all Moon skills plus the Gnosis modifier below.

Gnosis max colorless Isho (plus Moon skills)

1	5
2	6
3	7
4	8
5	9
6	10
7	12
8	15
9	20
10	30

Caji Entropy

An expert Isho user can try to collect more Isho than his body can normally absorb. This practice is called caji entropy after the muadra who mastered the weaving of Dyshas first Caji Gents.

Cost: 1 Willpower

Roll: (instant action)

Gnosis + Resolve + Composure + Isho weather modifier

– every success results in the gain of one point of Isho– even beyond the normal maximum for the character.

Isho Burning

If at the beginning of his turn a character exceeds his maximum Isho a roll is made taking one die for every Isho over the maximum. Every success results in one point of bashing damage for the character.

Kerning

Kerning is the feat to get rid of the Isho accumulated within one's body without causing harm to anyone around. Kerning can be seen with Tra-sense from far away if not done very slowly.

Roll: (instant action)

Gnosis + Resolve + Composure - Isho weather modifier (a high Isho level makes it hard to kern as Isho flows naturally from high to low concentrations)

– every success results in the loss of one point of Isho of the characters choice.

A negative modifier can be taken at will to decrease the risk of releasing too much Isho at a time and thus attracting unwanted attention from Isho sensitive life forms.

Isho regeneration

Every 24 hours an entity with that can accumulate Isho replenishes its Isho reservoir, usually after a period of rest.

Roll (reflexive action):

Gnosis + all Moon skills combined + Isho weather modifier

Every success replenishes one point of Isho up to the entities natural maximum.

Crystals

Crystals come in different sizes. The size defines the amount of Isho stored (respectively can be stored in case of clear crystals). Crystals come in different shapes from round and soft shaped ones to spiky multi angled constructs.

Approx. Size	crystal modifier
½ inch	1
1 inch	2
2 inches	3
Per additional inch	+1

There are large crystals in the size of an adult human or larger that have a modifier of 100 or more these crystals are very rare and can be found when crystal lava cooled on the air.

Drain crystal

Every colored crystal can be drained for the Isho that is trapped inside.

Roll (instant action):

Gnosis + Moon skill fitting to the crystal color

A crystal usually contains *crystal modifier* * 2 points of Isho – more cannot be drained from it.

For every success one Isho is gained (up the maximum).

Only one attempt can be done to drain a crystal if the number of successes is lower than the maximum Isho the crystal contained the rest could not be absorbed and is released to the environment.

Use crystal

Every crystal can be used to a specific effect, depending on the color.

Roll (instant action):

Moon skill fitting to the crystal color + crafts (+crystal cutting specialty)

One success is enough to activate the crystal, a failed roll just means the crystal could not be activated and it can be tried next turn.

The use of a crystal usually results in a Dysha going off. The effect is the same as with the woven Dysha. The **net result** is the crystal modifier (which then can be unwoven or interfered with).

Crystal Color	Effect
Blue	Shal (•) Faint
Yellow	Ebba (•••) Levitate
Orange	Du (•) Orb of Light
Brown	Gobey (•) Shield
Red	Desti (••) Ignite
Green	Launtra (••) Healer
White	Tra (•) Deflector
Clear	can collect Isho

Clear crystals: When a Dysha hits a clear crystal it catches some of the Isho of the Dysha (and reduce the **net result**). Roll 1 die per crystal modifier, every success results in one point of Isho trapped in the crystal that bleeds out within the next hour (or can be drained). Many small clear crystals are used as a protective layer on armor.

Isho skills

Isho skills are divided into two kinds of capabilities.

The (**innate**) **Isho abilities** are used instinctively most of the time and provide the option of manipulating and sensing the Isho on a more crude and basic level.

Moon skills represent the knowledge and metaphysical attachment to one or more colors of Isho. This is needed to perform the finer arts of Isho manipulation like weaving or unweaving and the usage of shantic artifacts.

Prowess

The deeper the understanding of an Isho skill the better and more versatile can it be used.

This goes beyond the linear progression of having a higher skill level adding more dice to a roll.

When an Isho skill (be it Moon skill or Isho ability) has been mastered to ●●● the rule of “9 again” is used for all rolls concerning this dice pool. With a level of ●●●● the rule of “8 again” is used showing the deep understanding in this particular field of Isho analysis and manipulation.

Isho abilities

Tra-sense

- The ability to sense Isho, to identify Isho signatures, to analyze Dyshas and shantic artifacts. It works at 360 degrees and can be used instead of sight, smell or hearing.

Roll:

Tra-sense + Wits + Sho-Caudal to check an incoming Dysha (**reflexive action**)

- o One success tells the primary color and if weave tricks have been used
- o Two successes tell which weave tricks have been used and all the colors used in the Dysha
- o Three successes tell the exact nature of the dysha and the amount of successes achieved during the weaving

Tra-sense + Intelligence + Sho-Caudal to analyze a shantic artifact (**extended action**)

Tra-sense + Intelligence + Animal ken to analyze a creature and its possible Isho manipulation skills (Isho abilities, Dyshas etc.) (**instant action**)

Tra-sense + Wits + Empathy to analyze a sentient being for its Isho manipulation skills (**instant action**)

Tra-sense + Wits + Composure to used Tra-sense instead of sight, every success allows for 10 minutes of continuous Tra-sense. This roll is not necessary for Jorune native creatures that have a natural Tra-sense (and some even don't have eyes)

Interfere

- The ability to deflect an incoming Dysha.
- Interfere can only be used on Dyshas that has the interfering character as a target (so shields, warps etc. cannot be interfered).
- The Moon skill used for this is decided by the character who tries to interfere and it must have been used for the Dysha (without a successful Tra-sense roll beforehand the selected Moon skill might be wrong when the visible color of the Dysha has been disguised with a weave trick).
- It is possible to interfere without using a Moon skill (and thus risking taking the wrong one) using Composure but this doubles the Isho cost.
- The normal cost for interference is one Isho per rolled success up to a max of **net result** of the weave (so no Isho must be paid for successes that do not reduce the **net result**).

- If the character does not have enough Isho to pay the costs he loses all his remaining Isho and the interference failed.
- For every success in interfere one success is canceled from the weave roll, if zero successes remain from the weave roll the weaving failed.
- **Cost:** 1 Willpower and 1 Isho per success (2 when interfering without a Moon skill)
Roll (reflexive action):
Interfere + one selected Moon Skill/ Composure

Signature

- **False Signature**
 - o The ability to change one's Isho signature to something else and thus fool beings relying on Tra-sense instead of eyes.
The skill used in the roll depends on the signature that should be used instead of the own. Animal ken is used if the target signature is the one of an animal, survival is used if the target is a plant or crystal structure and empathy is used if the target is another sentient being.
Remember: only living (or Isho containing) things have a signature.
To see through the false signature use *Tra-sense* + *Wits* + *Composure* in a competitive roll.
Roll (instant action):
Signature + Presence + (Skill)

- **Mask Signature**
 - o The ability to hide one's signature in the Isho background and thus be invisible for beings depending on Tra-sense.
To see through the masked signature use *Tra-sense* + *Wits* + *Composure* in a competitive roll.
Roll (instant action):
Signature + Manipulation + Stealth

Moon skills

The Moon skills represent not so much the knowledge of one particular color of Isho but more the instinctive understanding and spiritual connection. Isho is a very spiritual energy and must be felt more than rationally understood. Every point in a Moon skill increases the proficiency with the manipulation of Isho of the corresponding color and enables the weaver to use higher level Dyshas.

Moon Name		Isho Color	Actual color of the celestial body	Properties	Comment
Shal	The Keeper of the Ancient Order	Blue	Blue	Energy interacting with neurology	The blue Dyshas of Shal all affect the nervous systems of their living targets. The Shal are often considered to be the most frightening of all Dyshas.
Ebba	The Sender	Yellow	Silver	Force motion	The yellow Ebba Dyshas are Orbs which either push, pull or hold.
Du	The Illuminator	Orange	Amber	Heat light	The bright amber Du orbs transport energy in a fairly crude form, resembling light or heat.
Gobey	The Protector	Brown	Black	Shields stability	All of the brown Gobey Dyshas are associated with shields and the destruction of shields.
Desti	The Red Harbinger	Red	Red	Electrical energy, fire and frost	All the Dyshas in this group are red bolts. All are violent. Those who master Desti leave little doubt as to their intentions.
Launtra	The Flow	Green	Green	Stable energy Flows over body Healing Nature Growing	The Dyshas of Launtra all employ the technique of running Isho over the surface of the body. These abilities are especially valuable to those who spent much time in the wild. The use of these Dyshas creates a slight green glow about the part of the body which employs the Launtra Isho.
Tra	The warp maker	White	White	Mystery Warp Isho	The white Tra Dyshas are concerned with the ebb and flow of the ambient Jorune energy.

Dyshas

Dysha types

There are three known types of Dyshas:

- Bolt: the easiest and most primitive form
 - Isho is erupting along the arms and be released on the fingers
 - approx. 1 yard long lightning like bolt of energy
 - armor can be used against damage from a bolt
 - range = Gnosis x 4 yards/ Gnosis x 10 yards/ Gnosis x 20 yards (near/medium/far)

- Orb: more complicated
 - weaved with threads of Isho
 - approx. 2 inch diameter ball
 - armor does not work against damaging orbs
 - range = Gnosis x 2 yards/ Gnosis x 5 yards/ Gnosis x 10 yards (near/medium/far)

- Body: the Isho flows around the weavers body
 - the target is the weavers body

Weaving

Every Dysha costs one point of Isho per level of the Dysha, but additional Isho can be paid to enforce the Dysha. Normally both hands and all fingers are needed for weaving.

The weaving process contains the actual creation of the Dysha from threads of Isho as well as the targeting and hitting, so the defense of the target is a modifier on the weave roll as well as the size of the target.

Every Dysha can be seen by the naked eye as it shines in the color of the moon used in its weave.

- **Roll (instant action):**

Gnosis + corresponding Moon skill + crafts (+ Dysha weaving specialty ranks)

+ (Athletics (+ Dysha throwing specialty ranks) – Defense) in case of Bolts and Orbs thrown at a moving target

- **Suggested modifiers:**

- +/-x for weave tricks (there is no limit to the amount of weave tricks used in a weave)

- +1 per additional Isho paid (max 5)

- Range modifier: 0 / -2 / -4 (near/medium/far)

- Target size:

- o Bronth +2

- o Boccord +1

- o Human +/- 0

- o Muadra -1

- o leg or arm -2

- o head -3

- o hand -4

- o eye or finger -5

Success: - Pay the amount of Isho, check for counter measures, calculate the **net result**

Failure: - Pay half the Isho cost (round up)

Critical Failure: - roll on the Dysha fumble chart

The **net result** of a weave is the amount of successes rolled in the weave roll minus the results from all unweave or interfere actions (if any).

Cost: A Dysha costs one point of Isho per level of the Dysha (= the needed Moon skill)

Dysha fumble chart

Roll	Effect	Isho cost
1	Dysha doesn't weave	0
2	Dysha doesn't weave	½ (round up)
3	Dysha unravels in the air/on contact	Normal
4	Dysha woven out of control & unravels	2x
5	Dysha misdirection (bends away from aim)	normal
6	Dysha garbled, slightly different often negative effect	normal
7	Dysha won't release. Stuck to hand. Must unweave next turn.	Normal
8	Dysha implodes/turns on weaver/opp. Effect	Normal
9	Dysha scrambles weaves of its color dyshas receive a -1 modifier for 1 day	0
10	Dysha scrambles all weaving for 1 day (-2 modifier for all weaving attempts)	0

Weave tricks

Name	Usable with which Dysha type	Weave modifier	Additional Isho cost	Effect
False color	all	-1	+1	Change primary color
Slow Weaving	Orb, Body	+1 to +5	0	Per extra turn used for weaving get a +1 to the weave roll (to a max of +5)
Force weave	all	+1 to +5	+1 to +5	Enforce the weave of a Dysha by adding more Isho to the weave
Bundling	Only the same type	-3 per additional Dysha	+1 per additional Dysha + cost for every Dysha	Add two or more Dyshas of the same type to one weave
Quick weave	Bolt	-5	0	Weave a bolt as a reflexive action
One hand weave	all	-3	0	Use only one hand for weaving
Dysha delay	all	-1 per hour	+1 per hour	Dysha's effect will be executed after a defined amount of time
Dysha delay with trigger	all	-2 per hour	+1 per hour	Dysha's effect can be executed within the time frame as a reflexive action
Body weave	Body	-3	0	Weave without using hands
Foreign body	Body	-1	+1	Dysha can be targeted at another body, the target needs to be touched
Tight weave (1 to 5)	Orb	-1 to -5	0	-1 to -5 modifier to Tra-sense when analyzing the Dysha
Dysha improvisation	all	-1 to -5	+0 to +5	Minor modifications to a Dysha
Invisible Dysha	Orb, Body	-5	+1	Dysha can only be seen with Tra-sense
Group weaving	all	-1 per weaver	0	Many weavers can weave at one Dysha and add their successes
double range	Bolt, Orb	0	x2	Doubles the ranges for near/medium/far
Triple range	Bolt, Orb	0	x3	Triplies the ranges for near/medium/far
Double duration	Any with duration	0	x2	Doubles the duration
Triple duration	Any with duration	0	x3	Triplies the duration

Bundling:

- only Dyshas of the same type and target can be bundled
 - the used Moon skill in the weave attempt is the lowest of all Moon skills needed for the bundled Dyshas (Example: *if bundling a Launtra and Gobey body Dysha use the lower skill of the two Moon skills*)
 - the Moon skill prowess (9/8 again) is counted for the lowest Moon skill used in the bundle
 - the **net result** is then distributed between the two Dyshas with at least one success must be given to each Dysha
 - If the **net result** is lower than the number of Dyshas bundled (and thus not every Dysha can receive at least one success) the weave is failed
 - The visible color of the Dysha can be chosen by the weaver (select one of the moons used in one of the Dyshas)
 - Isho must be paid for all involved Dyshas
- So bundling a level 3 with a level 2 Orb costs at least 5 point of Isho*

Unweaving

- Can be done only once during the weaving of the Dysha, not any more when the Dysha started an effect.
- Only unweaving OR interfere can be used on one Dysha per person, but multiple persons can make interfere or unweave attempts until the **net result** is reduced to zero.
- Every success reduces the **net result** of a weave attempt (up to a **net result** of 0)
- Unweaving can be done against every Dysha (Bolt, Orb or Body)
- The Moon skill used is defined by the person that attempts the unweave, if this moon is not used in the Dysha the unweaving does not reduce the **net result** (so a Tra-sense check should be done beforehand to see the used moon).

Roll (reflexive action):

one selected Moon skill + Dexterity + crafts (+ unweaving specialty ranks)

The result will be used to reduce the **net result** of the weaving.

Gain one point of Isho for every two successes as you add the unraveled Isho to yourself.

Dysha List

The naull Orb:

The naull Orb is the most basic Dysha that is taught to a Caji. It represents the signature of the weaver and tell the reader aka the target of the naull some basic information about the weaver. When two Caji meet it is custom to show each other the naull Orb. The information contained in the Orb is:

- Moon skill levels
- Gnosis level
- The amount of current Isho
- Race
- Current central/most important emotion
- The Dyshas known
- The highest attribute
- The highest skill

Shal

Min. Moon skill / Level	Name	Type	Effect
•	Faint	Bolt	The Isho disturbs the nervous system of the target. The target has a negative modifier on all actions of net result - Resolve Duration: net result turns
•	Calm	Bolt	The Dysha slows the nerve transmissions in the target making it dozy and less aggressive. The target has to make a Resolve + Composure roll every time he wants to do something aggressive or pay a point of Willpower. Duration: net result turns
••	Primal urge	Bolt	The primal fight or flight reaction of the target get triggered. The target make a Resolve + Composure (+ or – net result as defined by the weaver) roll. On a success he has to attack the nearest threat once (normally the next living being) or flee for the rest of the duration at full speed. Duration: net result turns (if applicable)
••	Scramble	Bolt	This unpleasant orb scrambles a victim's Isho, making it impossible for him to weave Orbs or Body Dyshas. Duration: net result turns
•••	Forget	Bolt	The short term memory of the target gets overloaded by Isho making him completely forget the last net result minutes (this loss is forever).
••••	Brain Blast	Bolt	This Dysha disrupts the mental functions of the target severely, reducing all mental attributes of the target by net result points (not below •). This also does once one point of bashing damage per net result . Duration: net result minutes
•••••	Overload	Body	The weaver increases the speed and current of his nervous system to react with lightning like speed. Defense and Initiative increase by net result and net result points can be distributed to Wits and Intelligence (divided as defined by the weaver). The weaver receives one point of bashing damage from exhaustion after the end of the duration. Duration: net result turns

Ebba

Min. Moon skill / Level	Name	Type	Effect
•	Ping	Orb	Dexterous manipulation of light objects (up to 1 kg), like using a pen to write remotely or using a strange Earth-Tec artifact from a safe distance Duration: net result minutes
•	Tumble	Orb	The target of this Orb receives no damage from falling during the duration. Duration: net result minutes
••	Power Orb	Orb	Power orb inflicts net result bashing damage to whatever it hits. The target has to make a strength roll to avoid being knocked down.
••	Jump	Body	The weaver is repelled from the ground and his jump distance and high is multiplied by net result .
••	Push	Bolt	Move up to net result kg of unliving matter up to net result yards. If used to throw a weapon instead of the attack roll (Strength + Athletics) the net result is used. This throw attack can be made as a reflexive action in the same turn as the weaving of the Dysha. This Dysha can also be used to move incoming projectiles to another direction if the “quick weave” weave trick is used.
••	Power Hold	Orb	The target is rooted in place. The smaller the target is the tighter the grip. For every action done with the held body part a strength roll with a modifier of net result – size modifier has to be done (modifier goes not below 0). Duration: net result turns
•••	Bell	Orb	The weaver can send a message of net result words with the Orb to the target. The message can be formulated silently and will not be heard by anybody but the target.
•••	Levitate	Orb	The target is able to slowly fly at a speed of net result Duration: net result minutes
••••	Spinner	Bolt	The target is rotated at a high speed. A living being cannot do anything during being spinned, has to make a strength – net result roll no to lose things he holds in his hands and will be dizzy and unable to act every turn after the spinning until he succeeds in a stamina – net result roll One other way to use this Dysha is to rotate a projectile in the air to stabilize their flight and make them drill into their target (the damage is increased by net result and the object will fly in a straight line until it hits something) the “quick weave” weave trick has to be used for this. This Dysha can also be used to drill a hole in something with something else. Duration: net result turns
•••••	Constrictor	Orb	This Orb creates a ring of Isho around the target and then constricts. The smaller the diameter of the ring the higher the force. It is possible to severe a finger or even a hand with this Dysha. The target receives net result – size modifier lethal damage. The storyteller decides when something has been cut off and what the results of this event are.

Du

Min. Moon skill / Level	Name	Type	Effect
•	Orb of Light	Orb	An orb of light can be created to give off varying degrees of light, from the very bright (like a 200 Watt light bulb) to a dim glow (torch like). The orb stays in one place unless moved by its weaver, which entails placing both palms round the orb and pulling it along. It can be unwoven at any time by its weaver. Duration: net result minutes (bright) or net result hours (dim)
•	Dysha Display	depends	The weaver creates an illusion of a Dysha. This illusion can does not do any damage nor has it any impact on the target. The duration (if any) is like the Dysha copied. This Dysha can also be used to create a small (not larger than a cubicle foot) static optical illusion where the orb hits the environment. Duration: net result minutes (if any)
••	Flingers	Orb	net result tiny hot balls bombard the target, each doing 1 lethal (fire) damage, the body area hit is chosen at random (1 = head, 2 = l. hand, 3= l. arm, 4 = r. arm, 5 = r. hand, 6-8 = torso, 9= l. leg, 10=r. leg)
••	Quantum	Orb	The target is blinded by outbursts of light. He gets a (net result) negative modifier on all sight based actions. (Tra sense is not affected) Duration: net result turns
•••	Focus	Body	The Isho forms a lens before the eyes of the weaver to either magnify very small details or helps to see far away objects. The weaver gets a net result bonus to sight based rolls Duration: net result turns
•••	Blurring	Body	The weaver is surrounded by blinking lights and wild and irrational halos of Isho. It is very hard to look at him and predict his movements. The weaver gets + net result to his defense which is also applicable to ranged attacks or against incoming Dyshas. Duration: net results turns.
••••	Body glow	Body	The body of the weaver glows in a bright / dim light (like a torch) Duration: net result minutes (bright) or net result hours (dim)
•••••	Cast Energy	Orb	The weaver can throw the Orb in the air illuminating a region of Gnosis x 10 yards in a diameter to daylight or A region of Gnosis x 10 yards is heated up to desert heat (50° C) or A region of Gnosis x 10 yards is filled with blinking colorful lights giving anybody within a -4 to all sight based actions (Tra-sense is not affected) Duration: net result minutes

Gobey

Every one of the listed Dyshas has no effect on other Dyshas.

Dyshas pass through every shield and any armor provided via a Gobey Dysha.

Gobey shields do not protect against Isho based damage.

When a Gobey Dysha protects a body part it equally protects the appendages (hands and feet).

Min. Moon skill / Level	Name	Type	Effect
•	Shield	Orb	The weaver creates a disk of Isho at the point where the Orb hits (usually the left hand of the weaver) that looks like brown glass. This disk can then be used like a normal shield with a defense bonus of net result and no modifiers on Initiative or armor rating. Duration: net result turns
•	Brittle armor	Orb	The weaver creates a protective layer of Isho around one body region. This armor of net result is reduced by every point of damage it prevents. Duration: net result minutes (or until destroyed)
••	Bubble	Orb	The Orb creates a bubble at the target spot (usually around the head) that prevents anything but air to pass through. It filters toxic fumes and allows the target to breath if there is any oxygen at all in the surrounding atmosphere. It allows for maximum 10 minutes of breathing under water. Duration: net result minutes
••	Body Shield	Body	The weaver receives net result x2 points of armor he has to distribute between the 6 body regions. Every body region can only be target of one body shield at a time. There are no modifiers to Initiative or defense. Duration: net result minutes
•••	Wall	Orb	A wall of pure Isho is formed at the spot where the Orb hits. The wall has either net result x 2 square yards and is formed how the weaver wants it or is formed like a dome with a radius of net result . The durability of the wall is net result and the structure is net result x net result . Duration: net result minutes
•••	Spikes	Body	The Isho is formed to spikes all around the weaver's body. The weaver does net result lethal damage with brawl attacks Duration: net result turns
••••	Shield Shatter	Orb	This Orb destroys Isho constructs created via a Gobey Dysha. The net result of the original Dysha will be reduced by the net result of the shield shatter.
••••	Cage	Orb	The same result as with wall, but every attack at the cage results in a fragment of Isho that bursts in the direction of the attacker doing net result lethal damage Duration: net result minutes
•••••	Shield Implosion	Orb	The same result as shield shatter but additionally anybody within the Isho construct will receive net result points of lethal damage (physical)

Desti

Min. Moon skill / Level	Name	Type	Effect
•	Lightning Blast	Bolt	net result lethal (electrical) damage, metal armor (plate and chainmail) do not protect against this damage
•	Stiff	Bolt	the target has a negative modifier on all physical actions of net result Duration: (net result – strength) turns, minimal 1
••	Frost Bolt	Bolt	net result lethal (cold) damage, has armor piercing 1 against metal armor (plate and chainmail) and the target has a negative modifier on all physical action of net result Duration: (net result – strength) turns, minimal 1
••	Ignite	Bolt	net result lethal (fire) damage. The victim burns for one point of lethal damage (armor does not protect against this damage) until the Dysha ends or the fire is extinguished Duration: net result turns
•••	Lightning Strike	Bolt	net result lethal (electrical) damage, metal armor (plate and chainmail) does not protect against this damage, target is knocked down without a successful (strength – net result) roll
••••	Electrify	Bolt	net result lethal (electrical) damage, metal armor (plate and chainmail) do not protect against this damage, the bolt continues to the next target (defined by the weaver) which can make an unweave/interfere attempt against the net result resulting in a new net result (then doing damage) this continues as long as the weaver wishes and the net result is > 0
•••••	Penetration Bolt	Bolt	net result +3 lethal (electrical) damage armor piercing 4
•••••	Crater	Bolt	net result lethal (explosion) damage at the target, every being around is damaged as well with the net result is -1 per yard distance to the original target

Launtra

Min. Moon skill / Level	Name	Type	Effect
•	Fire Touch	Body	The hands of the weaver become hot and small flames burst from them. Brawl attacks do 1 lethal damage (+ bonus due to natural weaponry) Duration: net result minutes
•	Night Eyes	Body	The weaver can see in near total darkness by trickling a little bit of Isho over the surface of their eyes, creating a sort of light amplification. Duration: net result minutes
••	Healer	Body	The weaver's regeneration process is speeded up by the flow of the Isho. For the duration of the Dysha one point of bashing damage is healed every five minutes and one point of lethal damage is healed every hour. Aggravated damage and lost appendages cannot be healed. Duration: net result hours
••	Quiet	Body	The weaver's body is enclosed in a field that negates any noise. The weaver cannot hear anything but nothing in contact to his body makes any noise. Duration: net result minutes
•••	Spider Grip	Body	The weaver's body is enclosed in a field that clings to any solid surface he wants. The weaver receives an athletic bonus of net result to any climbing action and a strength bonus of net result to any roll to resist getting something pulled of his hands (can be used to resist breaking free attempts of grappled opponents) Duration: net result minutes
•••	Cleaner	Body	The Isho accelerates the immune system and detox functions of the weaver. The level of any poison or illness sinks by one per minute. Duration: net result minutes
••••	Support	Body	The Isho flowing around the body supports the actions of the weaver resulting in more body strength and agility. The weaver receives net result points he can distribute temporarily on his physical attributes even above his normal maximum. Duration: net result turns
•••••	Regeneration	Body	The weaver puts himself in a deep comatose sleep to heal from life threatening wounds or to grow back lost appendages. The sleep takes one full day per point of damage (lethal or aggravated). If the damage is not healed completely the wounds will open again at the rate of one point of damage per day, so the weaver should try to continue his healing sleep as fast as possible. The body is fueled by Isho during the time and needs no food or water. Duration: net result days (or until fully healed)

Tra

Min. Moon skill / Level	Name	Type	Effect
•	Deflector	Body	The Dysha creates a field that protects from harmful Dyshas. The weaver receives an armor of net result on all body regions that works only against damage from Dyshas. Duration: net result turns
•	Naull Reading	Orb	The weaver receives one bit of information of the target per net result like he were reading the naull Orb of the Target.
••	Project sense	Body	A small warp opens in front of one sensory organ of the weaver and a location up to net result yards away making it possible to hear, see or even smell through walls (or behind ones back without turning around). Duration: net result minutes
••	Decoy	Orb	The weaver creates an Orb whose motion he can control during the duration of the Dysha. The Orb gives off the signature of a wounded and frightened animal trying to attract the attention of any predator nearby. The exact signature can be manipulated by the weaver with a Intelligence + Animal ken (-complexity modifier as defined by the story teller) roll Duration: net result minutes
•••	Reflect	Body	Every incoming Dysha with a net result equal or lower than the net result of the Reflect Dysha will be reflected to the weaver who created it. Duration: net result turns
•••	Sho-sen	Orb	The Dysha reacts violently with the background Isho like if an Isho storm is currently forming. Every being relying on Tra-sense receives a modifier of net result on all “sight” based actions and will likely flee or try to take cover. Duration: net result turns
••••	Drain	Bolt	At first, if the bolt hits a target that has any active Body Dyshas the total net result of these Dyshas is reduced by the net result of Drain (distribute the loss as defined by the weaver). Secondly the target loses as many Isho points as the delta between the net result of the Body Dyshas minus the net result of Drain.
•••••	Create Warp	Orb	A Warp is created at the point where the Orb hits. The location of the other end of the Warp cannot be anticipated without a Warp map. Duration: net result turns
•••••	Isho explosion	Bolt	The targets Isho burns violently. The target has to roll one die for every one of his current Isho. For every success one point of Isho leaves his body doing one point of lethal damage in the process. This is repeated for every turn until he is dead, has no more Isho or the Dysha ends. Duration: net result turns

ATTACHMENT A - COMBAT ROUNDUP:

Stage One: Initiative

- Everyone rolls Initiative:

The result of a die roll + Dexterity + Composure + weapon modifier. The character with the highest Initiative performs her action first. Or you may yield your character's action until later in the Initiative queue or into the next turn

Stage Two: Attack

- Unarmed close combat: Strength + Brawl, minus target's Defense
 - Armed close combat: Strength + Weaponry, minus target's Defense
 - Ranged combat (guns and bows): Dexterity + Firearms
 - Ranged combat (thrown weapons): Dexterity + Athletics, minus target's Defense
- Add bonus dice based on weapon used or effect performed, and then subtract penalties for circumstance conditions.

Possible Modifiers

- Aiming: +1 per turn to a +3 maximum
- firing prone +1
- All-Out Attack: +2 with Brawl or Weaponry attack; lose Defense
- Full auto: (20 or so bullets (=complete full magazine) at as many targets as the shooter wants, pending Storyteller approval.)
+3 modifier is applied to each attack roll;
-1 per roll for each target if there's more than one
- Burst: Three bullets at a *single* target with a +1 bonus to the roll
- Concealment: Barely -1; partially -2; substantially -3; fully -1 to -5
- Environmental modifiers (darkness, heavy rain, blinding light ...)
- Dodge: Double target's Defense
- Drawing a Weapon: Requires one action (one turn) without a Merit, and could negate Defense
- Firing from Concealment: Shooter's own concealment quality (-1, -2 or -3) reduced by one as a penalty to fire back (so, no modifier, -1 or -2)
- Offhand Attack: -2 penalty
- Prone Target: -2 penalty to hit in ranged combat;
+2 bonus to hit when attacker is within close-combat distance
- Range: -2 at medium range,
-4 at long range
- Shooting into Close Combat: -2 per combatant avoided in a single shot (not applicable to auto fire)
- Specified Target: size of the target - 5 (Torso -1, leg or arm -2, head -3, hand -4, eye -5)
(may result in lower or no armor or crippling effects)
- Surprised or Immobilized Target: Defense doesn't apply
- Touching a Target: Dexterity + Brawl or Dexterity + Weaponry; armor may or may not apply, Defense does apply
- Willpower: Add three dice or +2 to a Resistance trait (Stamina, Resolve, Composure or Defense) in one roll or instance

Stage Three: Damage

- weapon's damage rating + rolled successes - target's armor

Each success equates to a Health point of damage inflicted, the type of which is determined by the nature of the attack.

Possible Modifiers

- Armor Piercing: Ignores amount of target's armor equal to item's own rating
- Full auto: every target hit receives double damage (after subtracting armor)
- Auto fire Short Burst: +1

Example Weapons:

Stats:

R: Range in yards for near / medium / far modifier

I: Initiative modifier

H: modifier to hit roll

S: min. Strength

D: Damage, Damage type

Melee Weapons:

	Stats	Comment
Sap	R: -/- I: +1 H: 0 S: 1 D: -1B	(for stun attacks)
Brass Knuckles	R: -/- I: +1 H: 0 S: 1 D: 0B	(Uses Brawl to attack)
Baton	R: -/- I: -1 H: 0 S: 2 D: 1B	
Crowbar	R: -/- I: -2 H: 0 S: 2 D: 2B	
Tire Iron	R: -/- I: -2 H: 0 S: 2 D: 1B	(+1 Defense)
Chain	R: -/- I: -3 H: 0 S: 2 D: 1B	(Grapple possible)
Shield (small)	R: -/- I: -2 H: 0 S: 2 D: 0B	(+1/0 Armor)
Concealed Shield (large)	R: -/- I: -4 H: 0 S: 3 D: 2B	(+2/1 Armor)
Concealed Knife	R: -/- I: -1 H: 0 S: 1 D: 0L	
Combat Knife	R: -/- I: 0 H: 0 S: 2 D: 1L	
Rapier	R: -/- I: +1 H: 0 S: 1 D: 1L	(Armor piercing 1)
Machete	R: -/- I: -2 H: 0 S: 2 D: 2L	
Hatchet	R: -/- I: -2 H: 0 S: 2 D: 1L	
Fire Ax	R: -/- I: -4 H: 0 S: 3 D: 3L	(9 again)
Greatsword	R: -/- I: -2 H: 0 S: 3 D: 4L	
two-handed Chainsaw	R: -/- I: -6 H: -1 S: 4 D: 5L	(9 again, two-handed)
Spear	R: -/- I: -2 H: 0 S: 2 D: 2L	(+1 Defense, two-handed)
two-handed Axe	R: -/- I: -5 H: 0 S: 4 D: 4L	(9 again, two-handed)

Ranged Weapons:

	Stats	Clip	Size	Comment
Revolver, lt	R: 20/40/80 I: 0 H: 0 S: 2 D: 1L 6	1	1	
Revolver, hvy	R: 35/70/140 I: -2 H: 0 S: 3 D: 2L 6	1	2	
Pistol, lt	R: 20/40/80 I: 0 H: 0 S: 2 D: 1L 17+1	1	1	
Pistol, hvy	R: 30/60/120 I: -2 H: 0 S: 3 D: 2L 7+1	1	2	
Dessert Eagle**	R: 50/100/200 I: -4 H: 0 S: 4 D: 4L 7+1	1	2	
SMG, small*	R: 25/50/100 I: -2 H: 0 S: 2 D: 1L	30+1	1	
MP-7*	R: 40/80/160 I: -2 H: +1 S: 2 D: 2L	20+1	1	AP 2, H: +1 only for single shot
SMG, large*	R: 50/100/200 I: -3 H: 0 S: 3 D: 3L	30+1	2	
Rifle	R: 200/400/800 I: -5 H: 0 S: 2 D: 4L 5+1	3	3	
Assault Rifle*	R: 150/300/600 I: -3 H: 0 S: 3 D: 4L 30+1	3	3	
Shotgun**	R: 20/40/80 I: -4 H: 0 S: 3 D: 4L 8+1	3	3	
Crossbow***	R: 40/80/160 I: -5 H: 0 S: 3 D: 2L	1	3	

Clip: The number of rounds a gun can hold. A "+1" indicates that a bullet can be held in the chamber, ready to fire.

Size: 1 = Can be fired one-handed; 2 = Must be fired two-handed and can be hidden in a coat; 3 = Can be fired two-handed but not hidden on one's person

* The weapon is capable of burst and full auto fire

** Attack rolls gain the 9-again quality

*** Crossbows take three turns to reload between shots. A crossbow can be used to deliver a stake through the heart (-3 penalty to attack rolls; must deal at least 5 damage in one attack)

Armor

	Rating	min. Strength	Defense	Speed	Coverage
Reinforced clothing*	1/0	1	0	0	Torso, arms, legs
Kevlar vest*	1/3	1	0	0	Torso
Flak Jacket	2/4	1	-1	0	Torso, arms
Full Riot Gear	3/5	2	-2	-1	Torso, arms, legs, head
Leather (hard)	2/0	2	-1	0	Torso, arms
Chainmail	3/1	3	-2	-2	Torso, arms
Plate	4/2	3	-2	-3	Torso, arms, legs, head

Rating: Armor provides protection against normal attacks and Firearms attacks. The number before the slash is for general armor, while the number after the slash is for ballistic armor (against bullets).

min. Strength: If your character's Strength is lower than that required for her armor, reduce her Brawl and Weaponry dice pools by 1.

Defense: The penalty imposed on your character's Defense when wearing the armor.

Speed: The penalty to your character's Speed for the armor worn.

Coverage: The areas of a character protected by the armor. Unless an attacker targets a specific unarmored location ("Specified Targets", above), the armor's protection applies. Wearing a helmet increases the armor's coverage to include a character's head.

* This armor is concealed, either as normal clothing (e.g. biker leathers) or being worn under a jacket or baggy shirt. Attackers have no idea the target is wearing armor until after they land a successful hit.

Grenades:

Frag

Attack bonus: 0

Damage bonus: 5 (-2 per 5m distance)

Damage type: Lethal

Range: $(Str + Dex + Ath-1)*2 / (Str + Dex + Ath-1)*4 / (Str + Dex + Ath-1)*6$

Smoke

Attack bonus: 0

Damage bonus: -

Damage type: none - creates an environment modifier for sight-based actions

Range: $(Str + Dex + Ath-1)*2 / (Str + Dex + Ath-1)*4 / (Str + Dex + Ath-1)*6$

Weapon attachments:

All attachments prohibit the use of the fast-draw merit

- Laser Pointer +1 to attack

- Scope halve range modifier

- Bipod add +1 for every round aiming (resulting in +2, +3 and max +4 for 3 rounds of aiming)

- Flashlight negate any environmental modifier for darkness