

BRP Jorune: Sho-Caudal
A conversion by Nick Middleton

Moon	Isho Colour	Moon Colour	Isho Properties
Shal	Blue	Blue	Energy that interacts with neurology
Ebba	Yellow	Silver	Force and motion
Du	Orange	Amber	Heat and light
Gobey	Black	Brown	Relates to shields, solidity
Desti	Red	Red	Electrical energy, usually as a bolt
Launtra	Green	Green	Energy that is very stable and can flow over the surface of the body
Tra	White	White	Tra isho warps space

Key Concepts

Isho pervades all things on Jorune: it permeates all matter and conditions all things. It has both a geography and a form of meteorology: a dynamic topology that flows and changes, shaping and being shaped by the living beings that exist within it, the physical structures of the world and the position and motion of the seven moons. All living things have an **Isho** score and a **Colour** score (and thus at least base Moon Skills): but some inanimate/non-living things can also be so described (including much Shanthic technology).

An individual's **Isho** score represents how much isho they naturally accumulate within themselves and is important for all creatures in certain prevailing isho conditions. Isho points are essential for powering isho manipulations such as weaving dyshas, Interfering against dyshas and activating isho-bearing crystals. Isho points are a function of isho score, training and the prevailing isho topology.

An individual's **Colour** score represents the subtle qualities and affinities of the isho with the individual, and their facility with the different types of isho. It reflects personality, disposition and capability, determining the base scores in the seven moon skills that are the foundation of isho manipulation, and governing the individual's interaction with the isho flow.

Amongst caji (and shanthas, from whom they learned the practice) it is customary upon fist meeting to display ones nuall as a sign of good faith (and a form of introduction – almost a declaration of identity amongst shantha). A nuall is a low powered isho construct (technically the simplest form of dysha) woven and held between the hands, typically about the size of a soccer ball. The isho woven in to the nuall reveals the weaver's isho profile (spread of Moon skills), personality and state of mind. Unbeknown to shanthas, at least some of this information can be interpreted from the visual form of the nuall (something they, being blind to visible light, had never taken account of).

Isho	Pattern
Shal	Swirls indicate anticipation
Ebba	Speed of moving dots indicates desire
Du	Rings of Orange indicate vibrancy, creativity
Gobey	Wavy lines of black indicate fear. Blinking pools of black indicate fortitude
Desti	Irregular patches indicate anger, intensity suggests violence
Launtra	Spinning triangles indicate sense of self
Tra	Pulsing stars of white indicate honesty and sometimes stability. Moving patches of white that break up indicate an erratic or unbalanced personality

Terms and Definitions

Isho score: A character's isho characteristic, roughly analogous to POWER in BRP

Colour score: A character's Colour characteristic, their "purity and variety" of isho

Max Isho: The safe maximum isho points a character can sustain without risk of spontaneous kerning (random uncontrolled isho discharge).

Isho Points: the characters current reserves of isho, used to power isho manipulations (dysha's, unweaving, interference, activating crystals etc). Analogous to magic points in BRP.

Colour SR: When timing dysha use in combatant, rather than use SIZ SR, look up the characters **Colour score** on the SIZ SR table and use this value for all combat timed isho manipulations.

Isho Lore: is a standard knowledge skill that represents a characters abstract understanding of isho, dysha and related matters.

Moon Skill: one of seven skills, named for a moon of Jorune, which represent characters ability with isho of that type. Care should always be taken to record the characters **base** scores (derived from their **Colour score**) and their total skill (base plus learnt).

Isho Topology (also known as **Prevailing Isho**): a value (typically ± 10) that represents current local isho conditions: both used as an absolute value (ignoring its sign) and as a value with polarity – so sometimes is the just the magnitude (Isho topology of 10) that matters and sometimes it's the "direction" (Rising or falling isho).

A character's initial Max Isho is a function of their isho score and their race.

Race	Starting Max Isho is isho Score times:
Muadra	1 - 1.5
Boccord	1 - 1.5
Human	1
Woffen	1
Crugar	1
Bronth	1

Note that starting muadra and boccord do not **have** to have had any training or experience to boost their maximum Isho or Moon skills, but it would be unusual not to have done so. Increases in isho Score increase Max isho, and characters can train their Max isho higher, to a Maximum of isho Score x 5 for muadra, x 4 for boccord and x 3 for the other PC races. Treat Max isho as a skill for increases from Training / Research, as per the BRP rules.

Isho points are restored in all but the most extreme conditions of prevailing isho by resting although caji learn other techniques to accelerate and augment the process, see below. Normal isho restoration (back to **Max Isho**) should happen after a decent nights rest (at least six hours uninterrupted sleep). The character matches their isho score against the magnitude of the isho topology on the resistance table, and if successful, regains isho points to their Max Isho. Failure means they only regain isho Points equal to their **Colour score \pm Prevailing Isho**; which does mean that in poor isho conditions, low **Colour** character's may loose further isho over night... See also "Pick Up Isho Wind" below.

A character's base moon skills are determined by the characters **Colour score** and race:

Race	Moon Skill base points
Muadra	Colour x 10
Boccord	Colour x 10
Human	Colour x 5
Woffen	Colour x 2.5
Crugar	Colour x 2.5
Bronth	Colour x 2.5

So a Human with Colour 10 would have 50 points to divide between the seven Moon Skills to form his base scores. These base scores should always be recorded separately, as changes in Colour **will** change the base scores. A character's **Colour**, isho and Moon Skills are reflected in their naull, if

they are capable of weaving one and particular high **Colour** caji (and all shantha's) can perceive the difference between base moon scores and learnt moon skill.

Colour and **Isho score** increase as **Power** does in standard BRP, although neither has any species maximum and there is always a 5% chance of increasing.

Prevailing Isho

As mentioned previously, isho has both a geography (an arrangement that is relatively stable in space and time but that varies depending on location, so there are isho rich areas analogous to lakes and isho poor areas analogous to deserts) and also a meteorology (an arrangement that changes dynamically with time, so there are isho storms and isho droughts). These factors are usually combined and referred to as the **Prevailing Isho** or **Isho Topology**. In game mechanics terms each factor (isho geography and isho weather) is given a rating varying typically between ± 10 (to as much as 20 in extreme conditions). A completely featureless piece of isho geography with completely neutral isho weather has modifiers of 0, a really spectacular isho storm an isho weather rating of +10 (or more) and the Doben-Al an isho geography rating of -10 (or worse). The sign of the total rating (geography plus weather) indicates either rising (positive value) isho conditions, or falling (negative value) isho conditions, but often it is the magnitude (value irrespective of sign) that matters, as whether the tide is coming in or out is less relevant than how fast...

If the **Prevailing Isho** conditions are sufficiently dynamic (i.e isho is falling or rising sufficiently rapidly) it is possible a character's ability to either retain their accumulated isho points, or resist 'over accumulation', will be over whelmed. The character should check for spontaneous kerning every **60/Isho Topology** modifier hours if their current actual isho points plus the magnitude of the **Prevailing Isho** exceeds their **Isho Score**. In extreme isho conditions even muadra with no significant isho skills are at risk. Match the magnitude of the **Prevailing Isho** against the character's isho score: if the character fails to resist, they spontaneously kern all remaining isho Points at a rate equal to the magnitude of the **Prevailing Isho** per SR. Whilst doing so they take damage each SR they kern, with an effect dice (see dysha rules, below) corresponding to a number bundles equal to the magnitude of the **Prevailing Isho** /10 (rounded down), dealt to a random body location. Bystanders within 5m who fail a DEX x 3 roll will also take the same damage to a random location. So, for example, in a severe isho storm (+10) over a Skyrealm path (underground river of molten crystal, isho geography +15) a character who failed to avoid kerning would shed 25 isho points per SR, doing 1d8 to a random location and to bystanders within 5m who failed a DEX x 3 roll.

Controlled Kerning: "Kerning" is the process of expelling accumulated isho from ones body without attempting complex manipulation of its structure: it can be a deliberate act (Controlled or voluntary kerning) or a spontaneous response to extreme isho conditions (Involuntary or spontaneous kerning). Trained muadra can always attempt voluntary kerning and certain Burdotherian Institutions require it of muadra before they enter: it is a wise precaution prior to major isho storms that most muadra are taught when young. The character matches their **Colour** against their own **Isho Score** and if successful safely shed isho points equal to their **Colour** per SR until they have no isho points left. This use of **Colour**, unless under stressful conditions (e.g. in the immediate path of a major isho storm) does **not** grant the character a **Colour** or **Isho score** gain roll.

Dyshas and Dysha Weaving

To even attempt a dysha, a caji must have the prerequisite moon skills (and Isho Lore greater than the highest Moon Skill prerequisite if attempting the dysha without instruction from a Caji who knows it), as listed on the dysha table. They must then

practice that dysha until they can reliably launch the woven isho effectively: proper dysha use is akin to a martial art, a matter of instinctive and spontaneous manipulation of the isho. A character represents this training by rolling once per day's practice (~8 hours in a kerning bay or other suitable location) vs the lowest prerequisite Moon skill and subtracting their dice roll from the moon skill and then adding the result to a running total. Note that rolling over the skill will subtract from this running total, that fumbling is also a botched discharge (treat as spontaneous kerning of isho points equal to a standard use of the dysha, see above) and that a critical counts as "mastering the Weave", see below.

Once the character's running total is equal to the *highest* prerequisite moon skill (or when the character criticals the roll against the Moon skill) that character has "Mastered the Weave" and can start a skill in that dysha, initially equal to the lowest prerequisite Moon Skill. The character can launch a basic weave of that dysha without having to roll their skill (just making a Target Dysha roll if it has a target), but attempting most manipulations of the dysha (Veiled weave, pushing the weave etc: See Weave Tricks below) **will** require a successful dysha skill roll, or the weave fails and the isho is lost. Any experience tick for a specific dysha Skill can, at the player's option and with the GM's permission, be applied instead to **one** of the prerequisite Moon skills of that dysha. Also, whenever a Moon skill increases from experience by 4 or more, the player may add 1 point to their specific skill with any **one** dysha that has that Moon as a prerequisite.

Timing Dyshas in Melee: Normal dysha use in Combat is timed using the strike rank system. Treat dysha's as a melee weapon with a weapon SR values of 0 and use the characters DEX and **Colour SR** values. The latter is found by using the characters Colour on the Size Strike Rank Table. In general, Isho activities (weaving a dysha, unweaving one, interfering with one) count as a single Melee action (Weaving a Dysha is an attack, Unweaving and Interfering a Parry) and most Dyshas can be Dodged like missile weapons (i.e. it's an all out action, only possible if you can see it coming).

Spontaneous Dyshas: attempting "theoretical dyshas" i.e. dyshas the character is theoretically capable of but for which they have not achieved "first weave" – this is **exceptionally** difficult: I'd suggest at BEST half the characters skill in the WORST of the prerequisite Moon skills, and again, the character would need Isho Lore in excess of the highest prerequisite Moon skill.

Dysha Manipulation: A character can boost the range and or effectiveness of a dysha by

Bundles and Range	
Skill	Bundles (Range)
0 – 19	0 (0)
20 – 39	+1 (1)
40 – 59	+2 (1)
60 – 79	+3 (1)
80 – 99	+4 (2)
100 – 119	+5 (2)

weaving in more isho – the character is limited to boosting the isho in a specific dysha a number of times equal to his skill/20 (rounded down): so a skill of 83 allows 4 levels of boosting. Only one third (rounded up) of any such additional "bundles" can be used to increase the range of the dysha: so in the previous example, up to +2 range increment or up to +3 effectiveness. Note that some dyshas are either too complex, or in some cases too simplistic, to add bundles to and thus **cannot** be boosted in this fashion.

Adding bundles of isho logically enough increases the isho point cost but does NOT require a dysha skill roll. Each bundle in range adds the same range as one use; so one boost of Lightning Blast Range gives it 80m range, two

would give it 120m range. Each bundle of isho added also adds 1 SR to the characters timing in melee, and for dyshas only this can exceed 10SR and “wrap round” in to the

Bundles and Effect	
Bundles	Effect dice
0	1d2
1	1d4
2	1d6
3	1d8
4	1d10
5	1d10 + 1d2
6	1d10 + 1d4
7	1d10 + 1d6
8	1d10 + 1d8
9	2d10
10	2d10 + 1d2
11	2d10 + 1d4
12	2d10 + 1d6
13	2d10 + 1d8
	Etc.

next melee round. Each bundle added to boost the dysha’s effect, unless otherwise noted in the dysha conversion below, steps the dice up one step on the near by table.

So Lightning Blast 83 would allow a maximum effect of 1d10+1d2, or with the single bundle to range, 1d10.

Weave Tricks

Pushing The Weave: The character can attempt to “push the weave” by making a dysha Skill roll when weaving the dysha – if successful he can add 1 additional bundle (still with a maximum of 1/3 total applied bundles in range, and each bundle still adds 1SR). For every 20 points of penalty on the dysha roll the character gets an additional bundle, so making a roll at –60 would, if successful, allow the character an additional 4 bundles. If the characters base skill were 143 that would give them a total of 11 bundles to add, of which up to 4 could be in range and they would need to succeed at a dysha roll against a modified skill of 83. All additional bundles add the usual increase in isho cost of course, and a failed “push” still loses the character all the isho points of the attempted dysha...

Weave Tight: A successful dysha skill roll when weaving the dysha makes it harder to unweave, halving the skill of a caji attempting to unweave the dysha. This adds no isho cost.

Veiled Weave: Cunning caji weave additional, unnecessary isho around orbs and bolts to fool opponents into attempting

unweaving or Interference against the wrong moon. The moon skills in the isho types being added to disguising the dysha must be greater than the highest prerequisites skill of dysha. Each five points of Moon skill prerequisite (or fraction thereof) being faked adds 1 point of isho to the cost of the dysha. A character can add dysha Skill/20 types of isho to disguise a dysha. So to disguise Frost Bolt would require a Moon skill in something other than Desti, Du or Gobey, and of at least 51 (the Desti prerequisite is 50). Faking Shal 31 and Luantra 20 would require at least 40 skill in Frost Bolt (allowing the character to add two types of disguising isho), and Luantra and Shal of greater than 50 (the Dysha’s highest prerequisite Moon Skill) and add 11 isho to the cost of launching the Dysha: 7 for the Shal and 4 for the Luantra prerequisites faked. Note that the Desti component is still what would be visible to the naked eye in this case, as it’s still the highest component... Veiled Weave doesn’t require any additional skill roll but the added isho points should be treated as “bundled” isho for timing purposes so divide it by the base isho cost of the dysha to find the number of SR delay (1 SR for the Frost Bolt).

Invisible Orb: Requires a dysha skill roll at half normal chance, but renders the Orb (no muadra has successfully applied this technique to bolts) invisible to the naked eye at no additional isho cost: thus making hard to defend against (for creatures that rely on visible light, not Tra-sense). Can also be used to vary the shade of colour achieved – and when combined with Veiled Weave, the colour as well, albeit the later tricks are mostly for entertainment purposes. Also note that shanthic life forms don’t see visible light, so this is not effective against them, or a weave trick they use.

Complex Path: Again by halving the dysha skill chance the caji can make an orb take a non-linear path to its target. The effects are exceptionally difficult at best (think of a swerve shot in pool or snooker) and can't bend the path by more than about 30 degrees, but add no additional isho point cost. Another favourite of caji "magicians" at fairs and carnivals.

Seytra Weave Tricks: the Sobayid Atlas contains some interesting new dyshas and weave tricks, including co-operative dyshas (dysha woven by teams of caji) and Shal dyshas and weave tricks that interface with the mind, such as Seek: adds a Shal 75 prerequisite to a dysha and doubles the isho cost, but will "home in" on the specified individual if they are within range and the caji has studied them recently (significant changes in Moon skills or personality will cause the dysha 'targeting' to fail).

Sholari should also be receptive to creative **minor** manipulations of existing dyshas, guided by the above. So, the weave trick to use the dysha Bell to carry a brief (3SR) spoken message (say a few words) would probably require a dysha skill roll at half normal. And so on. Muadra caji are just beginning to truly explore their gift – shantha should not be limited by these considerations.

Unweaving: A character can only unweave dysha's targeted at them. They choose **one** Moon skill to roll against, but only Moon skills that are a prerequisite of the incoming dysha **and** in which the unweaving character meets the prerequisite of that dysha will have any effect. The dominant Moon (one with highest prerequisite, faked or real, see Veiled Weave above) in the dysha will be naked eye visible – a successful Tra-sense roll is required to read the other isho present. The Tra sense skill will not reveal which isho, if any, is false of course – generous Sholari might allow an Isho Lore roll for caji that know the same dysha to see if they recognise the dysha. If the roll vs. the chosen Moon skill succeeds, the isho in the dysha unravels and it has no effect. Otherwise, it strikes for full effect. Unweaving counts as a Parry for combat purposes, and if successful uses isho points equal to the base cost of the unwoven dysha (a caji will fail to unweave a dysha if they don't have enough isho [oints to do so). Note that use of the weave trick "weave tight" makes unweaving more difficult (a character will have to beat half the moon skill).

Interference: boccords and humans can make COL/3 (round up) interference rolls against a given dysha, counting the groups of rolls together as a parry for combat purposes. Each roll can be against any Moon skill the character has, but only Moon skills of isho actually present in the dysha have any effect (so interfering against the disguising isho in a disguised dysha has no effect on the actual dysha). So a character with Colour 12 could make four rolls against four of their Moon skills against a single incoming dysha, the four rolls together counting as a parry action for that combat round. Each success with a Moon skill in the incoming dysha cancels a bundle of boosting to effect, pushing the effect dice down one step on the Dysha Effect table (so a 2d10 becomes 1d10+1d8, or 1d8 becomes 1d6). 1d4 effect dysha suffer a -1 per successful interference roll, but always do at least 1 point. If the character successfully interferes with **all** the Moons/Types of isho in a dysha (excluding "false" isho added to disguise the dysha), he reduces its effectiveness an additional step: so successfully interfering against an unboosted Lightning Blast reduces it to a 1d4-2 effect: The dysha is at minimum effect (1d4 in this case) so each successful interference imposes a -1 to the base effect and succeeding at interfering against the Desti in the dysha is successfully interfering against all the isho types in the dysha (excluding any disguising isho), so counts as another success, hence 1d4-2.

An attempt to interfere costs half the total isho points in the dysha being interfered with, whether the interference has any effect or not. Provided a character has some isho

points, interference will occur: if the cost in isho points exceeds their isho points, the attempt still succeeds and their isho points go to zero, but additionally their Max isho is reduced by 1.

Humans and boccord with Max Ischo below 20 double their Moon skills (for interference purposes ONLY) the first time they attempt to Interfere after a good rest/sleep (6+ hours uninterrupted sleep).

Signature Skills

This covers two related skills only open to human and boccord characters, as only those races have the ability deal with isho in the fashion required.

Sense Signature: The characters ability to perceive the high frequency ripples given off by substantial isho concentrations interacting with living things or “isho sensitive objects”. A roll under this skill allows the character to perceive the isho signature of a creature or object of which the character has direct line of sight (out to **Colour** x 5 meters) and on which the character concentrates for 1 round. Through “isho neutral” barriers (a simple non-crystal laced brick wall for example) a character can sense out to their **Colour** in meters.

Attempts to mask or falsify a signature (see Manipulate Signature below) require, after a successful Sense Signature roll that the sensing character’s **Colour** be matched against the **Colour** of the person manipulating their signature on the resistance table – if the sensing character succeeds, they penetrate the deception (and may get a **Colour** gain roll).

Interpretation of a successfully perceived signature is a matter for the GM. Obviously familiar signatures (races or people the character is familiar with) will automatically be recognised, less familiar ones will require an additional roll against Ischo Lore skill to interpret and identify correctly, as would studying a signature sufficiently closely to be able to attempt to simulate it by manipulating ones own signature.

Sense Signature is only open to human and boccord characters and has a base score equal to their **Colour** and **Ischo** scores. It is a perception skill.

Manipulate Signature: The character’s ability to manipulate their own isho’s high frequency characteristics to alter or suppress their own signature.

Suppress Signature: A successful roll allows a character to crudely match their isho to the back ground. For every point difference between the characters current isho points and the prevailing isho topology modifier, penalise the skill roll by 5. Characters that succeed at a combined Ischo Lore/Sense Signature roll (roll and get lower than BOTH) immediately before attempting to suppress their signature can treat their current isho points as within \pm **Colour** for the purposes of the above penalty only. Each round beyond the first the character sustains this requires they succeed at matching their **Colour** against the isho topology on the resistance table (GM’s should apply penalties if the character is doing things that might distract them, such as moving or fighting, say -5 per SR of activity)

Fake Signature: A character can alter their signature, with duration limited as above. A simple Fake Signature roll allows them to have a different isho signature to their own and resembling that of another non-specific individual of a sufficiently familiar and similar species (e.g. human-muadra-boccord-salu-acubon, crugar-woffen-tologra-bronth). More specific impersonations (faking a specific individuals signature) or more radical

deceptions (e.g. a human faking a blount signature) will require at least an additional Isho Lore roll and an explanation of how the character knows the signature. Also, subtract the magnitude of the prevailing isho topology modifier from the characters skill roll – attempting such fine isho manipulation in anything other than tranquil isho conditions is more difficult.

Skills of “sho-sen”

The muadra are humans becoming shantha – in an evolutionary sense at least. They are the earth life form showing the greatest degree of adaptation to Sho-caudal and are beginning to experience it as the Shnatha do, and have begun to discover ways ion interacting with it.

Tra-sense: This skill represents a muadra’s ability to perceive the local isho flow. With a successful roll a character can estimate the local/prevaling isho topology (see table for accuracy) in the immediate vicinity (see table for distance) or future (See table for time period)

Tra-sense roll	Accuracy	Distance	Period
Success	± Colour	Colour x 5m	Colour x 5 minutes
Special	± 5	Colour x 10m	Colour x 10 minutes
Critical	± 1	Colour x 20m	Colour x 20 minutes

A successful Tra-Sense roll allows a character to estimate the current isho points (success), **Colour** (special) and possibly even base/learnt moon skills (critical) of another being or isho sensitive device (Yes, some shanthic devices effectively have **Isho**, **Colour**, and Moon skill scores...), typically to within +/-25% of living creatures within **Colour** x 5 meters and clearly visible (unlike Sense Signature, Tra Sense is defeated by even simple barriers). This skill is only open to muadra and has a base score equal to their **Colour** and **Isho** scores. It is a perception skill.

Warp Stabilisation: This is not a separate skill, but a difficult (and potentially dangerous) application of a variety of muadra skills. A character attempts to read the topology of an established but unstable warp and then tries to manipulate it (by kerning in to it!) to maintain (and ideally boost) its stability. Each round the character makes Tra-sense /Tra Moon Skill combined roll (i.e. roll and get less than both): this must succeed for the character to begin, or continue, stabilisation. If the roll fails on the first round, the Character can try again next round, but if it fails on a subsequent round (after the chacrter has begun stabilisation), the character loses stabilisation on the Warp and must make a Tra Moon roll (apply the magnitude of the prevailing isho topology modifier as a penalty) or suffer damage as though they had kernald (20+Isho topology) isho points. If the Tra Sense / Tra skill succeeded the character can attempt to initiate, or maintain for another round, warp stabilisation: they expend (20 + isho topology magnitude) isho points and make a Tra Moon skill roll. If successful, the warp is stabilised for the round and can be used safely. If they fail, they suffer no backlash, but the warp is not considered stable this round. A fumble means the warp immediately loses stability, with results as above. A special stabilises the warp for two rounds and a critical stabilises the warp for **Colour** rounds.

Pick Up Isho Wind: This is a technique muadra caji use to replenish their isho point reserves. The character must a make a successful Tra-sense roll to read the local isho topology and must seek out one that has a magnitude greater than 2. Having found such

an area, the caji spends **Colour** x 3 minutes in a light trance and at then end of the time, matches their **Colour** score against the magnitude of the local isho topology, success adding (**Colour** score \pm **Isho Topology**) Isho points, up to the character's Max isho.

Caji entropy: This is an exceptionally dangerous technique, favoured of the masutin caji and derived from the above method of replenishing low isho points. It can only be attempted when there is a positive (i.e. rising) Isho topology modifier of at least 5. A character makes a Tra Sense roll to read the prevailing isho topology, and then matches their **Colour** against the magnitude of the isho topology modifier on the resistance table. Success adds isho points equal to the magnitude of the isho topology modifier to the Character's current isho points, and allows them to roll again next round. Failure indicates they cannot attempt Caji Entropy again until all excess isho points so gained have been expelled (and at least **Colour** hours have passed). Using Caji Entropy a character can boost their current isho points well beyond their Max isho, up to isho Score x 10, but if their isho points do go beyond Max Isho, they must roll every **Colour** minutes against **Colour** x (6-(multiples of isho Score above Max isho)) or spontaneously kern ALL their current isho points (see earlier – very messy). After five rolls (i.e. **Colour** x 5 minutes) this roll must be made every **Colour** minutes for five more rolls, then every **Colour** rounds...

Crystals – still not thought these through... and the Dysha table/conversions aren't done yet either...

SKYREALMS OF JORUNE- BRP

Maximum Isho		Current Isho		Colour	
Name	Rng (m)	Isho	Requires	Damage/Effect	Boost?
Bell	20	5	L50 E30 De5	Makes sound for 3 SR	
Blinding	20	5	S40 L30 De15	Blind for 5 rounds (Max duration 25 rounds)	Y
Body Freeze	10	35	S80 De50	Frozen for 5 rounds (Max duration 25 rounds)	Y
Body Shield	--	30	G60 L30 T10	Covers for 10 mins	
Brain Blast	10	5	S80 De50	1d4 Knock-out attack, +3SR for next rnd	Y
Bubble	10	20	G60 E10 T5	Hemisphere shield	
Cage	10	40	G60 De40 E30 T5	L Blast	
Calm Animal	20	10	S25 T5	Calms Terran derived life form if fail INT x (6-bundles)	Y
Cast Energy	20	10	Du50 De20	1d8, 6' orb	
Constrictor	10	75	E75 G60	Constrictor, Confines and 1d8 ignoring armour to limb	Y
Crater	10	30	Du75 De40	Crater, 12' fire orb	
Craze	10	5	S80 De20 T20	Fits for 1 rnd, take 1d6-1d6 to random location	R
Create Warp	5	100	T80	Open for 5 rnds	
Deflector	--	1	T20	Redirects dysha	
Drain	20	40	S90 T40 De20 Du15	Drain 50% isho per rnd for 3 rnds, 1 bundle adds 1 rnd	R or D
Faint	20	#+20	S40 T10	As Faint Touch but ranged	R
Faint Touch	--	#	S40 L20 T10	Target faints if Isho (#) overcomes targets Isho points	
Fire Touch	--	5	L25 Du25	Fire Touch, Burns	
Flingers	20	10	Du15 E5	Cast Energy-5	
Frost Bolt	20	20	De50 Du20 G10	Frost Bolt	
Healer	--	10	L25 S15 De5 T5	Heal 1D4	
Inner Ear	2	10	T30 L30	Hear other location	
Inner Eye	2	20	T40 L30	See other location	
Levitate	--	20	E40 T15	3sr/m movement for 1 rnd	D
Lightning Blast	40	10	De15	L Blast – 1d4	
Lightning Strike	20	40	De70 E50 S20	L Strike (1d8), Knockback	
Night Eyes	--	1	L40 T10	See in dark for 5 rounds	
Orb of Light	40	1	Du5	Illuminates area	
Penetration Bolt	10	50	De80 T50	L Blast (1d8), Auto-pen	
Ping	10	3	E35	1d2	R
Power Hold	10	3	E50 G15	4 confining rings STR 15 last 3 rnds	Y
Power Orb	10	5	E25	1d6, 1' orb	Y
Push	10	3	E5	STR 9 "shove"	
Quantum	20	5	Du35	1d4, 3' orb	N
Reflect	--	50	T50	Redirects dysha	
Scramble	10	50	S70 De20	Cripples moons	R
Shield	--	5	G25 L20 T5	Protects one side	
Shield Implosion	10	50	G60 E50 De10	Power Orb	
Shield Shatter	20	20	G70	Damages shield	
Spectral Stun	10	5	Du50 L40	1d10 knockout attack, +3SR for 3 rnds	
Spider Grip	--	10	L60 E30 G15	Climb easily 1 min	
Spinner	5	50	E75 G45 T10 Du5	Spins target	Y
Stiff	40	15	De35 S10	Stiff	
Suspension Orb	5	25	E60 G45 T20	Levitate target for 5rnds in 25HP shield	Y
Tumble	--	10	E30 L15 T5	Eases fall (-1d2 from falling damage)	Y
Wall	10	60	G70 E40 T5	5m ² shield	

Moons: L=Launtra, E=Ebba, S=Shal, Du=Dn, De=Desti, G=Gobey, T=Tra Boost?: Y= Bundles add to range, duration or effect; N= Bundles not allowed; R = Bundles only allowed to add to range (1/3 rule still applies) and D= Bundles only add to duration