Codex Jorunis

Roleplaying Rules
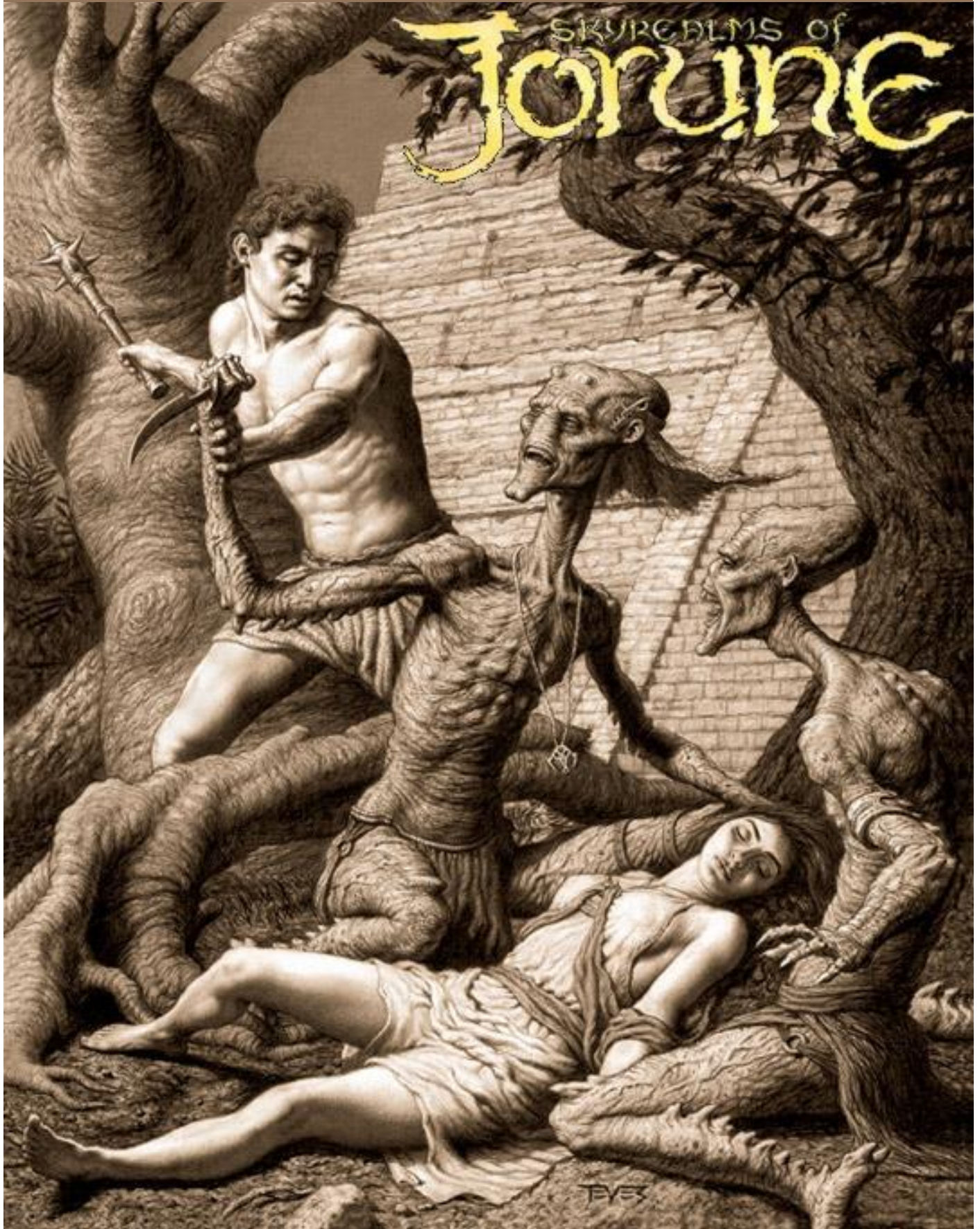
Codex Jorunis

In order to get a good feeling for the game I have combined parts of several game systems to suit the needs of my players and myself. Especially the feeling that you are "in charge" of your character during combat was needed. Too many games simply rely on a dice roll to decide every detail of the combat.

The garbled rule system that we use is the result of inspiration from Harnmaster, Role Master, G.U.R.P.S. and Jorune. They could sometimes be better, but we have settled with these. The rules are explained briefly below and no doubt cause many additional questions. Unfortunately, I don't have the time or stamina to explain all the rules in detail, but I hope that you will understand the main idea. The linked combat charts, character sheets etc also provide some explanation.

After years of switching between games I've also created something I call the **Hero System**. In Codex Jorunis this consists of a number of Hero Attributes and Hero actions. These are all rules tweaks and are activated/paid for with Hero Cards (replenished every game night) and Hero Points (replenished after level up). This Hero System can easily be ignored and omitted from the rules.

Yellow marked sections are under consideration by myself – as values or rules might have to change after experience.

Contents

Summary of Codex Jorunis files

Rolling dice

In Codex Jorunis the following dice are used: D100, D10, D6

When rolling/challenging skills (including combat), **roll 1D10 and add skill value**. Target value is normally 11.
ROLLING HIGH IS GOOD

When rolling for defence, roll 1D10 **under, but as close to the target value** as possible.
ROLLING UNDER, BUT AS HIGH AS POSSIBLE IS GOOD

When challenging a characteristic, roll #D6 under the characteristic. The lower the better.
ROLLING LOW IS GOOD

When rolling for hit location, roll 1D100 and consult hit location table. The result is random and can be manipulated only by aiming.

Modifiers due to injury, fatigue, isho, special conditions etc can of course modify skill and stat values before rolling…

Character Creation

Characters are created in these steps (see also Creation and Experience Charts):

1. Choose/define character background. Choose race and culture (I only allow humans, boccord and muadra), religion, family history, etc.

2. Define character Virtues (divide 10 points between the various opposite virtues to find out exactly what kind or moral the character has.)

3. Roll and allocate characteristics (3 sets of 4 x 3D6 characteristics are rolled and allocated in each of the 3 groups. After allocation 1D6 bonus points is rolled for each group.) Max = 18

4. Define characteristic-dependent skills and bonuses printed on the character sheet, along with skills, languages etc the sholari might grant the character for his background.
   - Automatic skill bases (*base+2*)
   - Hero points (*MOX/2*)
   - Isho points (*ISH humans/boccord, ISHx4 muadra*)
   - Colour points (*COL humans/boccord, COLx2 muadra*)
   - Size bonus (*-1 for muadra, +1 for boccord*)
   - Strength bonus (*-1 for STR stat 5 and under, +1 for stat 16 and above*)
   - Damage bonus (*Sum of size and strength bonus*)
   - Dodge value (*AGI/5+3 +occupational bonus. Max 8*)
   - Initiative value (*AGI+CON/2*)
   - Base movement (*AGI+CON/2*)
   - Max Injury Points (*Race base+CONx3*)
   - Injury Point Potential Max (*Race max + occupation/attribute/other bonuses*)
   - Max Lift weight – from ground (*STRx8 kg +-40 kg for boccord/muadra*)
   - Native language (*at rank 3*)

5. Choose one or more occupations (optional). Skills gained here start at STAT + given value and are regarded as Monopoly Skills (note an "M" next to the name). Note: occupation cost, which cannot exceed EDU stat. 7 is maximum starting value.

6. Allocate EDU x2 points among Common and Athletic skills. No base! 7 is maximum starting value

7. Allocate COL (COL x2 for muadra) among Moon skills. No base! 7 is maximum starting value.

8. Allocate Remaining EDU - Occupation cost x3 freely among other skills and properties. New skills for 2 points each (they start at BASE) or raise skills already chosen in step 4-8 (1 to 1 basis). 7 is maximum total for all skills. Injury points cost 3 points to raise in steps of 5. Hero Attributes have individual costs and require a certain level when bought (max 3 at creation). Status & Reputation have individual costs. Raising Max isho costs 1 point for 5 isho points. New dyshas are certificate skills and bought once only and not raised. They cost 1+ the dysha difficulty.

9. Summarize skills and calculate weapon block values (*½weapon skill+1*).

10. Equip the character. Sholari and background decides starting funds. Fill in armour and weapon values on character sheet. Calculate armour/stat penalties (if any) and Armed movement and Backpack movement.

Characteristics

Born with certain traits or player choice?
This is the main dilemma of creating characteristics for a character. I chose the first, but modified it slightly. I normally allow either three sets containing three characteristics to be allocated. Then I award 1D6 extra to top up the characteristics. On other cases I might allow 3 sets of 4 characteristics to be allocated (and the worst dropped).

Constitution (CON)
Physical stamina. Used to fight disease, poisons, shock (faint) rolls etc.

Social (SOC)
Social prowess. How easy a character understands social behaviour of different creatures as well has own kind and how well he performs social skills, such as singing, etiquette, seduction etc.

Colour (COL)
How well the character perceives the seven polarities/colours of the isho.

Willpower (WIL)
How steadfast, resolute, endurable and strong the character is mentally. How well he withstands pain, fear, mental attacks and mental fatigue.

Strength (STR)
How physically strong a character is. Often challenged when wrestling, lifting objects etc.

Education (EDU)
The initial knowledge of the character during character creation. Could be the theoretical skills of the iscin or the practical skills of a village hunter. Sometimes challenged when it is deemed possible that knowledge about something might have been obtained by the character during his education.

Isho (ISH)
The initial isho strength of the character. His ability to accumulate isho.

Awareness (AWA)
Often challenged with 3D6 +- modifier to see if the character has detected something around him through sight, hearing, smell etc (and especially what the others are doing around him in a combat). Have the characters rolling their Awareness often, even if there is nothing to see/notice. Keep them on their toes!

Agility (AGI)
Character's agility both when it comes to physical skills and when it comes to finger dexterity.

Intelligence (INT)
How bright he is. Something the character could figure out - but the player can't - challenge this stat.

Aim (AIM)
Seldom used more than as a natural determination of a characters aiming skills.

Moxie (MOX)
How lucky or fate-bound a character is. Some people just have "it". Moxie points are spent when using Hero Attributes but also when determining if he could have a lucky break, who in a group a random boulder hits etc.

Characteristics range from 3-18, but in game play extraordinary circumstances or temporary circumstances (dyshas, limilates, illness) might lower or raise the characteristics beyond these boundaries.

The characteristics are divided into three groups. I purposely avoided to place all physical "fighter" characteristics or the "isho" characteristics in one group, making it easier for a fighters, iscin etc to create characters with the characteristics they want.

Characteristics are challenged during game play by 2-6D6 depending on severity/difficulty of task.

Skills and their use

Skills are grouped under Combat, Physical, Practical Knowledge, Common, Animal, Occupational, Iscin, Languages, Interaction, Isho, Hishtin and Weave Tricks. Some of these groups are only open to certain races or occupations. Only some of them are open to pick from freely. All skills are of three types:

1. Normal skills
Most skills of the game. They have values between 1 and 12 (1-16 if it is a monopoly skill). A skill is tested by rolling 1D10 and adding the total skill value.

The target value for success is normally 11, but can raised or even lowered depending on difficulty/simplicity. A target value lower than 6 normally doesn't call for a roll.

A roll of 1 is always a failure and no skill value is added. Furthermore, there is now a risk for a skill fumble. Roll the D10 again. An odd number means a fumble, while an even number indicates it was "just" a normal failure.

A roll of 10 is calculated as usual by adding the skill value, but it also constitutes a chance for a critical success. Roll the D10 again. An even number indicates a critical/phenomenal/inspiring success, while an odd number is "just" a great roll.

Skills can be contested in two different ways:
a) The better of two character's skill rolls are compared. The highest result is the winner. For example, hazard gaming.
b) The lower skill value is subtracted from the higher to define to what degree/amount the winner won.
c) The result indicates the difficulty level of the target "resisting" with a stat challenge. The attack chart can be used for this. The D6's in damage indicate the extra D6's added to a resistance roll. Example: an alert guard normally notices a sneaking thief if he succeeds with 3D6 vs AWA. But, for every extra D6 the sneaker gains on the attack table, his AWA roll is increased – up to 6D6 vs AWA.

2. Combat skills
Combat skills have values between 1 and 12 (16 if it is a monopoly skill).

Combat skill rolls are nearly always contested (unless the target is unaware or somehow unable to protect himself) and then resolved on the attack table.

Combat attacks are rolled in the same way as normal skills: 1D10+skill value.

Once again, a roll of 1 is always a failure and no skill value is added. Furthermore, it is a risk of a critical failure. A second D10 is rolled. An odd result constitutes a second D6 fumble roll on the attack fumble table. An even result is "just" a failure.

As with normal skill rolls, a roll of 10 is a great roll and the skill value is added as usual. But the 10 also constitutes a chance for a critical success. A second D10 is rolled. An even number means a 1D6 roll on the critical success table while an odd number is "just" a great roll.

The result is then contested by the result of a <u>defence roll which is made with 1D10 UNDER, but as close as possible to the dodge, unarmed, block or Shield value</u>. The defence value is subtracted from the attack result rolled <mark>(minimum base value when dodging!)</mark> and the attack table is consulted for exact damage value. **NOTE**: some defences (blocks, shields and dyshas) provide extra points which are added to the defence value before it is subtracted from the attack value.

As with all skill rolls, also defence rolls can achieve critical successes or failures. In these cases a 10 is always a failure, providing no defence value (not even for blocks, shields, dyshas) and a second D10 is rolled. An odd number indicates a critical failure and a D6 roll of the defence fumble table, while an even number is "just" a failed defence roll.

A roll of the exact defence target value is a great roll but also indicates a chance for a critical success. Roll a second D10. An even number is a critical success and an automatic defence/block/dodge etc REGARDLESS of the opponent's roll. An odd number is "just" a great roll.

3. Certificate skills

These skills are learnt at a certain rank, normally 1-4 or just bought once and can then always be used without a roll. No rolls are ever made against these skills. They are simply a measurement of how well that skill is mastered. Language skills, contacts and streetwise/city lore skills and dyshas are examples of these. Weave tricks are also certificate skills, but come with a penalty to the weave.

Skill bases

Common and combat skill are dependent on characteristics which provide them with a base when buying them. The base is calculated by dividing the characteristic by 5 and rounding down – with 1 being the minimum value (i.e bases ranging from 1-3). This base constitutes the base value when rolling for some skills the character might not have (only applies to combat, athletic and common skills). Most other skills (GM's discretion) just aren't possible to even try to perform, as they require some basic training (iscin skills, specialized occupational skills, languages etc).

Monopoly skills

Certain skills are "monopolized" by certain occupations and marked with an "M" on the character sheet. Only these occupations may raise the skill beyond 12 and up to 16. <mark>Monopoly skills also have the advantage of being cheaper to raise with XP.</mark>

Hidden rolls

I often have the players roll their AWARENESS and SIGNATURE SPECTRUM hidden, so that the players don't know if they've successfully searched a room for hidden doors, spotted a suspected ambush etc. The same goes for stealth rolls (it's more fun if the sneaking or hiding character doesn't know how silent he is or how well he has hidden himself). All kinds of rolls can be hidden for the fun of it. Never combat though! It takes away the self-governing fun of the player.

Combat

Before going into combat, we must first go through hit locations of the body, the traits of weapons and armour and the definition of a combat round.

Hit locations
All humanoid creatures are divided up into the following hit locations:

Skull
Eyes
Face
Neck
Shoulders
Arms
Elbows
Hands

Thorax
Abdomen
Groin
Legs
Knees
Feet

Weapons
All weapons will have 1-3 damage classes. These are blunt (B), edge (E) and point (P). A weapon will do different amounts of damage depending on how you use it. Only one class is normally used for a weapon and marked grey. Additionally, a weapon will have a range class. An example below from the Weapons Chart:

Weapon	Skill	Class	B	E	P
Broadsword	Swords	B	3	5	3

Armour
All armour is described by type of material, what protective value it has and which hit locations it covers. An example below from the Armour table:

Armour	Value
Carapace	5

Combat Rounds
A combat round is not an exact fixed amount of time. I generally say that a weapon can be swung and a defence made <u>by each combatant</u> in a round. The time of a round would therefore be roughly 4-6 seconds.

Combat order
With these factors in mind, we go through the order of combat and how to resolve combat results. As I try to explain it in detail it might seem difficult at first, but all it needs is a combat chart. Try it a few times and the steps will come naturally with the chart in front of you.

Melee Combat
1. Determine initiative
Roll 1D10 + Initiative value. Character with highest result acts first in the round - lowest last. If a draw, compare AGI.

Roll <u>only</u> the first round of a combat or when a new combatant enters the fray or a character switches opponents. If a character fumbles, stumbles or is knocked back etc, he from then on acts last in that round (until someone else suffers the same).

2. Attacker states attack type
A -   Normal attack with standard weapon injury class (edge for swords, blunt for clubs)

B -   OPTIONAL: Aiming -4 head, -2 arms or legs, +-0 body. (body presumed if no choice)

C -   OPTIONAL: Using a hero combat attribute (such as counterstrike, double strike, basher etc) which modifies the roll or provides special results if successful. Costs Hero Cards.

D -   Add or subtract special bonuses/penalties for other combat factors, such as prone target, attacking from behind etc.

3. Defender states defence type

Dodge	*- simply avoiding blow. Rolled successful value = defence value (min.base!)*
Weapon Block	*- add +2 to successfully rolled value. Only once per round*
Shield Block	*- add +3 to successfully rolled value. Only once per round*
Unarmed block	*- Rolled successful value = defence value. Injury possible!*
Grapple	*- tries to grapple arm or weapon of attacker with his own hands. Rolled successful value = defence value*
Full defence	*- x2 blocks and +3 added to dodge value - but no attacks*
Ignore	*- if defender is unaware of attack or is incapable to avoid it*

4. Roll attack
1D10 + weapon skill +- bonuses/penalties
1 = Miss and chance of critical failure (Odd=D6 fumble roll. Even=ordinary miss)
10 = A good hit and chance of critical success. (Even= D6 critical, roll. Odd=no extra effect.)

5. Roll defence
1D10 under defence value. Rolled value = defence value
(weapon/shield blocks add +2/+3 to a successful defence value)
10 = failed defence and chance of critical failure (Odd=D6 fumble roll. Even=ord. failure)
Target = Good move and chance of critical success. (Even= auto def. Odd=no extra effect.)

6. Consult attack chart
Subtract defence value from attack value and consult Attack Chart. Result is shown as:

#D6	- Attacker hits opponent. # represents number of D6 damage
DTA	- Defender Tactical Advantage = free bonus attack roll by defender or other action (but only against the clumsy attacker)
DODGE	- Successful dodge
BLOCK	- Successful block

MISS	- Attacker misses
WILD	- Wild shot/swing. Not only miss, could hit unwanted targets
Ahd	- Attacker has a hold on the defender. Can choose another unarmed action (see unarmed combat)
Dhd	- Defender has a hold on the attacker. Can choose another unarmed action

7. Roll Hit Location and Damage

A D100 is rolled and the Hit Location Chart is consulted. There is one column for head, arms, legs and body (depending on what the character was aiming at). The last number of the roll (the 7 in 47) represents left (odd) or right (even) side/appendage.

At the same time #D6 + weapon damage + damage bonus + other combat action bonuses are rolled for damage. Armour value + size bonus (and other protection) for that hit location is subtracted.

The Hit Location Chart is consulted for injury effects.

8. Injury Effects

Find appropriate injury column to the right of the Hit Location. Results are as follows:

Yellow column = 5 Injury Points taken
Orange column = 15 Injury Points taken
Red column = 20 Injury Points taken

E	=	Shock. #D6 vs CON or faint 20-CON rounds (+TA to opponent)
		If success with 0-1 = stun 2 rounds
F	=	Fumble. #D6 vs AGL or fumble ((Lose weapon + TA to opponent)
S	=	Stumble. #D6 vs AGI or stumble (Fall prone + TA to opponent)
K	=	Kill. #D6 vs CON or death (The End)
A	=	Amputate. #D6 vs 1/10 of weight or amputate

Notes

TA	= When stumble, fumble or faint + last in initiative
20 IP to location	= Wound (-1 on location. Requires special treatment)
20 IP to body/head	= Knockback (+3D6 vs STR or stumble)
20 IP to limbs	= Limb unusable until healed. Auto fumble/stumble
IP 0	= Dying, if not treated within 10 rounds.
-30 IP	= Instant death

Large/Huge Creature Rules

Oddly shaped creatures are problematic when rolling for hit location. GM adaptation is the best way to solve it. Merge "unuseful" hit locations to others that might be unusually or simply remove and re-roll hit locations etc.

Large/huge creatures inflict extra knockback and +1D6 E on every 10+ IP injury.

Creatures with 4+ size normally add their size to stat when rolling for E, K, A and S (F not possible for natural weapons). (Large creatures already have their size added to their attack damages.)

Large creatures don't suffer their first -2 to -8 wound penalties.

Missile Combat

Missile combat is resolved just like Melee Combat, except that there are fewer attack options and fewer defence options. All defenders have -2 defence vs shot missiles (not thrown). Weapon blocks are not possible vs shot or thrown missiles.

Unarmed Combat

Slightly different. The unarmed skill can be used in several ways:

- Punches, kicks, head butts and shield bashes are resolved as the melee combat order above.
- The rest of the attacks demand a successful Hold (Ahd in the attack charts) in order to
  perform their secondary attack (Grapple & Throw, Grapple & Trip etc).
  If both hands aren't used for these hold+secondary attacks, the GM should inflict a 1-3
  penalty to the stat challenges

Human punches, kicks, head-butts etc (without knucklers, thikes, spiked helmets etc) can never obtain more than Orange damage class on injury table.

Unarmed attack options

Normal attack/strike	Punches, kicks, head-butts, shield bashes etc
Grapple & Strike	If hold (Ahd) is achieved, an unarmed attack or class "A" short weapon attack with only base Dodge value for opponent as defence.
Grapple & Throw/Tackle	If hold (Ahd) is achieved, STR/AGI+2 vs STR/AGI or thrown. Both on ground. Hold continues if chosen.
Grapple & Pin	If hold (Ahd) is achieved, STR+2 vs STR to break free. Add +1 /round until +6.
Squeeze/Strangle	If hold (Ahd) is achieved, 5 IP damage/round (bypass armour). Brake-free possible.
Grapple & Trip	If hold (Ahd) is achieved, AGI vs AGI or stumble.
Grapple & Disarm	If hold (Ahd) is achieved, AGI/STR vs AGI/STR or disarmed.

As with melee blocks, the unarmed skill can be used for blocking unarmed attacks or as a grapple defence.

Unarmed Blocking	vs unarmed only! Roll under ½ unarmed skill +1.
Grapple Defence	Roll under ½ unarmed skill +1. If attack misses, defender get hold (Dhd) + one of the bonus actions above.

Sometimes a character is left with only a base dodge target value when rolling for defence (when using a Hero Attribute combat action for example). In this case, they must roll under the base dodge (and if successful getting the full base dodge, as that is minimum). However, there can be <u>no critical successes or critical failures when rolling against only base dodge</u>.

Combat Modifiers

All combat systems need them..........

Target body	+- to attack roll
Target head	-4 to attack roll
Target arms/legs	-2 to attack roll
Prone target	+2 to attack roll.
Actions when prone	-2 to actions. Only aim at legs. ½ defence rolls. Getting up takes 1 round with no other action.
Higher ground (& mounted)	+1 to attack roll. Opponent can't attack head locations. No leg attacks possible without riding skill success. +1 initiative and+4 damage from charging mount.
Attacking from behind	+2 to attack roll. AWA to notice or ½ dodge as defence (provided target is actually moving about, fighting etc)
Using off-hand	-3 to attack roll (and weapon block)
2H weapon in 1H	-3 to attack roll (and weapon block)
Large target	+1 to attack roll
Huge target	+2 to attack roll
Bad visibility	-2 to actions and attacks
Blind attack	-4 to attack roll
Stunned	-2 to all actions. Only defence possible.
Stunned foe	+2 to attack roll
Attack vs longer weapon	-1 to attack roll
Attack vs very long weapon	-2 to attack roll
Run & attack (-2 move)	-3 to attack roll
2+ attackers	+1 per extra attacker after the first
Target covered	-2 to attack roll
Target running/moving	-2 to missile attack roll
Prolonged aim	+2 to shot missile attack roll after 1 round of aiming
Shooting from mount	-3 to shot missile attack roll
Load/shoot 1 round	-2 to shot missile attack roll
Load/shoot 1 round longbow	-3 to shot missile attack roll
Defence vs shot missile	-2 defence
Weapon block vs shot missile	Not possible!
Ignoring attack	+1D6 damage
Riding/moving attack	+4 damage
Riding/moving attack	+4 initiative

Examples of other actions during combat:

Getting up from the ground	1 round (instead of attack)
Drawing a new melee weapon	1 round (instead of attack)
Draw/ready shot missile weapon	1 round (instead of attack)
Picking up a dropped/disarmed/fumbled weapon	1 round if 3D6 vs AGI, otherwise 2 (instead of attack)
Drawing & throwing weapons/objects	1 round, but last in initiative
Weaving & throwing/launching dysha	1 round (normal initiative)
Getting something from a pocket/satchel	1 round (instead of attacking)
Getting something from the backpack	3 rounds (instead of attacking)
Getting off armour	5 rounds (instead of attacking)
Getting on armour	10 rounds (instead of attacking
Taking a good look around	1 round. 3D6 AWA roll (No attacking)
Quick combat orientation	0 rounds. 4-5D6 AWA roll
Attack and move	Generally Base move/2
Move / Sprint	Base move or base move x2

Combat Tips & Hints

The combat system relies heavily upon gaining Tactical Advantages. Gain one and you have an extra chance to attack your target again. This is especially important in unarmed combat.

☠ Dare to change weapons with different types of injury.
- Blunt to the head gives more Shock (unconscious) rolls.
- Blunt delivers more Injury Points at weak hits than Edge and Point.
- Point causes more death rolls.
- Edge causes more shock and amputate rolls.

☠ Aiming causes different effects
- Legs = more stumble (*If an opponent stumbles you get a Tactical Advantage against a prone target*)
- Head = more knockouts (*opponent knocked out gives you a Tactical Advantage against a target that Ignores attacks*)
- Arms = more fumbles (*an opponent that has fumbled gives you a Tactical Advantage against an unarmed target*)

☠ Combo attacks are good. With good Unarmed skills target can be knocked back, tripped, kicked etc.

☠ Choose effective attacks (overhead, aimed attacks, double attacks etc) against injured or poor opponents.

☠ Long weapons (C) are good against short weapons (A). Long weapons are however useless in close quarters.

☠ With short "A" weapons, use unarmed grapple & strike for efficiency (as opponent cannot use full dodge).

☠ Look for cover. Cover forces opponent to aim for uncovered hit locations.

☠ Look for special bonuses (partial cover, trees to make right hand swings harder, sand in eyes etc)

Race base and race max Injury Points

Adult characters begin with an Injury Point Max equivalent of [Race base IP+CONx3]
Furthermore, character have a potential Max IP corresponding to their race.
Both these values can be altered during creation and through Hero Attributes, occupations etc.

Race base IP (+CONx3)	Base	Max	Race base IP (+CONx3)	Base	Max
Humans	20	100	Corastin	70	230
Boccord	25	120	Croid	70	260
Muadra	15	80	Ramian	50	160
Salu /Acubon	20	110	Thivin	10	80
Trarch	20	120	Cleash	20	100
Woffen	15	100	Scarmis	30	110
Bronth	50	160	Thriddle	15	90
Blount	15	90	Shanta	25	160
Crugar	30	90			
Tologra	40	150			

Registering Injury Points

Injuries are noted on the character through a simple reduction of Injury Points. Each injury might cause shock rolls, fumbles, stumbles, knockbacks, amputations, kills etc. *See combat for details*.

20+ IP to a hit location	= a Wound, note -1 to hit location (-1 movement and stat)
20+ IP to arm or leg hit location	= the limb is useless until healed
15 IP left	= -2 skill, stat and movement penalty
10 IP left	= -4 skill, stat and movement penalty
5 IP left	= -6 skill, stat and movement penalty
0 IP	= dying unless treated within 10 rounds.
-30 IP	= instant death

More than one Wound can be accumulated to one body part. Just total the Wound penalties. More than 2 wounds to a limb means it is destroyed, severed, crushed beyond healing etc.

Healing

Injury points are normally healed at a rate of 5 per day (10 if resting +- modifiers for limilates, treatment etc)
Wounds are harder to treat than minor wounds and requires more than mere first aid skills (i.e the Learsis skill/surgery or a specific limilate or dysha). They <u>always</u> require treatment to begin healing. If not treated, the penalty will be permanent and the Injury Points will begin to heal first after 3 weeks.

Limilates, healing dyshas, good treatment and other factors can regenerate IP or Wounds directly or raise the healing rate.

Extreme physical exhaustion, travelling, combat	0 IP restored per day
Normal, low activity	5 IP restored per day
Bed rest, laysis or enclep care	10 IP per day
Limilates	Instant #IP or wound recovery or 5 to 15 IP per day
Dyshas	Instant #IP or wound recovery

Mutation

Dyshas, shantic artefacts and some limilares stimulate regrowth through isho in such a way that they could cause mutations while healing. Such dyshas, devices and limilates are marked with one or more * (one extra * per dysha bundle). Note the total amount of * gained in 24 hours on the character sheet and roll on the table below:

Roll 3D6 vs CON (Add 1 for every * above three.)
< CON   No mutation.
> CON   Minor mutation. Only small quirk, visible abnormality. Healed wrongly, lumpy, discoloured etc.
5>CON   Terrible, maybe fatal mutation. Extra finger, overgrown eye, blood cancer, gruesome abnormality when wound heals wrongly. Comeliness penalty.

Infection

If there is risk for infection (untreated wounds, if a wounded but treated character is subjected to filthy and unhygienic conditions, some critical failures in healing rolls) an infection roll is made for each wound vs CONx4. If roll is unsuccessful, one Infection Point per wound is received. Infection Points increase with the same amount each day (3 infected wounds would give 3 extra infection points per day). If the total Infection Points for all wounds exceed CONx2 the wounded character dies of gangrene.

No healing of wounds is done until infection is stopped.

Infected characters suffer a -4 physical stat and movement penalty up to CON infection points. CON to CONx2 infection points is -8 physical stat and movement penalty.

Only way to stop infection is specific disinfecting limilates or healing dyshas.

Hero Attributes

Hero Attributes (HA) are the special abilities heroes are known by. They are described by the trait they give the hero (sure-footed, decisive, mauler, multi-tasker etc). Hero Attributes provide rule tweaks and a chance for impressive manoeuvres

Some Hero Attributes are free to use and provide the hero with an unusual talent (ambidextrous, well-built, linguist etc) while most others cost player Hero Cards to be activated or used for that round. As a rule one HA can be activated per round for the cost of 1 card. A second HA the same round costs 2 cards (3 in total now), a third HA the same round costs 3 cards. Thus, activating three HA in the same round would cost 6 Hero Cards.

HA are found in the Hero Attribute Chart and may be bought during character creation and with experience points later during character advancement. They are listed together with costs and minimum level requirement.

When creating a character only 3 HA's may be purchased. Only 1 extra per level may later be purchased with experience points.

HA are grouped, with some being open to all characters - regardless of occupation - to buy, while others are closed and related to certain occupation. A character may have no more than 10 HA in total. Only 2 of these may be from closed occupational groups which aren't their own (and these cost +2 more points to buy).

Dyshas & Isho

Muadra are sensitive to larger fluctuations in isho and can with training of their tra-sense see/feel/sense larger isho combinations or short-sightedly study finer isho details, such as in shantic technology. With training they can also weave or unweave dyshas. Most muadra can also perform small, unimportant weave tricks, like small sparks, softly glowing body parts or things they touch, light shows, small jolts, small isho balls, spit isho, erotic energetic kisses, tickles, massage flows, finger webs, colour strands, isho webs, discolored eyes, crackles etc.

Humans are mostly insensitive to isho, unless subjected to extremely strong isho anomalies.

Boccord on the other hand have adapted and can with training sense and manipulate copras of living organisms.

For more details about isho and weaving, see the essays *Isho – The Invisible World* and *Weaving the Isho*.

The following skills and rules are the most important to using isho in Codex Jorunis.

Moon skills are sometimes challenged (activating crystals, using isho tech, learning dyshas, interference, unweaving etc) and are rolled just like normal skills. A success is a result of 11 or more. Just like a normal skill, a moon skill might suffer penalties or bonuses to the roll (injury, items, limilates, sho-sen etc). Keeping a Moon Skill balance is important, as they gain bonuses or penalties to their weaving depending on the order of moon skill proficiency.
Moon skills are bought and raised just like normal skills.

Dyshas are described as in the normal 3rd Edition Skyrealms rulebook, but I have modified their costs, and difficulties somewhat. Some new dyshas have also been added. I have also detailed injury or effects to suit the Codex Jorunis.
✓ Dyshas are woven with the Weave Dysha skill
✓ Dyshas are thrown/launched with the Throw Dyshas skill
✓ Dyshas are woven and thrown in 1 rnd (in order to make it more fun for the muadra)

Weave (and attack) procedure:
1. Muadra chooses which dysha to weave and adds any bundles or weave tricks

2. Roll and add Weave Dysha skill rank to succeed. Normal target value for success is 11. Weaving normally suffers bonuses or penalties due to dysha difficulty and moon skill proficiency, and possibly even due to added weave tricks or use of items or limilates.

3. If it is an attack dysha, Roll attack roll and add Throw Dyshas skill rank (normal missile combat rules with aiming, defence rolls, rolling hit location etc)

4. If there is a hit, determine dysha effect. Some dyshas will roll normal combat injury (lightning blast, crater etc) while others will have other effects (cage, suspensions orb etc)

Learning new dyshas
New dyshas are learnt individually as certificate skills (bought once and not raised) from a benevolent Copra or Sholari Caji and paid for with a one-time XP cost <u>and</u> Colour Points (sometimes also money) in combination with a first weave roll (Weave Dyshas skill -1 per * + teacher aid +1 to +3. Target is 11). A first weave can be attempted once per day.

As a minimum one dysha of a lower difficulty must be learnt before a harder dysha is learnt (i.e. minimum one * dysha must be learnt before ** dyshas are learnt. Minimum one ** dysha before *** dyshas are learnt etc).

Easy(*) and Moderate(**) dyshas are usually well-known, heard of or have been described, so the caji can attempt to learn them himself at a +1 CP cost and a successful 4D6 INT+COL/2 roll per level. The XP cost must still be paid and the first weave roll must succeed.

Unweaving is a skill reserved for <u>muadra only</u>. It is a defence action, but it <u>cannot</u> be combined with other defences or even a dodge, as it requires full concentration.
It requires a tra-sense roll to sense what colour(s) is woven into the dysha (+ if there are any confusing weave tricks). The muadra must then know or chance the amount of isho related to the dysha difficulty (better to chance high and spend more), otherwise the unweave automatically fails. The muadra then <u>chooses</u> one of his own moon skills to challenge, which must match on of the colours of the dysha, and rolls vs this. The target is usually 11. Difficult dyshas are harder to unweave and incur a penalty to the unweave. If the roll is successful, the dysha is unwoven. If not, it hits full force. Likewise, unweave automatically fails if a moon skill is chosen which is lower than the dyshas colour or isn't even included in the dysha makeup.

Unweave procedure:
1. Roll tra-sense to sense what colour(s) is woven into the dysha. Penalties for weave tricks used. Target value is normally 11.

2. Choose amount of isho to spend (guess isho difficulty)

3. Choose moon skill to roll (one included in the dysha weave). Roll + moon skill - penalty for dysha difficulty. Target value is 11.

4. Dysha unwoven if successful roll <u>or</u> hits full force. No dodge allowed.

NOTE: Unweave automatically fails if incorrect isho amount is chosen, wrong moon skill is chosen or if a moon skill is chosen which is at a lower level than the chosen colour of the dysha.

Interference is a skill reserved for <u>boccord and humans only</u>. It can be combined with a -2 dodge as it can be done semi-consciously. The isho needed to interfere is spent automatically (½ of incoming isho). If the interferer doesn't have enough, then interference isn't possible.
If the isho is sufficient, the interferer <u>must</u> then rolls vs the dominant colour of the incoming dysha (i.e interference is blind to weave tricks). Target value is 11 as usual.
If successful, the dysha is interfered. If not, it hits full force. Once again, a -2 dodge can always be retorted to if the interference fails.

Isho Tech is used by rolling tra-sense (+ any lore isho tech skills the character might have) to understand it. Then the required moon skills (including any bonuses/penalties) for the device are rolled and the required isho is spent. Target value is 11 for all rolls. If required colour points might be required to be spent. (*See Isho Technology essay for details*)

Hero Points & Hero Cards + Luck

Every character starts an adventure with **Hero Points** equal to his MOX/2 (round down).

Hero Points are spent during an adventure to tweak the rules and story in several ways, such as gaining advantage in a roll, removing injury after a battle, adding background information etc.
There are also **Group Hero Points** for similar, more powerful/group oriented use.

Every player gets **Hero Cards** every game session equal to the characters MOX/2 (round down).
These are used to activate Hero Attributes (see section above), activate a luck roll or for cooperation skill rolls.

Luck can be called for in some occasions. This should <u>never</u> be major results (*Will the dharsage randomly award me golden challisk today? Will I find 10 gemclusters?*) and <u>never</u> change the outcome of dice rolls or combat actions/reactions. It should be subtle things and always as a question to the GM (*is there a wagon of hay or something else soft under the window? Did that throwing knife land close to me?*)

See Hero Point System list for more details on what Hero Points, Group Hero Points and Hero Cards can be used for.

See the Hero Attribute section above and list for details about the different Hero Attributes and their costs to buy during creation and with XP.

Resistance Rolls

A character might suffer other attacks than the physical violence of sword, arrow and teeth. Sometimes the attack is poisons, diseases, mind attacks, isho attacks or pure terror.
All such attacks are resisted with 1-6D6 vs the corresponding characteristic.

Poisons	resisted with	CON
Disease	resisted with	CON
Mind Attacks	resisted with	WIL
Isho	resisted with	ISH
Terror	resisted with	WIL

A successful poison roll often mean that the main effects of the poison (paralysis, death, sleep etc) is avoided but that the character most likely is subjected to some linked minor effects (penalties for being slow, in pain, nauseous, drowsy etc). The level of success should determine how small this minor effect is. Extremely good or critical success means no effect at all.

The same could apply to diseases if the GM judges this applicable. The minor effects of escaping the plague could be a fever or some pains.

Resisting isho or dysha attacks is normally a matter of being affected or not. But in some cases of strong isho or RPG flair, the GM can decide that a character is afflicted by some minor effects.

Sometimes things scare the living daylights out of characters. In these cases let the player roll vs the characters Willpower with 2-5D6 (depending on horror severity of source). A failed Terror roll (WIL) has different effects depending on the level of failure (see table below).

The number of failed points are accumulated as Terror Points. They are healed slowly, raising the character from one level to the next until he is calm again.

3 rounds	= restore 2 Terror Points
1 minute (12 rounds)	= restore 2 Terror Points
1 hour	= restore 2 Terror Points
1 day (+ every day after)	= restore 2 Terror Points

Terror Points and Terror Levels	
Failed Terror roll (WIL) with:	
1-2 points =	Trembles, wide-eyed, worried. -1 to all actions
3-4 points =	Scared and startled, stutters, mainly focused on terror source. -2 to all actions.
5-6 points =	Trembles in fear, cannot speak properly, moves away from source, cannot approach. Cannot think of anything else. -4 to all actions
7+ points =	Panics, screams, flees, faints, soils himself or is paralyzed (1T4 rnds). No other actions + risk of permanent Madness (3D6 WIL again)
When terror points are decreased, the terror level effects decrease as per above with the decreasing points.	

Gaining Experience & Improving the Character

GM awards XP to every character after an adventure or suitable part of adventure. XP are gained for each character in the following way:

Experience award	
Easy Adventure	5
Challenging Adventure	10
Hard Adventure	15
Short Adventure	5
Medium Adventure	10
Long Adventure	15
Good roleplaying sequence	+2
Good player story contribution	+2
Good laugh	+2
Exciting moment	+2
Alternate problem solving	+2
Very interesting culture, place	+2
Character plot revelation	+2
Great cunning plan used	+2

Skills may be raised with a maximum of 1 point per level. All skills cost 2 XP to raise, except Monopoly Skills which cost 1 XP to raise. Skill maximum (total of base+XP+mods) is 12, except Monopoly Skills which have a maximum of 16.

New skills may be bought at the GMs discretion if it suits the story and character (watch out for occupation stereotype incursion). New skills cost 4 XP and start at Base.

Hero Attributes may be bought for the special individual cost they have <u>if</u> the required level is obtained.

Max Injury Points may be increased once per level at the cost of 10 XP for 5 Injury Points

Max Isho Points may be increased three times per level at the cost of 3 XP for 5 isho points.

Stats, Occupations and Status & Reputation can't be bought or raised with XP!