

SKYREALMS of Jorune

Weaver Technology

The new isho technology, spread by the World Weaver cult of politically active muadra out of Dobre, is an attempt to reverse engineer the ancient knowledge of the shantas and their elusive invisible technology. Weaver technology could simply be called isho technology, but as it lacks many basic principles known only to shantas, and clearly has ties to the breakthroughs in hybrid technology made by the Khodren genius Marec KreeKorum, it has become a field of knowledge in itself. Weaver technology is sometimes also new and innovative, with some ironic ties to the injinns of the hated Kerell.

Weaver tech items can only be created by the World Weavers and this craft is a carefully guarded secret. However, the World Weavers are eager to spread these items to muadra throughout the civilised realms, in order to increase muadra power and thereby their own political and monetary power.

Weaver technology is understood and used just like shantic technology (see *Isho Technology* essay for more details).

The weaver tech operation process in short game terms

1. **Roll Lore: Weaver Tech** skill to see if there is any previous knowledge about this device.
Success means lowers the minimum experience factor one step (See device's traits below)
2. **Roll Tra sense** skill to understand how the weaver tech device works. Penalties apply depending on the device's complexity. A device might require the user to be
 - familiar* (1-8)
 - experienced* (9-12)
 - seasoned* (13-16)in tra sense and might even state penalties to the roll (see device's traits). 11 is normally the target to succeed. Bonuses apply as follows:

- *Certain tools used to manipulate the isho, sho-sen, isho tech* +1 to +4
- *Being a copra caji in the primary colour used by the device* +2
- *Having used the isho tech before* +1
- *Having frequently used or been trained to use the isho tech* +2

Success means the functionality of the device is understood and the user may try to use it. (Continuing to step 3)

Failure means that the user cannot understand how the device works and needs help from a more experienced user or needs to raise his tra-sense skill another 1 point before trying again.

(The fact that some devices might have their effects boosted if more isho is placed in them requires a critical success on the tra sense roll.)

NOTE once again, rolling a successful weaver tech lore skill roll before the tra-sense roll will reduce the minimum experience factor one step. (A S2 becomes an E2.)

3. Roll the moon skills required by the weaver tech device (see device's traits). (Note: the user must also have the Weaving skill)

4. Expend colour points A 3D6 roll under colour stat is needed to expend the amount of colour points needed.

NOTE Each step of the procedure counts as one round each of game time. That means it takes 2 to 3 rounds to activate a device. A failure in a moon skill roll means another round as the caji tries again.

Multiple operators

Having someone helping you. Both must manage the tra-sense roll to understand the device and another tra-sense roll -3 to be aligned with each other. After this, they can choose who shall roll for each moon skill. Shantas sometimes work this way to boost a device's powers.

Weaver tech definition

All weaver tech listed is defined with figures to state its complexity, the required skill of the user and how it is used. An example:

Ishilin Storage

(E2, 10Ebba, size: L)

A rudimentary sarceen which.....

To use a Ishilin the user must be experienced in tra-sense and still suffers a -2 penalty to his skill roll (S2). He must expend 10 isho points and succeed in his Ebba moon skill rank.

Examples of weaver technology

Ishorra

(F2, Gobey, size: M, L or XL)

Isho battery. Shaped like an amphora with crystal nails driven through it. Is charged by the sho-sen but at half (one third?) the speed of organic cells. Can store 20, 50 or 80 isho depending on size (M, L or XL). Must be kered (roll vs gobey) during extreme isho weather or will explode (3d6 E damage) to 3 hit locations on all 1,3 or 10 metres away from detonation.

Nash-amal

(E2, 5Tra, size: L)

Tra-sense magnifier enabling a muadra to see more detail when studying isho technology or a dyshas makeup. Shaped like an oversized helmet with a horned faceplate and strange jutting ridges. Not comfortable and rather clumsy to wear when moving about.

Coprey Seeker (E2, 10Tra, size: S)

Copra finder. A thick metal medallion with a smooth transition crystal in its centre. Can capture by contact and then track a copra up to 200 m away (x sho-sen factor). A faint glowing point is seen on either metal side of the smooth crystal to indicate direction.

Ebbarra (F2 10Ebba, size: M)

Isho binders. A thick steel necklace with stone and crystal balls. When placed around the neck of a target and activated it envelops the target in binding dysha rings (STR 30) which last for 1 day. Can be recharged with the give isho dysha etc. Can be unwoven, but treat as tightly woven with -4 to Ebba unweave.

Noshu Guardian (Automatic, size XL)

A rod which stabilises high sho-sen in an 50 m area (fuelled by and only works during high sho-sen)

Shocarra Crystal Charger (E3, 30Desti/Ebba/Gobey/Du, size: L)

Revolutionary item which can temporarily charge a raw empty crystal (or intact drained crystal) with Desti, Ebba, Gobey or Du colour (giving it standard crystal powers). One type per crystal exists. Charging requires high to medium sho-sen or other isho source and takes 12-24 hours. Has a 20% chance of failing when activated (raw crystals) or 10% for drained cut crystals. Drains within 1d6 days.

Ishilin Storage (E2, 10Ebba, size: L)

A rudimentary sarceen which can store limited information in the form of ishi glyphs/shorthand created by the World Weavers. Messages and instructions corresponding to max 1 sheet of written texts.

Secasha Crystal Enhancers (E3, 1 original crystal colour, size: S)

These unique devices alter a crystal's effect when encapsulating it. Using it as a power source for another power/dysha of the same colour. Each secasha is created only for one type of normal cut crystal and creates only one type of new effect. Can be reused until physically broken - even after discharging harmful isho.

Shyee bomb (S3, 20Shal, size: XL)

An isho devouring bomb (no physical effect) which steals all isho in the surrounding 100m diameter area, leaving a sho-sen vacuum behind. All within lose all their isho, shantic tech will cease to function, crystal schooners will drop 100 m etc. All with 15 or more isho must roll 4d6 vs isho stat or faint from the effect of losing isho. The isho bomb can be drained for 1/3 of the isho devoured within 10 minutes.

Crunorrac Isho Booster (E2, 20Tra, size: XL)

Experimental and heavy crystal, carapace and mineral harness which channels more isho to the wearer (as in a constant +1 isho environment higher than surrounding sho-sen). Allows wearer to regenerate isho points at x2 speed and unweave with only ½ isho needed. Once activated the device will remain active until deactivated or entering an isho depleted area. The device is however extremely dangerous during rapid isho rises (+2 D6 to isho burn roll and +3 to all burn damages). Caji entropy also always results in burning. The device has been known to sometimes also fuel incoming dyshas and enhance their effects against the user.