

SKYREALMS of Jorune Experience

Character name ▶

Danger

- 1 Alone vs better opponent
- 1 Protecting others
- 1 Helping defenceless
- 2 Risking life for others
- 1-2 Near death (3d6-4d6)
- 2 Having died
- 1 Daring natural obstacle
- 2 Alone in hostile environment
- 1 Participated in war
- 2 Participated in battle
- 1 Winning a good fight/duel

Travel

- 1 Int. culture/person/religion
- 1 Int./important/famous place
- 1-2 Un. place, environment
- 1 First time in state/realm
- 1 Severe geography (desert etc)
- 1 Dangerous environment

IQ

- 2 Great cunning plan
- 1 Clever plan not used
- 1 Quick thinking
- 1 Solving riddle/puzzle etc
- 1 Critical in knowledge skill

Isho

- 1 Understanding isho tech
- 2 Learning new dysha
- 1 Unweaving very hard dysha
- 1 Interfering very hard dysha
- 1 Gaining x5 in caji entropy

Role playing

- 1 Avoiding violence
- 1 Alternate problem solving
- 1 Impressive/funny action etc
- 1 Impairing action (quirks etc)
- 1 Good acting/talking etc
- 1 True to character during adv.

Other

- 1 Treating serious wounds
- 1 Major repair or construction
- 1 Amazing/impossible action
- 1 Important deed/action
- 1 Excellent occupational deed

Adventure Bonus

TOTAL

Adventure bonus I: Exceptional 7, Well Done 5, Average 3, Poorly 2, Catastrophic/Failure, 0
Adventure bonus II: Hard/Long adventure 15, Average/Normal 10, Easy/Short 5