

SKYREALMS of Jorune

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The races that share Jorune differ greatly in appearance such as size and life span. Many differences undetectable to the eye but are clearly noticed. Superstitious humans would maybe call some phenomena blasphemous, a kind of dyssha or even use the ancient word magic. Most differences are, however, due to heightened sense or possession of sense that human cannot understand. This is a humble attempt to catalogue the various special racial attributes that make that particular race special.

1 = Very poor sense or ability.

2 = Below average sense or ability.

3 = Average (based on humans mostly) sense or ability.

4 = Above average sense or ability.

5 = Excellent sense or ability.

Sight	Normal optical vision. How well a species can see at various distances and how many colour ranges. Also shows field of vision and capability to discern quick moving object or details.
Nightvision	The ability to move around in the dark and see details and movements. The amount of light sensitive/enhancing cells in the optic organ a race has.
Hearing	The hearing range and capability to discern direction and origin of a sound. Also the ability to memorise a sound and isolate it.
Smell	Ability to detect, discern, memorise and follow scents.
Tra-sense	The ability to perceive the sho-sen and the signatures it creates as well as perceive isho manifestations and their details.
Awareness	The ability to sense creatures emotions or simply bodily activity. Could be called 'sixth sense' or simply the ability to feel that someone is close by or behind you.

Race: **Human**

Sight	Nightvision	Hearing	Smell	Tra-sense	Awareness
3	1	3	3	-	-

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.

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

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

Race: **Boccord**

Sight	Nightvision	Hearing	Smell	Tra-sense	Awareness
3	1	3	3	1	-

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.

Race: **Muadra**

Sight	Nightvision	Hearing	Smell	Tra-sense	Awareness
3	1	3	3	2	-

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. Suffers from involuntary kernaling when close to strong isho sources. Can only eat certain types of food.

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

Race: **Salu**

Sight	Nightvision	Hearing	Smell	Tra-sense	Awareness
3	2	4	1	-	-

Average height & weight: 170 cm & 90 kg (M), 160 cm & 80 kg

Average life Span: 45 years (M), 50 years (F)

Main strengths: Adapted to cold temperatures and equipped with gills for breathing while under water. Good swimmers with extra strong limbs and upper body. Equipped with slightly webbed fingers. Can only eat certain types of food.

Main weaknesses: Cannot stay longer than a couple of hours out of water without the degeneration of their gills start. Often not tolerated in civilised lands or regarded as cruel savages.

Preferred geography: Tropical, sub-tropical and temperate saltwater oceans.

Race: **Acubon**

Sight	Nightvision	Hearing	Smell	Tra-sense	Awareness
3	2	4	1	1	-

Average height & weight: 180 cm & 110 kg (M), 165 cm & 90 kg (F)

Average life Span: 40 years (M), 45 years (F)

Main strengths: Adapted to cold temperatures and equipped with gills for breathing while under water. Good swimmers with extra strong limbs and upper body. Equipped with slightly webbed fingers. Acubon can interfere and sense isho signatures, much like the boccord, but find it very hard above water (as water is a good conduit for isho).

Main weaknesses: Cannot stay longer than a couple of hours out of water without the degeneration of their gills start. Very territorial and lack body language to give humans clues

to their mood. Easily offended and agitated. Can only eat certain types of food.

Preferred geography: Temperate to sub-tropical freshwater lakes, but only found in Lake Dau-Uh-Dey and surrounding lakes.

Race: **Trarch**

Sight	Nightvision	Hearing	Smell	Tra-sense	Awareness
3	2	4	4	-	-

Average height & weight: 170 cm & 100 kg (M), 160 kg & 80 kg (F)

Average life Span: 45 years (M). 60 years (F)

Main strengths: Physically stronger than humans and naturally very good climbers.

Main weaknesses: Dull-witted and often mistreated or taken as slaves because of their simple and seemingly uncivilised culture. Often not regarded as humans or as allies of ramians and therefore feared.

Preferred geography: Jungles or sub-tropical areas of Drail. Can, however be found anywhere their masters take them. An abundance on Voligire and Silipus.

Race: **Woffen**

Sight	Nightvision	Hearing	Smell	Tra-sense	Awareness
3	4	5	5	-	-

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.

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

Race: **Crugar & Cygra**

Sight	Nightvision	Hearing	Smell	Tra-sense	Awareness
2	5	4	4	1	1

Average height & weight: 165 cm & 70 kg (M), 160 cm & 55 kg (F)

Average life Span: 35 years.

Main strengths: Good climbers and very agile. Protected from cold by fur. Natural weapons (claws and teeth). Seem to heal quick and can recover from great injuries. Good senses (except for sight). Extremely quick breeders and spread quickly.

Main weaknesses: Seen as barbaric and dangerous by most cultures. Easily offended. Poor eyesight over longer distances. Noticable when using range weapons.

Preferred geography: Sub-tropical to temperate. Easily adapts to most environments.

Race: **Bronth**

Sight	Nightvision	Hearing	Smell	Tra-sense	Awareness
3	3	4	3	-	-

Average height & weight: 200 cm & 150 kg (M), 195 cm 100 kg (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.

Main weaknesses: Slow breeders.

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

Race: **Blount**

Sight	Nightvision	Hearing	Smell	Tra-sense	Awareness
4	4	2	2	-	-

Average height & weight: 160 cm & 70 kg (M), 175 cm & 120 kg (F)

Average life Span: 22 years (M), 75 years (F)

Main strengths: Good swimmers with webbed digits. Although not totally amphibious, blount can hold their breath for up to 1 hour with the help of their skin's breathing ability.

Main weaknesses: Water is needed to keep skin moist or the blount will suffer dehydration and leisions leading to infections and death. Maximum a day without water. Not accepted or trusted by many societies.

Preferred geography: Sub-tropical or temperate swamps, marshes or wetlands.

Race: **Tologra**

Sight	Nightvision	Hearing	Smell	Tra-sense	Awareness
3	5	4	4	-	1

Average height & weight: 190 cm & 120 kg (M), 180 cm & 90 kg (F)

Average life Span: 50 years (M), 65 years (F).

Main strengths: Physically strong and quite agile. Protected from cold by fur. Natural weapons (claws and teeth).

Main weaknesses: Poor eyesight over long distances. Slow breeders.

Preferred geography: Temperate to sub-tropical, but only found in Sharden and Voligire (sub-antarctic).

Race: **Thriddle**

Sight	Nightvision	Hearing	Smell	Tra-sense	Awareness
4	1	3	4	2	-

Average height & weight: 165 cm (eye stalks included)

Average life Span: 120 years (M & F)

Main strengths: An extremely good memory and sense for numbers. Often possess a higher intelligence, than for instance humans. Capable of mimicking most sounds and languages and an extremely good sense for details. Have limited tra-sense and can learn how to weave isho.

Main weaknesses: Physically weak and small. Very easily stressed and skittish and periodically suffer from "thriddle madness" and anxiety.

Preferred geography: Tropical or sub-tropical areas but can easily tolerate most temperate regions. Found mostly only in cities outside Tan-Iricid.

Race: **Corastin**

Sight	Nightvision	Hearing	Smell	Tra-sense	Awareness
1	1	4	4	-	-

Average height & weight: 350 cm & 300 kg (Hard to tell difference between male and female corastin.)

Average life Span: 35 years.

Main strengths: Physically extremely strong and big. Protected by thick layer of skin (crudge). Natural weapons (claws).

Main weaknesses: Vulnerable to cold temperatures. Bad eyesight. Terrible swimmers and often fearful of water.

Preferred geography: Sub-tropical and warmer temperate regions.

Race: **Croid**

Sight	Nightvision	Hearing	Smell	Tra-sense	Awareness
2	3	4	4	-	-

Average height & weight: 290 cm & 400 kg (M), 290 cm & 500 kg (F).

Average life Span: 25 years.

Main strengths: Physically very bulky and strong. Seem slow but can explode in short bursts of speed. Protected by a thick layer of skin (crudge). Natural weapons (claws).

Main weaknesses: Very vulnerable to cold temperatures. Terrible swimmers and will avoid water. Dim-witted and often not regarded as intelligent. Will not be accepted into towns etc. Is regarded as a dangerous animal.

Preferred geography: Tropical, sub-tropical or in stable warmer temperate regions. Forest or jungle dweller.

Race: **Ramian**

Sight	Nightvision	Hearing	Smell	Tra-sense	Awareness
3	4	3	1	-	3

- Average height & weight: 300 cm & 180 kg. (Nearly impossible differentiating between the sexes.)
- Average life Span: 180 years.
- Main strengths: Very durable and agile. Protected by a thick layer of bony cartilage skin. Empathic and have a strong will and self control.
- Main weaknesses: Very poor natural healing if not digesting shirm-eh. Not accepted among humans and most other races.
- Preferred geography: Warm, dry areas in tropical, sub-tropical and temperate regions. Often found in jungles and forests (close to shirm-eh) or in the cold, damp reservation of Voligire (sub-antarctic).

Race: **Thivin**

Sight	Nightvision	Hearing	Smell	Tra-sense	Awareness
3	1	3	1	1	1

- Average height & weight: 165 cm & 60 kg (Hard differentiating between the sexes.)
- Average life Span: 275 years.
- Main strengths: Very quick breeders. Heal extremely well. Protected by near religious belief in most cultures (brings bad luck to harm thivin). Has some tra-sense and especially attuned to crystals and other storages of isho.
- Main weaknesses: Physically very weak and fragile. Can only eat certain/few types of food.
- Preferred geography: Temperate or sub-tropic areas.

Race: **Cleash**

Sight	Nightvision	Hearing	Smell	Tra-sense	Awareness
3	5	4	3	-	-

- Average height & weight: 200 cm & 170 kg (M), 200 cm 190 kg (F). (Females are rarer than males)
- Average life Span: 15-300 years depending on genetic generation. Some even much older.
- Main strengths: Can spit mildly acidic venom. Strong exoskeleton. Cunning. Can breed asexually (clone) as an alternative.
- Main weaknesses: Weak limbs and bulky, clumsy body. Weak digits. Aggressive towards all species including their won. Bound and controlled by a genetic hierarchy. Degenerative flaw in reproduction system.
- Preferred geography: Tropical or sub-tropical. Can however be found in abundance in the ancient reservations of the Ice Fields of Gilthaw (sub-arctic).

Race: **Scarmis**

Sight	Nightvision	Hearing	Smell	Tra-sense	Awareness
5	3	4	4	-	-

- Average height & weight: 180 cm & 120 kg (all are male, except for 1 queen, if it is a hive society).
- Average life Span: 15-80 years, depending on purpose.
- Main strengths: Very strong exoskeleton and swift, strong limbs. Can communicate with pheromones and sense vibrations with antennae. Very fast runners and very good field of vision (170 degrees). Can spit marking venom. The queen is an extremely quick breeder.
- Main weaknesses: Most are scatter-brained and cannot survive outside hive. Those that do, have problems living among other races due to differences. Creaking, clattering joints and genetic submission to cleash.
- Preferred geography: Sub-tropical and temperate. Forests and marshes are preferred. Often seen with cleash as slaves in the jungles or the Ice Fields of Gilthaw.

Race: **Shanta**

Sight	Nightvision	Hearing	Smell	Tra-sense	Awareness
-	-	4	2	5	-

Average height & weight: 200 cm & 95 kg (M), 200 cm & 105 kg (F). (Females are rarer than males)

Average life Span: 100 years. (200 if altered by isho)

Main strengths: Has a well developed tra-sense and can weave the isho naturally and with ease. Total control over all nervous systems. Respected and considered wise or nearly mythical by other cultures and races (except for cleash). Rough skin that protects well against cold.

Main weaknesses: Very slow breeders and often have only one child. Some birth defects or breeding difficulties after the leesh-eebeeca. Tendency for violence when infants if not supervised. Do not understand other species or the visible world well.

Preferred geography: Tropical to sub-arctic. Mainly subterranean.

Size comparison

